



LAST UPDATE: 3/31/2022

MISSION: Kootenai Girls Softball Association (KGSA) is a volunteer-led organization in North Idaho providing a fun and positive learning environment for players, coaches, parents, and umpires. We are committed to teaching fundamental skills and knowledge of the game to equip the girls in our local communities to keep advancing in competitive play.

VISION: KGSA will partner with other organizations in the area to elevate the level of play on local teams. We want North Idaho to become known for excellence in fastpitch through a community of cooperation elevating girls to the next levels of softball. The future of KGSA will be our daughters teaching the next generation the

game of fastpitch.

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15. In addition to the purpose as stated above, the league will put strong emphasis on the following items:
- Sportsmanship
 - Learning to be a good winner as well as a good loser.
 - Developing the skills necessary to participate in softball at a higher level.
 - Developing a winning attitude.
 - Teaching the value of being a team player.
 - Maintaining an environment in which all players, coaches, umpires, and spectators can enjoy the game of softball.

KGSA will strive to provide the skills necessary for coaches, umpires, and players to progress through the different levels of play by providing clinics and other training activities designed to continually increase their skills and knowledge of the game.

MISSION STATEMENT

Kootenai Girls Softball Association (KGSA) is a volunteer-led organization in North Idaho providing a fun and positive learning environment for players, coaches, parents, and umpires. We are committed to teaching fundamental skills and knowledge of the game to equip the girls in our local communities to keep advancing in competitive play.

GENERAL INFORMATION

The season consists of league play where each team will play all other teams in their division at least twice and maybe more depending on the number of teams in that division. Awards are given to first, second and third place winners in all divisions for league play except for **6U**. All players in **6U** can receive skills award.

An “End of Season” tournament takes place for all divisions. The tournament typically begins Thursday or Friday and continues thru Sunday when the championship games are played just before the picnic. Awards are given to first, second and third place winners for the tournament in all divisions.

The “6U Olympics” are for all players in the **6U** division. Each girl goes through seven events related to softball. Awards for first, second and third place are given for EACH grade level for EACH event.

The “End of Season BBQ” is for all players, families, and friends. It is potluck-style, and the league supplies hot dogs and hamburgers. Families are encouraged to bring their own plates and utensils.

A. FIELDS

14U Division – Finucane Park on the corner of Prairie and 4th. Field 3 is used for 14U division play. There is a shed with bases, game balls, pitching machine, rake, and chalk/paint.

- Pitched at 43 feet using a 12” USA Softball-approved softball.

12U Division – Finucane Park on the corner of Prairie and 4th. Field 3 is used for 12U division play. There is a shed with bases, game balls, pitching machine, rake, and chalk/paint.

- Pitched at 40 feet using a 12” USA Softball-approved softball.

10U Division – Finucane Park on the corner of Prairie and 4th. Field 2 is used for 10U division play. There is a shed with bases, game balls, pitching machine, rake, and chalk/paint.

- Pitched at 35 feet using a 11” USA Softball-approved softball.

8U Division – Finucane Park on the corner of Prairie and 4th. Field 1 is used for 8U division play. There is a shed with bases, game balls, pitching machine, rake, and chalk/paint.

- Coach & player pitch using an 11" Softie.

6U Division – Finucane Park on the corner of Prairie and 4th. Field 1 is used for 6U division play. There is a shed with bases, game balls, pitching machine, rake, and chalk/paint.

- Tees and coach pitch using an 11" Softie.

Practice fields: Finucane Park: Located on East Prairie Avenue in Hayden. **Dalton Elementary School-** Located at the intersection of Mt. Carol and Hanley Avenue in Dalton Gardens.

B. GAME SCHEDULES

Schedules will be given to you as soon as possible after the **draw or draft**. The first team listed on the schedule will be the **home** team.

Fields must be cleared of any team 1 hour prior to game time. Teams playing will be able to warm up and use the outfields and dugout side of chalk lines.

1. **Home team** will be responsible for getting the field ready to play.
 - a. Prep water & rake the infield and set up bases.
 - 1) Follow instruction sheet attached in shed.
 - b. Remove plugs & set up bases that are stored in the job boxes.
 - c. Chalk the field.
2. **Visiting team** will be responsible for care of the field after the game.
 - a. Water & rake the infield and put the bases and equipment away.
 - 1) Follow instruction sheet attached in shed.
 - b. Remove and put bases in job box replace plugs.
 - c. Make sure the equipment shed or boxes are locked.
 - d. Rake and compact the pitcher's mound and the batter's boxes. **Very important because of the amount of rain we receive during the season.**

C. EQUIPMENT

1. After the draw, each coach will be issued equipment necessary for safe play and running the game by the equipment chairperson. This includes a rule book, score book, and helmets with face masks, bats, balls, and catcher's gear – helmet, chest protector, and shin guards. At the end of the season, the coach is responsible to return the equipment to the equipment chairperson at picnic or sooner. (The rule book and score book do not need to be turned in.) The coach will have extra chin straps.
2. A player may use her own equipment if it meets the safety regulations of USA Softball.
3. Pitchers are required to wear face masks. Face masks are also highly recommended for use in all infield positions.

D. UMPIRES

1. **12U & 14U** divisions will have one USA Softball umpire per game.
2. **10U** will have an umpire.
3. **8U** will have an umpire or rely on parents to umpire the game. Umpires and coaches are asked to work together to make a correct decision on a rule. The judgment of the umpire is not to be challenged.
4. **6U** will not have an umpire.
5. Please realize that these people are doing their best. If you have concerns about an umpire, please bring it to the attention of the Player Agent of your division.

6. In the event an umpire does not show up, parents may be asked to fill in. The game will count.
7. In the case of rain, during the game, the umpire is the one who calls the game.
8. Home team coach needs to call the league's umpire in chief to let him know if there were any concerns regarding the game's officiating – rain out, late ump, no umpire showed up, etc.
9. Umpire will get score cards, signed by both coaches to the concessions stand upon completion of game. Be sure to include the home team name and score, and the visiting team name and score. If this was a make-up game, include the date the game was originally scheduled.

KGSA CODE OF CONDUCT

A. PLAYERS AND PARENTS understand their commitment to KGSA and will make KGSA practices and games top priority over select team practices and games.

B. PLAYERS AND COACHES and **PARENTS** are expected to support the purpose of KGSA. This purpose is listed in the KGSA Bylaws. It states:

“KGSA exists to provide girls grades K through 9 the opportunity to participate in an organized competitive softball program.”

The league will put strong emphasis on the following items:

1. Sportsmanship.
2. Skill Development.
3. Learning to be a good winner as well as a good loser.
4. Teaching the value of being a team player.
5. Maintaining an environment in which all players, coaches, umpires, and spectators can enjoy the game of softball.

C. PARTICIPANT EXPECTATIONS

1. The league will:

- a. Provide all equipment for players. Players may use their own equipment if it meets USA Softball regulation.
- b. Provide properly fitting uniforms that must be worn at all games.
- c. Do its best to provide proper training to coaches, umpires, and players.
- d. Provide appropriate fields in good and safe condition to play on.
- e. You will be notified by the KGSA president or Player Agent of cancelled games due to weather or field conditions.

2. The board will:

- a. Establish policies to ensure the league is run as successfully as possible.
- b. Support coaches, players, and parents in providing positive experience for the girls.
- c. Be made aware of issues or problems brought to the division's Player Agents even if it has been resolved.
- d. The player agent and president will review and clarify the current coach's code of conduct and ensure that this is signed by coach and assistant coaches prior to first practice with girls of their division.

3. Parents will:

- a. Get their girls to practices and games on time and pick them up on time afterward.
- b. Demonstrate good sportsmanship with positive cheering for ALL participants.
- c. *Support coaches, players, and umpires in their efforts to do their best; and to discuss issues as they come up following the game. If issues elevate, they can/will be dealt with by the Player Agent of that specific division.*
- d. Contact the Player Agent of the specific division or the league president to assist in resolution of differences if needed.

4. Coaches will:

- a. Arrive at practices and games a minimum of 30 minutes early, organized and with all the equipment.
- a. Develop all players regardless of skill level.
- b. Lead by example and demonstrate good sportsmanship to all players, opponents, umpires, and parents.
- c. Remember, they are youth coaches, and the game is for the girls, not adults.
- d. Be USA Softball SafeSport and ACE certified their first year of coaching and level up in USA Softball certification every year of coaching thereafter.
- e. Sign "Code of Conduct" agreement and follow this document.
- f. The player agent and president will review and clarify the current coach's code of conduct and ensure that this is signed by coach and assistant coaches prior to first practice with girls of their division.
- g.

5. Players will:

- a. Arrive at practices and games a minimum of 15 minutes early ready to do their best for their team.
- b. Demonstrate good sportsmanship on and off the field.
- c. Wear League provided uniform (t-shirt).
 - 1) Wear/Use USA Softball Approved Equipment.
- d. Call the coach ahead of time if they cannot be at a game or practice.
- e. Be committed to their team and the KGSA League.

- D. ANY COACH, PLAYER OR PARENT** from any entity may be asked to alter their level of participation in the league if deemed necessary for the welfare of the girls. The board will make this determination.

KOOTENAI GIRLS SOFTBALL ASSOCIATION
REGISTRATION POLICY

The Registrar will be responsible for organizing the sign-up days and will handle the mail-in registration. The goal is for each team to have a minimum of 11 players and a maximum of 13 players.

- A. ADVERTISING:** Flyers, ads in the paper (Nickelsworth, CDA Press), and any other publicity regarding sign-ups will go out approximately 8 weeks prior to season opener. A mass mailing and emailing to all who played last year will go out about this time also.

- B. SIGN-UPS FOR KGSA** will take place approximately 8 weeks before the season opener. Mail in registration will be accepted based on the date postmarked. Online signups will be accepted at the league-approved website kgsaidaho.com using TeamSnap for registration.
- C. DEADLINES:** The deadline for registration will be the day of the skills clinic. The 8U to 10U draw(s) and 12U & 14U draft(s) will take place approximately 3 weeks before the season opener.
- D. 8U to 10U:** Anyone signing up before the skills clinic will be placed on a team. Anyone signing up after the draw will be placed on a waiting list. The order of the 'waiting list' will be determined by which team would have had the next player added if more players were available, and all teams will be on the list. The Registrar will maintain the list. The Player Agent for that division will add a new player to the team next in line with the approval of the leagues' President based on the following criteria:
1. Anyone signing up after the draw but before the season starts, will be added to a team to bring the team roster up to 12 players.
 2. Once the season starts, if a team loses a player (or two or three), the coach may contact their Player Agent and request a replacement. The Registrar will be contacted to determine the next player and she will be added to that team with the President's approval as stated above.
 3. Once the season starts, any team that drops to 10 players will be assigned the next player on the list.
- E. 12U & 14U:**
1. Anyone signing up after the skills clinic will need to be evaluated by the Player Agent of their division. *See Paragraph 'C'.*
 2. Any Player Signing up after the 12U & 14U Draft – *see Paragraph C.1.c.*

KOOTENAI GIRLS SOFTBALL ASSOCIATION
RULES OF PLAY

All divisions will follow USA Softball rule book for the current year. The rule book will be used to govern rules not specifically amended below.

A "pick-up" player from the opposite team may be used for a game if the team would otherwise have to forfeit due to not having enough players to field a team. The team may pick up one or two players from the opposite team or the oldest grade of the next lower division. **(No pick-up players will be allowed during the tournament.)**

A. 14U Division Clarifications

1. If there are not enough players registered for the 14U Division during a season, the 14U will combine with the 12U Division and be called Varsity for the remainder of the season. The same will happen if there are not enough 12U Division players. KGSA will make every effort to have full 14U and 12U Divisions.
2. There will be three outs per inning.
3. The number of innings to qualify for a legal game will be 4 or 3 ½ innings if the home team wins.

4. No inning of any game shall start after 1 hour 40 minutes of the scheduled start time. Time begins with the first pitch.
5. If a team will not have 8 players to start a game, a “pick-up” player or players may be used. NO player shall be a pick-up player if they will miss their team’s game to be a pickup player. **(No pick-up players will be allowed during the tournament)**

Two options for pick up players:

1. A player from the opposite team may be used for the game.
2. A player of the oldest grade from the next lower division may be used. Exception: In the case of a 12U/14U Varsity division. Then a player from the 12U division will be used.
6. **All players must play at least 2 defensive innings per game, have 1 at bat in each game**
7. Hats and/or visors may be worn and do not need to match. They must however be worn properly.
8. ~~Stealing is allowed and the runner can leave the base once the ball leaves the pitcher’s hand (see USA Softball rules).~~
9. **Pitching distance shall be 43’ and an optic yellow 12” ball** shall be used per USA Softball rules.
10. **Home team sets up the field**, has the 3rd base dugout. **Away team tears down the field** and has the 1st base dugout.
11. There are no tie games. The coaches will make every effort to schedule continuation of play. If agreement between coaches cannot be made, the division’s Player Agent will assign a date and time. Should the game not be completed both teams will be credited with a loss.
12. If 14U metal cleats are allowed.
13. If 12u and 14u are combined (varsity) no metal cleats.
14. 14U regular season wins and losses count towards tournament seeding. If 12U and 14U divisions are combined, tournament seeding would be decided by random draw.

B. 12U Division Clarifications

1. If there are not enough players registered for the 12U Division during a season, the 12U will combine with the 14U Division and be called Varsity for the remainder of the season. The same will happen if there are not enough 14U Division players. KGSA will make every effort to have full 14U and 12U Divisions.
2. There will be three outs per inning. However, the 12U Division will use the ‘free substitution’ rule. **This means that each team is required to bat their entire lineup during a game and every girl will continue to bat regardless of whether she is playing defense or not.** *Example: If a girl starts the game batting in the sixth position in the lineup, she will continue to bat in the sixth position regardless of if she is playing defense or not. If a girl starts the game but leaves the park before completion of the game, it will be considered an out every time her turn comes up in the order.* In addition, girls can re-enter a game on defense unlimited times.
3. The number of innings to qualify for a legal game will be 4 or 3 ½ innings if the home team is ahead. **(Per USA softball 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings)**
4. 12U will play a maximum of 7 inning games.
5. **All players must play at least 2 defensive innings per game**
6. **Pitching distance shall be 40’ and an optic yellow 12” ball** shall be used per USA Softball rules.

7. No inning of any game shall start after 1 hour and 40 minutes of the scheduled start time. Time begins with the first pitch.
- ~~8.~~—Hats and/or visors may be worn and do not need to match. They must however be worn properly.
- ~~9.~~—Stealing is allowed and the runner can leave the base once the ball leaves the pitcher's hand (see USA Softball rules).
10. **Home team sets up the field**, has the 3rd base dugout. **Away team tears down the field** and has the 1st base dugout.
11. There are **no** tie games. The coaches will make every effort to schedule continuation of play. If agreement between coaches cannot be made, the division's Player Agent will assign a date and time. Should the game not be completed both teams will be credited with a loss.

10U Division Clarifications

1. **A player may not be benched for more than 1 inning in a row.**
2. There will be three outs per inning. However, the 10U Division will use the free substitution rule. This means that each team is required to bat their entire lineup during a game and every girl will continue to bat regardless of whether she is playing defense or not. *Example: If a girl starts the game batting in the sixth position in the lineup, she will continue to bat in the sixth position regardless of if she is playing defense or not. If a girl starts the game, but leaves the park before completion of the game, it will be considered an out every time her turn comes up in the order.* In addition, girls can re-enter a game on defense unlimited times.
3. The number of innings to qualify for a legal game will be 4 or 3 ½ innings if the home team is ahead. **(Per USA softball 15 runs after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings)**
4. 10U will play a maximum of 7 inning games.
5. **Pitching distance shall be 35' and an optic yellow 11" ball shall be** used per USA Softball rules.
6. **There will be a 4-run maximum per inning except the last inning, which will be unlimited.**
7. No inning of any game shall start after 1 hour and 40 minutes of the scheduled start time. Time begins with the first pitch.
- ~~8.~~—Hats and/or visors may be worn and need not match. They must however be worn properly.
- ~~9.~~—Stealing is allowed and the runner can leave the base once the ball leaves the pitcher's hand (see USA Softball rules).
10. **Home team sets up the field**, has the 3rd base dugout. **Away team tears down the field** and has the 1st base dugout.
11. There are **no** tie games. The coaches will make every effort to schedule continuation of play. If agreement between coaches cannot be made, the division's Player Agent will assign a date and time. Should the game not be completed both teams will be credited with a loss.
12. Dropped 3rd strike rule: The batter may run when the catcher fails to catch the third strike before it hits the ground and there are:
 - a. Fewer than two outs and first base is not occupied at the time of the pitch
 - b. Any time there are two outs.

8U Division Clarifications

In the 8U division, the USA Softball rules for the current year for 10 & under shall be used to govern rules not specifically amended below.

1. **A player may not be benched for more than 1 inning in a row.**
2. 60-foot base paths will be used.
3. **Pitching distance shall be 30' and an optic yellow 11" softie ball shall be used per USA Softball rules.**
4. A coach may let another coach know **before a game starts**, that a girl will be leaving early and it will not be considered an out when that player is supposed to bat. The next batter in order will bat. Injured girls will not be counted as an out.
5. **There is no stealing in this division. The coaches should develop base running and taking a lead.**
6. Catchers will wear full protective gear.
7. 8U will play a maximum of 7 innings per game.
8. **There will be a 4-run maximum per inning except the last inning, which will be unlimited.**
9. No inning of any game shall start after 1 hour and 40 minutes of the scheduled start time. Time begins with the first pitch.
- ~~10.~~ Hats and/or visors may be worn and need not match. They must however be worn properly.
11. **Home team sets up the field**, has the 3rd base dugout. **Away team tears down the field** and has the 1st base dugout.
12. **Only one base with in-field hits, 2 bases with "legitimate" hit to outfield. Runners will not advance on an overthrow.**
13. **The game will start with a live pitcher.** The following amendments apply in pitcher innings:
 - a. **Coaches will teach to the spirit of the developmental structure.**
 - b. **An 11" "softie" ball will be used.**
 - c. 8U will start with a 0/0 count
 - d. 8U will play to 3 outs, or 4 runs per at bat.
 - e. The 8U pitcher will pitch to the conclusion of the at bat unless the batter earns a walk then at that point the coach will take over the count. **THERE WILL BE NO WALKS. The umpire will continue to call balls and strikes. Coach pitch is allowed; modified fast pitch motion from inside the pitching circle.**
 - f. Coach pitch after 3 innings (**coaches must pitch from inside the circle**)
 - g. Coaches may stand behind the plate to stop passed balls during the at bat. (this speeds up the game)

D. 6U Division Clarifications

In the 6U division, the USA Softball rules for the current year for 10 & under shall be used to govern rules not specifically amended below.

1. **No player may be benched. Any extra defensive players will be placed in the outfield.**
2. A coach may let another coach know **before a game starts**, that a girl will be leaving early and it will not be considered an out when that player is supposed to bat. The next batter in order will bat. If a player leaves because of injury she will not be counted as an out.
- ~~3.~~ All players shall be placed in the batting order and bat.
4. At the **end of each three outs, the bases are cleared.** The offensive team continues to bat until all batters have batted.

5. Optic yellow **11" softie ball shall be used.**
6. The pitcher must be in contact with the pitcher's plate until the ball has been hit.
7. No defensive player may enter the 10' arc in front of the plate until after the ball has been hit.
8. Then the coach behind the plate should make every effort to move the tee away after the ball has been put into play.
9. The batter:
 - a. Each team shall receive one warning regarding throwing the bat. The warning shall be given to the coach and any subsequent throwing of the bat shall be called an out.
 - b. If the bat strikes only the tee, regardless of where the ball goes, a strike will be called.
 - c. For a ball to be in play, it must travel outside the 10' arc or be played by a defensive player within the 10' arc while it is still moving.
 - d. Each batter shall take a full swing, no bunting shall be allowed.
 - e. A ball which is hit and comes to rest within the 10' shall be declared a strike.
10. No inning of any game shall start after 60 minutes of the scheduled start time.
- ~~11.~~ Hats and/or visors may be worn and need not match. They must however be worn properly.
- ~~12.~~ Score(s) will **not** be kept.
13. **No coach pitch in 6U.** Focus on proper hitting and only a tee will be used at this division.
- ~~14.~~ **Only one base with in-field hits, 2 bases with "legitimate" hit to the outfield. Runners will not advance on an overthrow.**
- ~~15.~~ Coaches may be present on the field if they do not interfere with play. For example, stay out of the base paths.
- ~~16.~~ When a force out is made the player that was called out will return to the dugout.

KOOTENAI GIRLS SOFTBALL ASSOCIATION
TEAM SELECTION PROCEDURE(S)

A. 8U & 10U DIVISIONS:

All **8U & 10U Division** players shall attend the skills clinic at which player will be rated between 1 and 4, with 4 being the highest, in 4 different areas. The four rating areas will be pop flies, grounders, throwing and hitting. The total points available will be 16. The night of the draw each player will be given an overall rating by the coaches between 1 and 4. A meeting of all judges shall take place prior to the start of warm-ups to review rating charts.

* Player's age is determined for league play on **January 1st**.

1. Team size

a. The goal shall be to have a minimum of 11 players on each roster to start the season and a maximum of 13.

2. Team selection shall be organized and supervised by the league Player Agents as per the KGSA Bylaws. The officer in charge of the team selection shall be appointed by the Player Agents and shall not be a coach in that division. The following will be available at the draw:

- a. 2 copies of each sign-up sheet
- b. Sufficient USA Softball Championship rosters to have one for each team.
- c. Draw tickets for each player in their division.

- d. Tracking Chart
- e. A deck of cards

3. Procedure

- a. The officer in charge shall maintain a master USA Softball Championship roster for each team as they are drawn.
- b. The Player Agent shall maintain a chart which will keep track of the number of players in each rating category (see example attached below).

Example below:

	▪ 1 Rating			▪ 2 Rating			▪ 3 Rating			▪ 4 Rating		
Grade	▪ 9	▪ 8	▪ 7	▪ 9	▪ 8	▪ 7	▪ 9	▪ 8	▪ 7	▪ 9	▪ 8	▪ 7
Team a												
Team b												
Team c												

▪ = star

- 4. **Protected players: Only the Head Coach’s child and Assistant Coach’s child are protected.** Protected players shall participate and be rated at the skills clinic and the draw just like any other player.
 - a. Protected players shall be placed on the roster of their respective teams prior to the beginning of the draw and a mark shall be made on the tracking chart in their category and team. Care must be taken to be sure that their draw tickets are removed prior to the draw.
 - b. **“Protected player” definition - Only the coach and assistant coach’s children will be protected at the draw.** For the draw, pitchers drawn prior to the actual start of the draw will be considered protected.
- 5. In the **8U & 10U Divisions**, any player identified as a pitcher shall be removed from the draw and drawn by those teams which do not have a protected player who was identified as a pitcher. A mark shall be made on the tracking sheet and these coaches shall pass a turn in the rating category of these players. If there are more pitchers than teams, those remaining pitchers shall be returned to the draw. For the draw these pitchers will be considered protected players.
- 6. In the **8U & 10U Divisions**, any player identified as a catcher shall be removed from the draw and drawn by those teams which do not have a protected player who was identified as a catcher. A mark shall be made on the tracking sheet and these coaches shall pass a turn in the rating category of these players. If there are more catchers than teams, those remaining catchers shall be returned to the draw. For the draw these catchers will be considered protected players.
- 7. Siblings shall be determined and placed upon one draw ticket in very bold or red ink prior to the start of the draw. Sibling will be drawn with the older of the two. Both siblings will be placed on the team roster and a tracking mark will be made for both siblings when the older one is drawn. Care must be taken to remove the draw ticket of the younger player. Unless we have more sets of siblings than we have teams, no team shall have more than one set of siblings. If a second set of siblings is drawn they shall be put back into the open draw.

8. A deck of cards shall be used to determine the first to draw with high card drawing first and following around the table clockwise.
9. A coach must skip his next opportunities to draw in each category for each protected player or sibling on their roster. *Example: 10U team coaches have only 2 players protected: one 4th grade player with a 3 rating and the other player a 3rd grader with a 2 rating. This coach would pass his first turn for 4th grade 3 rating and skip his first turn for 3rd grade 2 ratings.*
10. Players shall be drawn first by the highest grade and 4 rating, followed by the highest grade and 3 ratings working down to the lowest grade and 1 rating.
11. Every attempt will be made to assure that as even a balance as possible shall be maintained both by grade and rating.
12. Upon the completion of the draw, each coach shall receive from the Player Agent in charge, a copy of the USA Softball Championship roster along with a copy of the sign-up sheets and medical releases for each player on his roster. The coaches shall hold the original sign-up sheets. Copies to be held by Player Agents in their respective divisions.
13. Any players added after this meeting must meet those requirements as stated in the sign-up policy. Failure to meet all the sign-up requirements will result in team forfeiture.
14. Any player of a division can be eligible to move up 1 division. The parent must fill out and return the Petition to Play Up form. The player must also participate in the upper division skills clinic as well as their own division and have approval of the Player Agent of that upper division. Any other special considerations will be brought to the executive committee. The executive committee shall consist of the President, and Player Agent of the specific division.

B. 6U DIVISION

The above team selection procedure will apply with the following changes:

1. No warm-up day or rating will be required
- * **6U through 10U CONFIDENTIALITY** - The Selection Process is kept completely confidential, including Skills Evaluation results, player rating sheets and scores. Each individual board member and coach attending the selection process is responsible for maintaining confidentiality of the selection and selection materials. All player selection materials must be returned to the Player Agent at the conclusion of the player selection to be destroyed. Violation of this rule by a Coach or their assistant coach is cause for Suspension of the Coach.

C. 12U and 14U DIVISION(S) "PLAYER DRAFT"

This policy/procedure has been created and approved by the KGSA Board of Directors in February of 2017. The "Player Draft" is moderated and presided over by the Player Agent(s). In their absence of the division Player Agent, the President will appoint a KGSA Board member to take their place. The decisions of the Player Agent(s) are final.

1. SKILLS CLINIC ATTENDANCE:

- a. All player candidates **must** attend the skills clinic. **The order of the skills clinic will proceed from youngest to oldest players.** Any player that petitions to play up will be expected to participate in their age group and the 1 division up they are petitioning to join. The player will need to fill out a Petition to Play Up Form prior to the tryouts for evaluation by the Player Agent of said division; *See paragraph C.13. Petition to Play Up.*
- b. Attendance on the floor during the skills clinic is restricted to: KGSA Player Agent & Coach(s) and assistant coach(s) of division drafting, KGSA President, Vice

President, other necessary board members assisting and the President’s pre-selected individuals assisting in the process.

- c. Late registered players will be placed in a Post Draft ‘Pool’ for a continuation of the draft in the order from which it left off. This ‘extended’ draft process, will be directed by the Player Agent of said division.

- 1) Players are subject for ‘skills display’ at the request of the Player Agent.

2. SKILLS CLINIC

- a. Skills for display for coaches will be as follows:
 - 1) 1 player candidate at a time with a designated number:
 - 2) Fielding batted balls at an infield distance, and then throwing back.
 - i. Balls used: softies for indoors <or> regulation softballs outside depending on weather.
 - 3) Catching batted pop ups at a farther distance, then throwing back.
 - i. Balls used: softies for indoors <or> regulation softballs outside depending on weather.
 - 4) Running back to batter when 2) & 3) are complete to demonstrate running speed.
 - 5) Demonstrate batting skills by hitting into net/cage or outside depending on weather.
 - 6) Pitchers and Catchers: Demonstrate skills following all participants in items 2) thru 5).

3. DRAFT POOL

The Player Agent(s) will establish the ‘Draft Pools’ in consultation with the KGSA President.

- a. The number of teams in each division, the Draft Pool sizes, and number candidates are determined by the Player Agent(s) in consultation with Registrar Chairperson and KGSA President.
- b. **Petitions to Play Up.** (See Paragraph C.12) candidates may factor into the draft pool size as determined by the Player Agent in consultation with Registrar Chairperson and KGSA President.
- c. The **Draft Pool(s)** for each division will be finalized prior to the draft.

4. DRAFT POOL CANDIDATES – Prior to the start of the tryouts, all Coaches will be provided a list containing all Draft Pool Candidates for their specific Division. This list will include:

- a. The Player(s) Number; Name; and Age
- b. Player’s skill(s) evaluation scores **‘template’** (as seen below).

KGSA Draft - Skills Evaluation Template C.4.d

No.	Player’s Name	Fielding	Throwing	Speed	Batting	Pitching or Catching (?)	Remarks
01	Player A						
02	Player B						
03	Player C						
04	Player D						

- c. **14U Division Candidates:**
 - 1) 13 & 14 - year old(s).
 - 2) 11 to 12-year old(s) with 'approved' Petition to Play Up to 14U.
 - d. **12U Division Candidates:**
 - 1) 11 & 12 - year old(s).
 - 2) 10-year old(s) with 'approved' Petition to Play Up to 12U.
5. **COACHES** - In accordance with KGSA rules, there is no pre-selection or assignment of an Assistant Coach's child to a head coach or team, see paragraph C.8.b.
- a. Coaches will state their preferred Assistant Coach prior to the beginning of the tryouts. The coach's child is protected under the player options, paragraph C.11.b. The assistant's child is only protected for the first-round selection(s) only paragraph C.8.c.
6. **DRAFT ATTENDANCE:**
- a. Attendance during the draft: KGSA Player Agent, coach of division drafting, KGSA President, Vice President, and other necessary board members assisting in process.
 - 1) Players, parents, or anyone else may **NOT** attend the draft process at any time.
 - 2) Coach's assistants are **NOT** allowed to be present in the room during the draft.
7. **DRAFT ORDER** - The Draft Order is established by random selection (draw out of a hat). This establishes a **conventional** draft order throughout the draft (1-n, 1-n).
- a. **Coaches draw numbers out of a hat and that determines the draft order:**
 - 1) **Conventional:** A coach of team 'A' then selects players in a (example 4 team league as follows: 1st choice, 5th, 9th, 13th, 17th and so forth.
8. **PLAYER OPTIONS** – Draft order precedents.
- a. **Drafting Siblings** - Once one sibling is drafted the other sibling **must** be drafted in that same team's next immediate round. This second sibling will be protected.
 - 1) **Exceptions:** Player Option arrangements below must be made with the Player Agent for these specific circumstances.
 - i. The parent(s) state that they want the siblings separated and on two different teams.
 - ii. The siblings are identified in advance that they will be on 2 separate divisions.
 - iii. If the Coach's child has a to be selected in this round because of their age, then the sibling must be selected in the next immediate round for that same team and announced at start of draft.
 - b. Coach's Child must be drafted in accordance with their age to be protected and must be announced at time of tryout:
 - 1) In the 14U Division:
 - i. 14-year old(s) must be drafted in second round.
 - ii. 13-year old(s) must be drafted in the third round
 - iii. 12-year old(s) must be drafted in the fourth round and so forth corresponding to the age being drafted – see Draft Limitations.
 - 2) In the 12U Division:
 - i. 12-year old(s) must be drafted in second round

- ii. 11-year old(s) must be drafted in the third round and so forth corresponding to the age being drafted – see Draft Limitations.
 - c. **Assistant Coach’s Child** - will need to be the first selection for each team of the draft. This first round is the only round that the Assistant Coach’s child is protected and the selection must be announced prior to the draft, otherwise that player is up for selection by any other team.
- 9. **DRAFT LIMITATIONS** - Rules below will establish the minimum and maximum number of players a coach can select per age group for each division's draft. The Player Agent and President will establish and communicate these rules prior to, or at the start of the draft selection process. Draft forms will be distributed which clearly indicate minimums and maximums.
 - a. The Player Agent and the draft pool will be pre-determined prior to the draft. Considerations will be used:
 - 1) **14U Division:**
 - i. 14-year old(s): The Player Agents will establish a minimum number of 14-year old(s) per team to ensure that all 14-year old candidates are placed on 14U teams. No team may have more than 8 unless the number of teams and that age group results in more.
 - ii. 13-year old(s): The Player Agents will establish a minimum number of 13-year old(s) per team to ensure that all 13-year old candidates are placed on 14U teams. No team may have more than 4 unless the number of teams and that age group results in more.
 - 2) **12U Division:**
 - i. 12-year old(s): The Player Agents will establish minimum number of 12-year old(s) per team to ensure that all 12-year old candidates are placed on 12U teams. No team may have more than 8 unless the number of teams and that age group results in more.
 - ii. 11-year old(s): The Player Agents will establish minimum number of 11-year old(s) per team to ensure that all 11-year old candidates are placed on 12U teams. No team may have more than 4 unless the number of teams and that age group results in more.
 - b. Remaining slots on rosters may be any combination of ages from those available in the candidate pool.
 - c. Following the first-round selection(s) of the assistant coach’s child, the draft must begin at the oldest age group and work down.
 - 1) Exception: The Coach’s child selection in the pre-determined round determined by age.
 - 2) If the Coach’s assistant does not have a child in the division of play the coach must select from the oldest age group.
 - d. The Player Agent of the division will evaluate/determine the number of players per team against the draft pool prior to the draft.

10. PETITION TO PLAY UP

- All players are required to register for the Division as determined by their birth date. Players are eligible to ‘Petition to Play Up’ to the next higher Division.
- b. All Petitions will be reviewed by the ‘Player Agent’ for approval. The Player Agent’s evaluation will be made at time of draft.
 - c. Candidates will need to fill out a Petition to Play Up form.

- d. Approval(s) will be made by the completion of the draft pool prior to the draft. There is no guarantee that approval to move up will be granted regardless of skill. KGSA discourages skipping a division.
- e. At any level with a Skills Evaluation, players scoring in top tier of next age level may be contacted and/or asked to consider the next level up, depending on circumstances.
- f. At Age 10, player(s) may begin to Petition to Play Up to 12U and be in the draft pool for 12U if they played 10U the prior year.
 - 1) Player skills are comparable to the 11 & 12-year old(s).
 - 2) Those approved 10-year old(s) not drafted at 12U become eligible for the 10U Division player selection.
- g. 11 to 12-years old player(s) may Petition to Play Up to 14U and be in the Draft Pool for 14U if the Player Agent feels that their skills are comparable to the 13 & 14-year old(s); and that the 11 to 12-year old may be a danger to the other players in the 10U Division.
 - 1) Player skills are comparable to the 13 & 14-year old(s)
 - 2) Those approved 11 & 12-year old(s) not drafted at 14U become eligible for the 12U Draft.
 - 3) The Draft Pool(s) for each division and the potential approved candidates will be finalized prior to the draft start. The candidates in the Petition to Play-up will not be notified until after the draft if they have been approved. The following guidelines establish candidate pools.

11. PETITION TO PLAY DOWN

All players are required to register for the division as determined by their birth date. Players are eligible to Petition to Play Down to the next lower division. All petitions are heard by the Player Agent for review and approval. The general policy is to allow a player to play down one division at the request of their parents, if circumstances warrant a safety issue. The Player Agent's approval/determination may be evaluated at time of tryout.

- a. The only determining factor for moving a player down is if they are in danger of a result of their skills.

15. DRAFT PROCESS - The draft process will be used for each division, in the following order:

- 1.) 14U, then, 2.) 12U.
 - a. The Player Agent will call the draft to order.
 - b. The draft order will be determined, by a drawing of numbers out of a hat.
 - c. All available candidates will be made available for viewing, either on paper or projected on a screen, or both.
 - 1) The Coach will have 2 minutes to make their selection in each round. The timer will begin when the Player Agent states, "(team name), you are now on the clock."
 - i. If no selection has been made with 15 seconds remaining, the Player Agent will announce the time remaining in the selection, announcing again "Selection Please" at the five-second mark.
 - ii. If no selection is forthcoming at the end of the two-minute window, the Player Agent will move that team's selection to the last pick in that round.

- d. Teams make their selections by announcing the player number and the name of the player. After a selection, has been made, the Player Agent will repeat back the number and the name to ensure accuracy.
 - e. Each following selection will have the same two-minute time limit.
 - f. All teams must select a player in every round and maintain a full roster at all times during the season.
 - g. The ongoing draft selections and remaining available players will be available for all Coaches to view.
 - h. The player agents and president will review with the coaches of that division the current policy and procedures after the draw to clarify and answer any questions.
- 16. TRADES** - Trades for 12U & 14U are allowed in the short period immediately following the draft for a designated time of 10 minutes only. To complete a trade, the Player Agent and both coaches must be present. A player trade is only between 2 teams and is a 1 for 1 player and approved by both coaches. The trade is not final until the coaches present a reason for the trade and the Player Agent approves the trade.
- 17. PLAYER NOTIFICATION** - When the draft is complete, including the 10-minute trading period that follows the draft conclusion; and the Player Agent has finalized the rosters - all coaches will be notified that they may contact the players on their respective rosters - **Do not contact any drafted player until the Player Agent of your division authorizes you to do so.** Violation of this rule is cause for suspension of the coach.
- 18. 12U & 14U CONFIDENTIALITY** - The draft is kept completely confidential, including skills evaluation results, player draft order and any trades following the draft. Each individual board member, coach, and assistant coach attending the draft is responsible for maintaining confidentiality of the draft and draft materials. Violation of this confidentiality rule by a coach or their assistant coach is cause for suspension of the said coach.
- D. PETITIONING FOR A SEASON TRANSFER** – If a team in the division(s) between **10U and 14U** loses a player for the season due to injury or other miscellaneous reason and this puts them under **11 ‘active’** players that Coach has the option of petitioning the Player Agent to pull a player up from the immediate division below.
- 1. This transfer must have approval of the player being considered as well as the parent, and Player Agent of the division being moved up to.
 - 2. The players that have filled out the Petition to Play Up will be considered first.
 - 3. The coach of the lower division team that is having a player pulled cannot object as this is a developmental league for the girls.
 - 4. Any other special considerations will be brought to the executive committee. The executive committee shall consist of President, Vice President, and Player Agent of the division that player is moving up to.
 - 5. No other transfers are allowed.

KGSA COACHING BASICS

A. Pitching:

- 1. We acknowledge the challenge that exists between allowing batters the ability to learn batting skills and allowing the pitcher the ability to discover she can throw a strike. At early developmental stages batters, simply will not see many strikes from a live pitcher.

We want to discourage batter from waiting for a walk. But we also do not want them to swing at pitches that are over their heads, developing bad habits.

2. All pitchers are required to wear an infield facemask, no exceptions.

B. 6U Division

The focus in the 6U division is for 5-6 year old players to have fun! Coaches will introduce basic throwing, fielding, batting, and base-running techniques. During games, all players on the team will have an opportunity to bat off a tee and will be encouraged to play multiple positions defensively. We want the girls to fall in love with the game by making it a fun, active, team-centered experience.

C. 8U Division

1. In the 8U division players will be introduced to the game of fastpitch. Coaches will teach basic throwing, fielding, batting, base-running techniques. They will also teach the basics of fastpitch pitching. Players will have an opportunity to learn all skills and play multiple positions. During games, teams will bat through the lineup off live pitching and coaches will teach players to lead off with each pitch. In the event of a walk, players will face coach-pitching as we develop the skills of young pitchers. Coaches will pitch from the top of the circle with a modified pitching motion simulating an actual fast pitch coming across the plate. As the girls are learning new defensive skills, base runners will be allowed to take one base on an infield hit or multiple bases on a hit to the outfield. This will be a fun league focused on fundamentals, learning to play hard and having a great time!
2. Pitching distance will be 35 feet and 8U will use an 11" softy ball.
3. To keep the game moving at a quick pace we are going to start the batter with a 1-1 count. We do not want a bunch of 4 pitch 4 balls at bats so we will be expanding the strike zone.
4. The strike zone will be knees to eyes and 2 balls width inside or outside of the plate.

D. 10U Division

1. The focus of the 10U division is to expose players to all aspects of the game of fastpitch, preparing them for a competitive tournament season if they choose. Teams will play by USA Softball rules with two exceptions: runners will not be allowed to steal home and there will be a cap of 5 runs per inning in an effort to keep games moving. Coaches will continue to develop basic fundamentals while introducing more advanced throwing, fielding, batting and base-running techniques as well. Players who enjoy pitching will be encouraged to practice outside of regularly scheduled team activities. The league partners with experts in the community to provide clinics as well as group and private instruction for girls to continue to develop their skills. Players will continue to practice the skills necessary to play all defensive positions and will be encouraged to try multiple positions throughout the season. At this level girls will experience the fullness of the game and joy of competition. Pitching distance will be 35 feet and 10U will use an 11" normal ball.
2. Our goals are to encourage as many girls that would like the opportunity to pitch to do so. At this age the girls and their parents figure out if pitching is in their future and if private lessons will be needed.
3. Strike zones will be knees to eyes, and 2 balls inside or outside of the plate. This of course is with the discretion of the umpire for safety. Girls should make every attempt to get out of the way of a pitched ball.

4. We want one girl to pitch only one inning a game allowing as many girls as desire to pitch during the season.
5. This league will have stealing. Catchers will be introduced to stealing home in this league.

E. 12U Division

1. The focus of the 12U division is to teach and develop fundamental skills in all areas including more complex offensive and defensive play. Coaches will continue to encourage proper technique, sportsmanship and teamwork while playing with passion and a healthy competitive spirit. The KGSA season provides an opportunity for girls hone their skills while playing with different teams throughout the spring as they prepare for competitive tournament seasons.
2. Pitching distance will be 40 feet and 12U will use a 12" normal ball. Our goals are to develop both batting and pitching with a normalized strike zone. We are not worried about letting girls "try" pitching at this age. We are now working on developing dedicated pitchers and catchers.
3. All batting, bunting and base running techniques should be learned.

F. 14U Division:

1. At 14U, girls will be too old for 12U and not playing in high school. This is the last league to prepare the girls for the next phase of ball play. This league will be destined for full competitive play in hopes to help them play at the high school level. Coaches will continue to encourage proper technique, sportsmanship and teamwork while playing with passion and a healthy competitive spirit.
2. Pitching distance will be 43 feet and 14U will use a 12" normal ball.

LEAGUE DEVELOPMENT STRUCTURE

Intro (Introduction) - This indicates that the skill should be introduced at that age group by approval of the division player agent.

Dev (Developmental) - At this stage the player should have already been introduced to the skill and is now working towards mastering the skill.

Comp (Competent) - At this stage the player should have a solid understanding of this skill.

Dev/Comp - For more advanced skills, players will grasp and understand the skill at different rates, so some girls will still be developing the skill while others may become quickly proficient.

See Rules of Play for detail in each division.

LEAGUE DEVELOPMENT STRUCTURE TABLE

Throwing	6U	8U	10U	12U	14U
Grip, Basic Motion	Intro	Intro	Dev	Comp	Comp
Throwing Motion	Intro	Intro	Dev	Comp	Comp
Crow Hop			Intro	Dev	Comp

Fielding	6U	8U	10U	12U	14U
Positions	Intro	Intro	Dev	Comp	Comp
Catching a Ball	Intro	Intro	Dev	Comp	Comp
Fielding a ground ball	Intro	Intro	Dev	Comp	Comp
Covering the bases – basic	Intro	Intro	Dev	Comp	Comp
Catching a pop fly	Intro	Intro	Dev	Comp	Comp
Catching an outfield fly	Intro	Intro	Dev	Dev/Comp	Comp
Making a tag play	Intro	Intro	Dev	Dev/Comp	Comp
Covering the bases – advanced			Intro	Dev	Comp
Basic cutoff			Intro	Dev	Comp
Holding a runner			Intro	Dev	Comp
Bunt defense			Intro	Dev	Comp
Turning a double play				Intro	Dev/Comp
Rounding a ball				Intro	Dev/Comp
Advanced cutoffs				Intro	Dev/Comp
Backup – basic	Intro	Intro	Dev	Comp	Comp
Backup – advanced		Intro	Dev	Comp	Comp

Hitting and Running	6U	8U	10U	12U	14U
Batting stance	Intro	Intro	Dev	Comp	Comp
Running to first base	Intro	Intro	Dev	Comp	Comp
Taking a lead		Intro	Dev	Comp	Comp
Stealing			Intro	Dev	Comp
Base running – basic		Intro	Dev	Comp	Comp
Sliding			Intro	Dev	Comp
Bunting			Intro	Dev	Dev/Comp