Sienna Fastpitch Softball Association

Handbook & Rules

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10. **PURPOSE & GOALS**

This handbook details rules which are specific to SFSA, and it contains essential provisions for parents, managers, coaches, umpires, and players. All individuals who plan to participate or attend SFSA games should thoroughly review the handbook. The handbook is designed to further SFSA’s goal to emphasize fair play, sportsmanship, cooperation, how to compete with integrity, and respect for authority.

1. **MISSION**

The mission of the Sienna Fastpitch Softball Association (SFSA) is to provide an educational environment for children to learn softball fundamentals and to cultivate a love of softball while encouraging personal growth through teamwork, comradery, competition and leadership. SFSA is committed to maintaining an organization that allows players of all levels of ability to continue to grow and be challenged, whether through participation in our recreational league or as a part of the tournament or select teams.

SFSA encourages and desires wholesome community and adult participation. It is essential that all spectators, managers, umpires, and players practice cooperation, patience, and good sportsmanship. While most teams have a head coach, the involvement of additional adult volunteers is required to produce an enjoyable experience for all. SFSA looks to adult volunteers to be role models for our players through working cooperatively, providing positive encouragement and constructive feedback to players, showing an appreciation for good play by either team, and maintaining decorum despite disagreements with umpires’ calls.

**All SFSA players, coaches, volunteers, and parents agree to thoroughly read and review the SFSA Handbook including, but not limited to, the rules pertinent to the division which the player, coach, volunteer or parent participates.**

1. **CODES OF CONDUCT**

The Board of Directors of SFSA has instituted Codes of Conduct for players, parents, and coaches. These Codes of Conduct are outlined on the following three pages, which also serve as templates to be printed out and executed at the start of each season.

The Board will strictly enforce these Codes of Conduct for the benefit of all league participants, as well as review all infractions of the SFSA Codes of Conduct. Depending on the seriousness and/or frequency of infractions, the Board may assess disciplinary action up to and including expulsion from the league.

**A logo for a baseball team

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**Sienna Fastpitch Softball Association**

**Player Code of Conduct**

As an athlete, you are asked to read and agree to the following guidelines:

1. I will practice and play to the best of my ability.
2. I will use every effort to be a positive member of my team and exhibit good sportsmanship at all times.
3. I will attempt to attend and actively participate in every practice and event scheduled. If I am unable to attend, I will inform my coaches as soon as practically possible.
4. I recognize that I am playing a team sport; my actions impact my team, and I will act in the best interest of the team and not myself.
5. I will not criticize the performance of another teammate, a coach’s decision(s), an official’s call or an opponent.
6. I will conduct myself in a respectable manner at practices and at games.
7. I will not use inappropriate language.
8. I will never attempt to deliberately injure another player.
9. I understand that failure to follow the code of conduct may result in consequences.

**Athlete Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**A logo for a softball team

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**Sienna Fastpitch Softball Association**

**Parent Code of Conduct**

As a parent, you are asked to read and agree to the following guidelines:

1. I will remember that children participate to have fun and build skills.
2. I (and my guests) will be positive role models for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice, or other sporting event.
3. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent.
4. I will not encourage any behaviors or practices that would endanger the health or well-being of the athletes.
5. I will lead by example in demonstrating fair play and sportsmanship to my player.
6. I will never ridicule my child or other players for making a mistake or losing a competition.
7. I will make practice a priority and have my child/children present as much as possible.
8. If I need to discuss coaching decisions, I will contact the coaching staff and set up a time to discuss in order to ensure both the parents and the coaches are able to give their full attention to the matter.

**Parent Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**A logo for a baseball team

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**Sienna Fastpitch Softball Association**

**Coach Code of Conduct**

As a coach, you are asked to read and agree to the following guidelines:

1. I will place the emotional and physical well-being of my players ahead of a personal desire to win.
2. I will treat each player as an individual, remembering the large range of emotional and physical development between my players.
3. I will do my best to provide a safe playing situation for my players.
4. I promise to review and practice basic first aid principles needed to treat the injuries of my players.
5. I will do my best to organize practices that are fun and challenging for all of my players.
6. I will lead by example in demonstrating fair play and sportsmanship to all of my players.
7. I will not cheat or engage in any form of unethical behavior that violates league rules.
8. I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.
9. I will be knowledgeable in the rules of the sport that I coach, and I will teach these rules to my players.
10. I will use those coaching techniques appropriate for all of the skills that I teach.
11. I will remember that I am a youth sports coach, and that the game is for children and not adults.

**Coach Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **GENERAL RULES**

SFSA is recognized and governed by USA Softball and will follow the Official Regulations and Playing Rules of USA Softball. The rules herein represent either a variation to those rules, or are additional rules instituted by SFSA to promote skill development and ensure that game time is maximized for player exposure. These house rules supersede USA rules, where applicable.

* 1. *PLAYER ELIGIBILITY*

Girls between the ages of 4 – 15 years of age are eligible to participate in SFSA. SFSA recognizes a player’s age and gender as that which is denoted on the player’s birth certificate as presented from a recognized authority of the state of Texas or other such governing bodies authorized to issue birth certificates for their citizens.

* 1. *REGISTRATION AND FEES*

Players will be required to register via TeamSnap for each season. The registration period shall be open for at least 30 days prior to the evaluation day to provide ample time for interested players to register.

Parents must complete the required forms and payment in TeamSnap before close of registration for their daughter to be considered as a registered player. Late registrants are subject to remaining team vacancies and will incur a late fee if spots are determined to be available.

Fees are set by the SFSA Board prior to the opening of registration. Fees may change year to year due to pricing associated with field/cage rentals for practices and games, USA Softball fees, or umpire fees.

Discounts are available for players who are actively participating in the SFSA Pitching Programs in 8U or 10U divisions.

No girl shall be deprived of participation solely due to finances. If the Registrar is satisfied that a hardship exists with approval of the SFSA President, the girl will be allowed to play at a reduced cost once all necessary information is provided.

* 1. *PLAYER EVALUATION AND TEAM FORMATION*

In an effort to divide the player talent equally in each division, SFSA will hold an evaluation day before the start of each season to allow coaches to rate each player on skill/knowledge of softball. The division coaches will convene along with several SFSA Board Members (President, Vice President, and others as delegated) to complete the drafting process. Players who are not able to attend the evaluation will be rated on previous performance, where applicable.

There will be an attempt to honor requests (rides, friends, coaches etc.) made during the registration process when teams are drafted, where possible, but such requests cannot be guaranteed.

Team size will depend on several factors (division, total player pool, etc.) but generally teams will consist of between 10 and 12 players.

Players can ask to “play-up” one division and should be noted in the registration. The player must attend both evaluations (current age division and higher age division) to be evaluated at both levels. Players will only move up if the SFSA Board determines they have sufficient skill to play in that division. Players who fail to attend evaluations are not eligible for the “play-up” consideration.

* 1. *PLAYER EQUIPMENT REQUIREMENTS*

While SFSA does supply players with team jerseys, socks, belts, and practice equipment, players must have the following equipment to participate:

* Cleats or other appropriate footwear. Metal cleats are not allowed.
* Fielder’s mask
* Softball glove
* Batting helmet with mask
* Approved bat per USA Softball regulations

All equipment should be clearly labelled with the player’s name to avoid confusion or loss.

There may be instances where SFSA can provide unclaimed or donated equipment for use during the season. Please contact the SFSA Equipment and Uniform Coordinator for further information.

* 1. *DIVISIONS*

There are currently 4 divisions in SFSA (6U, 8U, 10U, and combined 12U/14U) which follow USA Softball eligibility guidelines (ages are determined as of their age on September 1st of the calendar year). Divisions can be expanded if enrollment supports further delineation (i.e. split 6U into 5U and 6U divisions), but must be approved by the SFSA Board.

* + 1. GAME INFORMATION

Game time limits are set specific to each division, see Table 1 below:

**Table 1.** Divisional Time

|  |  |  |  |
| --- | --- | --- | --- |
| **Division** | **Pitch Type** | **Time Limit** | **Innings** |
| 6U | Coach / Tee | 55 min | 7 |
| 8U | Player Coach | 1:10 hr | 7 |
| 10U | Player / Coach | 1:10 hr | 7 |
| 12/14U | Player | 1:10 hr | 7 |

Games will be called when time expires or after 7 completed innings. Please note that no new innings will start after time expires except during ties in playoff games. SFSA does not currently have a mercy rule, but this may be enacted at the recommendation of the SFSA Board.

Home team is responsible for keeping scorebook and visiting team is responsible for providing coverage for scoreboard. Coaches must provide the score to the SFSA Scheduler.

* + 1. PIXIE RULE CLARIFICATION

As USA Softball does not have national rules for Pixie Divisions (6U & 8U), SFSA will follow the rules and regulations from our state organization ([www.usasoftballoftexas.com](http://www.usasoftballoftexas.com))). If there is a conflict between SFSA rule(s) and USA rule(s), SFSA rule(s) shall be controlling. If a situation is not covered by the SFSA rules, the USA rules are controlling. Although the SFSA rules and the USA rules are meant to cover as many situations as possible, they do not cover all situations. In the rare circumstance where a situation is not covered by SFSA rules or the USA rules, the judgment of the umpire will be upheld.

* + 1. 6U SPECIFIC SFSA RULES

**COACH’S CHALLENGES**

1. There will be no allowed coach’s challenges in 6U regardless of the circumstances. The intent of 6U is for players to develop a love for the game and learn simple skills (throwing, catching, running, etc.) and how to correctly use the gear (helmet, glove, bat, etc.).

**PLAYING FIELD**

1. The distance between bases is sixty (60) feet.
2. Hash marks are placed halfway between all bases, except not between home plate and first base.
3. The Pitcher’s plate will be approximately 35’ from home plate with an 8’ circle around it.

**PLAYING RULES**

1. There will be a max 5 run per half inning rule per team.
2. Games will be 55 minutes long and outs will be counted.
3. All players will play defensive positions in the field. All players will bat in the game.
4. The play is over and time will be called when the ball is thrown back into the pitcher’s circle. The pitcher does not have to have control of ball but it must break the plane of the circle. The play is also over if the lead runner is tagged.
5. Three Coaches are allowed on the field for defensive coaching.
6. Defensive Coaches must stay outside of the base lines during live play. Between plays, Coaches can move around freely to coach. Defensive Coaches may be anywhere on the field, as long as they are outside of baselines.
7. 3 Offensive Coaches are allowed on field. The batting team will provide a coach (1 of 3 Offensive Coaches) to pitch to its players.
8. All Offensive Coaches must stay in the grassy areas outside the baselines on the first and third base sides. The Coach pitcher must exit field immediately after the ball is put in play.
9. Lineups may be used and exchanged prior to games.
10. Only the Head Coach is allowed to approach the Umpire.

**PLAYERS**

1. No jewelry is allowed on the field, except for a medical bracelet.
2. If a player is late, they will be assigned to the end of the batting lineup as soon as they arrive.
3. A game may start if a team is able to field 6 or more players. If a team cannot field a team, the manager must notify the SFSA Commissioner, President, Vice-President, or Commissioner and the opposing manager 24 hours prior to the game. The game will be rescheduled.
4. A coach may draft players from the same age division in order to have up to 9 players for a regular season game only. The SFSA Commissioner, President, Vice President or Board Delegate, must approve any draft selection prior to the game start. A drafted player must play outfield positions (not infield positions) and must be placed at the bottom of the batting order
5. Filled positions should start in the infield and work to the outfield, including pitcher and catcher. As players arrive, they can be placed in the outfield and must stay behind the base line until the ball is hit.
6. Players should rotate positions as often as possible. Every player must play at least 1 inning in the infield.
7. Defensive players at first base and third bas may line-up parallel with the player pitcher but no closer.

**PITCHING / BATTING / HITTING**

1. Batters will get 5 pitches from the coach to hit. If they don’t hit a fair ball in play in those 5 pitches, they will get 2 swings at the ball on the tee. If batter swings and misses the ball on the tee, the batter is out. If a batter swings and fouls the ball on the tee, they get one more swing. If they don’t put that ball in play, the batter is out.
2. Approximately halfway through the season, SFSA will communicate to the coaches that tees may no longer be used and pitching will transition to 5 pitches per player only.
3. The Coach pitcher must have at least one foot fully inside the pitcher’s circle while pitching to the players.
4. A batted ball must go past the 6’ line drawn in front of Home plate between the first and third baselines to be fair.
5. Pitchers must make a throw to the first baseman to complete an out. The Pitcher cannot run to first to complete a force out. A Pitcher may run to home plate to make a force out.

**BASE RUNNING**

1. No lead-offs are allowed before the pitch and no base stealing. The earliest a base runner may leave the base is after the ball has been released from the coach or player pitcher’s hand. The first infraction results in the base runner returning to the base, and a warning should be given to the runner and the team, and any subsequent infraction from any player of the warned team will result in an automatic out.

**OVERTHROWS, BAD THROWS, STOP PLAY, AND DEAD BALLS**

1. If a ball is overthrown at a base, runners may only advance one base. For example: if the first baseman is overthrown on a play the runner may only advance to 2nd base. The runner is advancing at their own risk and may possibly be tagged out.
2. The umpire has the sole discretion and the final call on automatic outs, stopping play, and calling a dead ball.
   * 1. 8U SPECIFIC SFSA RULES

**PLAYING FIELD**

1. The distance between bases is sixty (60) feet.
2. Hash marks are placed halfway between all bases, except not between home plate and first base.
3. The Pitcher’s plate will be approximately 35’ from home plate with an 8’ circle around it.

**PLAYING RULES**

1. There is a scoring limit of 5 runs per inning per team.
2. An official game will be a maximum of 7 innings, and no new inning will start after the expiration of 70 minutes. The home team does not have to bat or finish batting if leading in the last inning. A tie will be counted in the standings.
3. On-deck batters are allowed during games.
4. A new inning shall start after the last out of the previous inning is made.
5. Unless umpires are present, both teams are responsible for providing a volunteer umpire behind home plate and for the infield.
6. Defensive players at first based and third base may line-up parallel with the player pitcher but no closer.
7. With the exception of the catcher, no other defensive player may play closer to the batter than the pitcher.
8. Outfielders must remain in the outfield grass until the ball has been hit.
9. The player pitcher shall be deemed as having the ball in control when the ball is secured in the pitchers’ hand and/or glove while having one foot in the circle. Umpire may declare a time out and a dead ball at this point, unless an attempt to make a play on the opposing base runner(s) is made (e.g., if the pitcher leaves the circle with the ball, the ball is thrown to another player to tag the runner out, the runner tries to bait the pitcher to throw, etc.). Runner(s) may advance at their own risk until the umpire calls a time out or dead ball. Once the umpire has declared time and a dead ball, play must proceed towards the next batter. Play can also be ruled “dead” when fielder possessing the ball tags the lead runner while that runner is on 1st, 2nd or 3rd base.
10. Two coaches are allowed in the outfield foul areas to help instruct the girls on defense.
11. All teams shall bat the entire bench. It is the manager’s responsibility to inform the umpire and scorekeepers of any late additions to the line-up.
12. Only the Head Coach is allowed to approach the Umpire.

**PLAYERS**

1. No jewelry is allowed on the field, except for a medical bracelet.
2. To encourage rotation of players, no player shall remain at the same defensive position for more than two consecutive innings.
3. A player arriving late may immediately enter the game but must be added as the last name of the batting order. A player arriving late is not required to play the infield.
4. Positive chants and cheers are encouraged and acceptable.
5. A game may start if a team is able to field 7 or more players. If a team cannot field a team, the manager must notify the SFSA Commissioner, President, Vice-President, or Commissioner, and the opposing manager 24 hours prior to the game. The game will be rescheduled.
6. A game is forfeited if a team cannot field 7 players at the official starting time. The forfeit must be determined by the umpire. The teams may play, but the official standing counts as a forfeit.
7. A coach may draft players from the same age division or the next lower age division in order to have up to 9 players for a regular season game only. The SFSA Commissioner, President, Vice President or Board Delegate, must approve any draft selection prior to the game start. A drafted player must play outfield positions (not infield positions) and must be placed at the bottom of the batting order.
8. There are no penalties or automatic outs for playing with less than a full team.
9. There shall be a minimum of 7 and a maximum of 10 defensive players on the field. All defensive players other than the 6 infield positions MUST play in the outfield and must remain in the outfield (GRASS) until the ball is hit or otherwise put into play but thereafter may advance infield.
10. No player shall sit out more than one defensive inning per game unless forced by injury or illness. Every player must play at least one full inning in the infield every game (this excludes the catching position). In this ruling, the catcher is not considered one of the “infield” positions.
11. Managers must also balance the safety of each player with respect to a desired defensive position and should take into consideration player safety when deciding on which infield position a girl plays.
12. If a player gets injured or sick during a game and is taken out and cannot bat, coaches must inform the umpire and scorekeepers and the player will not be allowed to re-join the game. The team must have 7 players to finish the game or forfeit.

**PITCHING / BATTING / HITTING**

1. Every batter and base runner must wear a batting helmet with a face guard.
2. 1st inning (player pitcher): The defensive team will have a player pitcher during the 1st inning. The player pitcher will pitch from the 35 ft pitching plate. The player pitcher will pitch three pitches to each of the first 4 batters. Balls and Strikes are not counted. If a batter is hit by a pitch the batter will be awarded 1st base. A batter may hit the ball, and the ball will be considered a live ball. If the batter does not hit off the player pitcher, the coach pitcher will come in to pitch a maximum of 3 pitches to the batter. The batter is allowed up to 2 additional pitches if fouling off the third pitch. After 2 foul balls, the batter is out.
3. 2nd inning (coach pitcher): The batter will receive a maximum of 5 pitches from the coach pitcher to put the ball in play. The batter is allowed up to 2 additional pitches if fouling off the fifth (and sixth) pitch. After 2 foul balls, the batter is out. Batter can strike out if player swings at and misses 3 pitches or after a combination of swing and miss and foul, if the third strike is swung at and missed.
4. The coach pitcher must have at least one foot fully inside the circle while releasing the ball.
5. A ball that hits the coach pitcher is considered a dead ball. The batter will be awarded 1st base and base runners will advance as required to make room for the batter at 1st base. An intentional obstruction by the pitching or base coach is an automatic out. The umpire makes the decision on the automatic out.
6. The player pitcher shall not line-up any closer to the batter than the pitching rubber BEFORE the pitch is released. The player pitcher may advance on the batter up to the edge of the pitching circle after the release of the pitch. The player pitcher must maintain at least one foot in the circle until the ball reaches home plate.
7. Batters hit by a pitched ball (when the coach is pitching) shall not be awarded first base. All pitches from the coach pitcher count towards the five-pitch total allowed including HBP.
8. No intentional bunting is allowed. A full swing that results in a weakly hit fair ball will be allowed. No slap hits will be allowed.
9. A batter may not throw her bat. The first infraction results in a warning to the batter and her team, and a subsequent infraction by any batter from the warned team results in an automatic out.

**BASE RUNNING**

1. First base is a safety red double-base. For safety reasons, a runner advancing to first base is required to step and run through the red base when a play is being made at first base. The runner may step on the white base if no play is being made against her at first base or if she is advancing to second base.
2. Once the ball is in play, the base runners may advance at her own peril until the umpire stops the play.
3. A base runner who has progressed past the halfway hash mark on the base paths before a dead ball is called by the umpire will be awarded the next base, including home plate.
4. No lead-offs before the pitch and no base stealing. The earliest a base runner may leave the base is AFTER the ball has been released from the coach or player pitcher’s hand. The first infraction results in the base runner returning to the base, and a warning should be given to the runner and the team. Any subsequent infraction from any player of the warned team will result in an automatic out.
5. A base runner is out when she deliberately crashes into a defensive player at any base whom is making a play or has the ball. If the act is determined to be flagrant, the offender can be ejected from the game.
6. A defensive baseman must play her base and base path such as to allow fair access for base runners. An intentional attempt to block a base or base path is an obstruction and will negate any related out. A player unintentionally blocking a base or base path will be ruled upon at the umpire's discretion.
7. A base runner may not cause intentional interference with the defensive player making a play on the batted or thrown ball (e.g., running into a fielder waiting to catch a ball, yelling “I Got It!” to cause a dropped ball, etc).
8. A base runner running outside of base path will be called out. It is the umpire’s discretion as to how far outside the base runner is allowed to run outside the base path.
9. A base runner is entitled to continue to advance on a batted ball until the ball becomes dead.
10. Sliding is permitted only in a feet-first manner and only at second base, third base, and home plate. Any base runner sliding in any manner other than feet first shall be called out by the umpire.
11. A base runner is out if her manager, coach, or teammate touches her while the ball is in play.
12. The infield fly rule is not in effect.

**OVERTHROWS, BAD THROWS, STOP PLAY, AND DEAD BALLS**

1. An overthrow is defined as any ball thrown out of the playing field, that goes over or under the fence, enters the dugout, or becomes entangled in any structure out of play. The batter/runner will advance one base in safety on an overthrow. A thrown ball which hits the fence but remains in the playing field is not an overthrow.
2. If a bad throw or an errant throw to a base occurs, and the ball remains in the playing field without falling under the definition of an overthrow, the batter/runner may advance at her own peril.
3. The umpire has the sole discretion and the final call on automatic outs, stopping play, and calling a dead ball.
4. For the first 4 games of the Fall 2025 season, SFSA will trial a modified overthrow rule for first base only, see below:
   1. In the event that a live ball is overthrown to first base from any infield position during an attempt to retire the batter-runner, and the ball remains in play, all runners—including the batter-runner—may advance a maximum of one additional base beyond the base they were attempting to reach at the time of the overthrow. Such advancement shall be at the runner’s own risk and subject to being put out by tag
   2. Following the initial overthrow, no further base advancement shall be permitted on subsequent overthrows occurring during the same continuous play. The umpire shall declare the ball dead upon any of the following conditions: (a) successful advancement of all eligible runners by one base, (b) successful defensive play resulting in the putout of an advancing runner, or (c) cessation of runner advancement as determined by the umpire.
   3. This rule is designed not only to regulate base advancement on overthrows, but also to promote proper defensive fundamentals. Players should be encouraged to make the full throw to first base and complete the catch, rather than defaulting to tossing the ball to the pitcher to avoid potential errors. Developing confidence in executing routine plays builds defensive skill, game awareness, and long-term consistency.

10U SPECIFIC SFSA RULES

**PLAYING RULES**

1. No Walks Rule is designed to help keep the game moving while our pitchers build up confidence, skills and experience to be prepared for Spring softball season.
   1. First half of Fall season, there will be no walks (unless a batter is hit by pitcher from the player). Once 4 balls have been called on a batter, the offensive team coach will take over the count and pitch from the pitcher plate.
   2. For the second half of the Fall season, no more than 2 batters can be walked per half inning (including hit by pitch from the player). Once 4 balls have been called on the third walked batter, the offensive team coach will take over the count and pitch from the pitcher plate.
   3. For the 1st half of the Spring season, no more than 2 batters can be walked per half inning (including hit by pitch from the player). Once 4 balls have been called on the third walked batter, the offensive team coach will take over the count and pitch from the pitcher plate.
   4. For the 2nd half of the Spring season, there will be no limit on the number of walked batters per inning, per USA softball rules
   5. The coach must pitch from the 10u pitching rubber.
   6. The strike count carries over to the coach pitcher and all pitches from the coach will be counted as strikes, including HBP.
   7. The batter gets unlimited fouls on the 2nd strike.
   8. There is no stealing, and the dropped 3rd strike rule is not in effect while a coach is pitching.
2. A game may start if a team is able to field 7 or more players. If a team cannot field a team, the manager must notify the SFSA Commissioner, President, Vice-President, and the opposing manager 24 hours prior to the game. The game will be rescheduled.
3. A game is forfeited if a team cannot field 7 players at the official starting time. The forfeit must be determined by the umpire. The teams may play, but the official standing counts as a forfeit.
4. A coach may draft players from the same age division or the next lower age division in order to have up to 9 players for a regular season game only. The SFSA Commissioner, President, Vice President or Board Delegate must approve any draft selection prior to the game start. A drafted player must play outfield positions (not infield positions) and must be placed at the bottom of the batting order.
5. Illegal pitches will be called and counted as “balls” with no exceptions in the Spring season and will be called with SFSA Board and USA Softball Umpire discretion in the Fall Season.
   1. *GAME ADMINISTRATION*

The rules noted below are to help each game run smoothly and outline general game administration items applicable to all divisions.

* + 1. UMPIRES (NO-SHOWS)

If umpires do not show to officiate the game, the Home Team’s Coach is responsible for alerting a Board Member (Commissioner, President, Vice President or other Board Delegate). Assigning someone from his coaching staff to be the replacement may be an option. Before the start of the game, the Home Team Coach must get the approval of the Visiting Team Coach on their replacement selection(s). Replacement(s) will be positioned as needed. If only one replacement is available, they shall stand behind the pitching mound calling the game. Appropriate umpire safety gear can be retrieved from the SFSA Softball Shed.

* + 1. DUGOUT RULES

Each team is allowed no more than THREE (3) coaches in the dugout plus one team parent. Only umpires can call “time”; coaches and players may only request “time”. Coaches must be in the immediate area of the team dugout when coaching on defense, unless specified in SFSA Divisional rules.

Players not participating in the field of play shall remain within the fenced area of the dugout once the game has begun. Any player or coach not following this rule will be warned. Further violations from any person on the warned team during that game will result in immediate ejection of the person in violation. Parents not coaching or listed as the team parent are not allowed on the field at any time.

Only one player besides the hitter is allowed outside the dugout and that is the on-deck batter.

Only league approved managers and/or coaches who have submitted to and have passed a criminal background checks as well as SafeSport certification can participate in league-sanctioned activities with registered players.

Managers are to only use SFSA-sanctioned game softballs for games.

* + 1. BATTING AND CATCHING

Teams must bat their entire roster. This roster must be provided to the home team score keeper in advance of the start of the game.

All catchers must wear full protective gear, including a catcher’s helmet; facemask; chest protector with neck collar; and, dangling throat protector or hockey style mask with integrated throat protector. All equipment must meet or exceed USA specifications and standards.

* + 1. RAINOUTS

Game rainouts will be re-scheduled as soon as possible. Generally, the league will try to reschedule rainouts the weekend or week after the rainout but there may be instances where rainouts cannot be rescheduled. SFSA Scheduler will do everything possible to reschedule games but this cannot be guaranteed.

* 1. *VOLUNTEER REQUIREMENTS*

All on-field volunteers must complete an annual background check via USA Softball ([www.registerusasoftball.com](http://www.registerusasoftball.com)). Volunteers who will be assisting or coaching during practices or games must complete SafeSport training via USA Softball. Head Coaches are also required to complete ACE training via USA Softball as well. Failure to submit these documents (background check, SafeSport, and ACE, where applicable) to the SFSA Commissioner will result in forfeiture of practices and games until the team volunteers are compliant.

* 1. *TEAM COACHES*

The SFSA Commissioner (or other designated SFSA Board Member) is responsible for compiling a list of volunteers who are interested in coaching (head or assistant) for each division and presenting to the SFSA Board for approval. Only approved volunteers may act as head coach for a recreational team.

Coaches must possess leadership abilities and the know-how to work with kids. Training players in the rudiments of teamwork, good sportsmanship, and discipline are the goals of the program. It is an important responsibility to lead young people.

* + 1. INITIAL TASKS

Once the draft has been finalized and teams loaded into TeamSnap by the SFSA Registrar, team coaches must complete the following task expeditiously:

* Contact all players via TeamSnap and confirm parents have access to team information in TeamSnap.
* Work with parents to determine the optimum days and times for team practices (fielding and batting, where applicable).
  + Once practice days/times have been confirmed by the SFSA Scheduler, coaches must upload the practices into TeamSnap
  + If a player has an ongoing conflict with all practice options, alert the SFSA Commissioner and SFSA President.
* Pickup required equipment (see below) from the SFSA Shed at designated day/time as instructed by the SFSA Equipment and Uniform Coordinator.
  + Equipment wagon
  + Bucket of balls
  + Game balls
  + Tee
  + Catcher’s gear
* Pick a team name from the approved team name list below:
  + Bombers
  + Chaos
  + Crush
  + Dynamite
  + Havoc
  + Inferno
  + Lightning
  + Rebellion
  + Shock
  + Thunder
  + Venom
  + Velocity
* Design team jersey (www.[flashsublimation.com](https://www.flashsublimation.com/)) and submit to the SFSA Equipment and Uniform Coordinator for approval.
* Hold a pre-season team meeting to communicate necessary information and to establish expectations for players, parents, and coaches.
  + 1. RESPONSIBILITIES

In addition to knowing the applicable divisional rules and regulations associated with USA Softball and the SFSA Handbook, coaches are expected to be responsible for the following items/activities:

* Take time to prepare, plan and run all practices.
* Learn the “best practices” of SFSA with respect to communication, teaching of softball mechanics, and on-the-field leadership, as detailed in the SFSA Coaching Clinics.
* Ensure safety of players at practices and games by mandating safety equipment (e.g., helmets) and by exercising good judgment.
* Recruit assistant coaches to assist at practices and games.
* Recruit parent volunteers to assist at games (e.g., score keeper, dugout parent, snack scheduler).
* Prepare lineups and lead the team during games. Report scores at the end of the game to the SFSA Scheduler.
* Care for the SFSA provided playing equipment.
* Maintain communication with the League, including addressing problems/situations with the SFSA Commissioner.
* Lead the team in the area of sportsmanship. Players and parents will follow your example

At the end of the season, the team coach is responsible for promptly returning all SFSA equipment and will be held financially responsible for any lost equipment entrusted to them.

* + 1. PLAYER DEVELOPMENT

Each recreational team will have players of various athletic abilities, maturity, and skill levels. Coaches must spend time developing practice plans to ensure that every player’s softball knowledge and skills grow over the course of the season. Below is a list of major concepts that should be mastered by the time a player ages up to the next division or any player that is wanting to play up an age division.

6U Concepts

* Names of defensive positions and where they are located
* How to execute a throw (proper grip)
* Proper fielding position (down and ready)
* Consistently catch a ball on glove side
* How to hold a bat properly
* How to properly wear or use all softball equipment
* What to do after the ball is hit (as a batter and a runner)
* Knows how, why and when to run to the next base
* Number of outs per inning

8U Concepts

* The ball is always "LIVE"
* Fielding techniques (proper down and ready position)
* Uses both hands to catch the ball vs. one handed or trapped catches
* Understands where to make the defensive play
* Proper batting position
* Proper base running (on the ground vs. in the air)
* Communication (calling for a fly ball)
* Difference between a Force Play and a Must Tag
* Backing up plays
* Relaying the ball from the outfield to the infield

10U Concepts

* Pitching and catching mechanics
* Bunting
* Infield fly rule
* Competence in batter's box positioning
* Determining ball vs. strike
* Proper base running techniques including:
  + Stealing
  + When to tag up
  + How and when to slide
* Proper footwork to field and throw quickly
* How to go back on a fly ball
* How to rundown a base runner (pickle)
* Covering bases and backing up positions after a hit

These goals should be shared with parents so that concepts can be reinforced at home to help with a player’s development. Players who spend little time practicing away from the team will see slower skill and knowledge growth compared to teammates.

* 1. *CAMP SIENNA RULES*

Camp Sienna is owned by the Sienna Levee Improvement District (“SPLID”). SFSA has been granted a Primary User agreement by SPLID for the use and maintenance of the softball fields. In addition to abiding by local and federal laws, we must adhere to the rules and regulations set forth by SPLID (www.siennalid.org) regarding the use of the Camp Sienna facilities.

The SFSA Board also may enact rules specific to the softball fields and their common areas per the Primary User agreement if deemed necessary. Alcoholic beverages are prohibited at practices and games. The use of tobacco in any form is also prohibited on the playing fields, benches, common area or dugouts during all games.

Please help keep the park, fields, and batting cages clean by depositing any and all trash in the trash receptacles. These facilities will only stay as clean as you help keep it.

* 1. *LEAGUE COMMUNICATION*

All league participants should follow our official league website, email blasts via TeamSnap, and access our Facebook page. The league will continually post important information on both locations including rainouts, reschedules, and more. The league may also elect to e-mail and text message participants in the league. By being a part of the league, this activity is accepted by the participants, who may elect to opt out of text messages if desired.

**League Website:** https://www.siennasoftball.org/

**Facebook Page:** <https://www.facebook.com/siennafastpitchsoftballassociation/>

* 1. *IN CASE OF INJURY OR ACCIDENT*

A First Aid kit is available in the concession stand during games and practices held at the Camp Sienna Baseball Fields. Coaches are responsible for providing a first aid kit at practices held away from the Camp Sienna complex. There is an automated external defibrillator located between Fields 7 and 8. If you are at the Camp Sienna complex, the street address is 7725 Camp Sienna Trail.

Each parent is required to have their own insurance for their child. If a child is injured, his/her family insurance is required to pay for each injury. SFSA insurance will pay any cost (after a deductible is met) exceeding that which is not covered by the personal insurance. Any player, league official, or volunteer incurring a baseball related injury at the Camp Sienna Softball fields should promptly notify SFSA Board Members.

1. **SFSA PITCHING PROGRAM**

SFSA may sanction pitching coaches to help grow this crucial skill in recreational league play. This program must be approved annually by the SFSA Board and all participants in SFSA will be granted access to use. As with other volunteers, the pitching coach must be SafeSport trained, ACE certified and have passed a background check with USA softball. The pitching coach must work with the SFSA Scheduler to book cages for lessons and ensure that invoices are sent directly to the SFSA by the SPLID.

Outside of the league, member/player coaching must be done with approval from the SPLID by renting the facility at the commercial rate in the coach’s name and billed directly to the coach and not SFSA.

1. **SFSA ALL-STARS**

Prior to the conclusion of the Spring softball season, All-Star tryouts will be held to draft the SFSA Summer All-Star teams. These teams will represent SFSA in both USA Softball District and State Tournaments and provide players with an excellent opportunity to continue to build upon their softball skills and knowledge into the Summer.

* 1. *GUIDELINES*

To be considered eligible for All-Star tryouts, the player must be currently enrolled and playing in the Spring softball season as part of the recreational league. Players will only be considered for the division they are enrolled in (i.e. players playing up will not be considered for the lower division).

Players must attend All-Star tryouts (or have SFSA Board approval to be considered if absent) as well as give a mandatory commitment to attending at least the USA Softball District and State tournaments to be considered for the All-Star team.

The SFSA Commissioner will work with the divisions to create a list of potential head and assistant coaches for the SFSA Board to approve.

* 1. *SANCTIONING*

All-Star teams are currently approved by SFSA Board for only the following divisions:

* 8U
* 10U
* 12U

All-Star teams will be created based on the interest shown at the All-Star tryouts. If more than 24 players attend a single division tryout, SFSA will consider having a 2nd All-Star team for that division.

SFSA All-Star teams shall be named Sienna Storm. If additional teams are created in the same division, the SFSA Board will provide guidance on secondary team names.

USA Softball must approve the All-Star team roster prior to playing in the USA Softball district tournaments. The All-Star coach must fill out the Championship Roster form and submit with all supporting documentation (birth certificates and pictures) to the USA Softball District President. Failure to get USA Softball approval in a timely manner could impact the All-Star team’s ability to play in the USA Softball District or State Tournaments.

* 1. *BEHAVIOR*

Coaches, parents, and players are expected to represent SFSA with only the highest standards of behavior when dealing with umpires, teams from other softball associations, and other SFSA teams, coaches, and parents.

Remedy for violation: The Commissioner will conduct an investigation of the alleged incident and recommend actions to the SFSA President and Vice President. Violations that are verified will subject the manager or offending team member/parent to disciplinary action as per current SFSA policies.

Team coaches must adhere to the softball organization’s sanctioned tournament/events rules of that sanctioning organization and the local entities’ policies.

All-Star teams are expected to apply reasonable accommodations to adjust practice schedules to accommodate SFSA recreational league when those teams are active

* 1. *FEES AND SCHEDULE*

The All-Star program allows the players to experience additional games and tournaments which the Spring recreational registration fees were never meant to cover. The league will cover the costs of the additional practices (one extra field and cage practice per week) and supply two sets of jerseys, socks, and belts to the players. Players must be prepared to cover the costs of the following items:

* Tournament fees (typically $250+ per player)
* Travel fees (gas, food, etc.)
* Team equipment (if approved by team parents)
* Team party (if approved by team parents)

All-Star tryouts are typically scheduled prior to the USA Softball district All-Star formation date (May 15th). Practices may begin on or after the district All-Star formation date and run through the USA Softball State tournament (mid-June).

All-Star teams will typically participate in four tournaments (USA District, USA State, and two of the coach’s choice) during the season with the last tournament being USA Softball State. All tournaments played in must be run by USA Softball.

* 1. *FAILURE TO ABIDE*

Failure to abide by these guidelines could result in the removal of the coach, the associated coaching staff, or the disbanding of the All-Star team.

1. **SFSA TOURNAMENT TEAMS**

In an effort to provide an additional platform for continued development of softball skills and knowledge beyond the recreational league setting but a lesser commitment than Select, the SFSA Board has approved the creation of Tournament teams. The goal of these teams is to encourage development of players who are still wanting to participate in a recreational league setting with exposure to higher levels of softball concepts and competition. Please note that players on the Tournament teams will be on different recreational league teams to ensure skill parity.

* 1. *GUIDELINES*

To be considered eligible for Tournament teams, the player must be enrolled and playing in the current softball season as part of the recreational league. Players will only be considered for the division they are enrolled in (i.e. players playing up will not be considered for the lower division).

Players must attend Tournament team tryouts (or have SFSA Board approval to be considered, if absent) as well as give a mandatory commitment to attending the majority of practices and tournaments. Consistent absences will lead to expulsion from the team without a refund.

The SFSA Commissioner will work with the divisions to create a list of potential head and assistant coaches for the SFSA Board to approve.

* 1. *SANCTIONING*

Tournament teams are currently approved by SFSA Board for only the following divisions:

* 8U
* 10U
* 12U

Tournament teams will be created each season (Fall and Spring) based on the interest shown at the Tournament tryouts. If more than 24 players attend a single division tryout, SFSA will consider having a 2nd Tournament team for that division.

Players who make the previous season Tournament team are not guaranteed a spot on the current season Tournament team and must attend Tournament team tryouts. Players on the Tournament team are not guaranteed a spot on the All Stars team and must attend the All Star tryouts, if interested.

SFSA Tournament teams shall be named Sienna Cyclones. If additional teams are created in the same division, the SFSA Board will provide guidance on secondary team names.

* 1. *BEHAVIOR*

Coaches, parents, and players are expected to represent SFSA with only the highest standards of behavior when dealing with umpires, teams from other softball associations, and other SFSA teams, coaches, and parents.

Remedy for violation: The Commissioner will conduct an investigation of the alleged incident and recommend actions to the SFSA President and Vice President. Violations that are verified will subject the manager or offending team member/parent to disciplinary action as per current SFSA policies.

Team coaches must adhere to the rules and policies of the host softball organization when attending tournaments.

Tournament teams are expected to apply reasonable accommodations to adjust practice schedules to accommodate SFSA recreational league when those teams are active

* 1. *FEES AND SCHEDULE*

The Tournament program allows the players to experience additional games and tournaments which the recreational registration fees were never meant to cover. Once selected for a tournament team, parents and players must be prepared to cover the costs of the following items:

* Fees for additional set of jerseys, socks and belts (paid directly to SFSA)
* Fees for additional practices above recreational league (paid directly to SFSA)
* Tournament fees (typically $300+ per player)
* Travel fees (gas, food, etc.)
* Team equipment (if approved by team parents)
* Team party (if approved by team parents)

Tournament team tryouts will typically coincide in timing with recreational league evaluations. Additionally, tournament team practices will start the same week that recreational league practices begin for the season.

Tournament teams will typically participate in one tournament per month. All tournaments played in must be run by USA Softball unless outside insurance is secured and paid for by the team (not covered by SFSA).

* 1. *FAILURE TO ABIDE*

Failure to abide by these guidelines could result in the removal of the coach, the associated coaching staff, or the disbanding of the Tournament team.

1. **SFSA SELECT TEAMS**

Sienna Fastpitch Softball Association (SFSA) is a not-for-profit organization powered by volunteers focused on providing a well-rounded softball program for the community that promotes development of skills and a path forward in this game for all players at all levels of play. Every Select team that is scheduled by SFSA will be categorized as either a Sanctioned Select Team or an Affiliated Select Team.

Effective Fall 2024, our Select program will support one Sanctioned Select Team per age division, with additional Sanctioned Select teams requiring SFSA Board approval on a case-by-case basis where additional interest has been consistently shown. Previously approved Select teams that do not meet all of the guidelines set forth below, can be grandfathered with an affiliated status to retain better SPLID pricing. Starting in 2025, there will be no new teams designated as Affiliated Select Teams, and Affiliated Select Teams will be prioritized last for scheduling fields and equipment.

All existing Sanctioned Select teams will be allowed to age out through time, so long as they also meet the following guidelines:

* 1. *GUIDELINES*

The following are guidelines for the operation of SFSA approved “Select” competitive teams. This guideline is approved by the SFSA as a Standing Rule and may be modified as such as described in the SFSA By-Laws. SFSA By-Laws and Ground Rules take precedent if there is a conflict with these Guidelines.

* + 1. BENEFITS PROVIDED

The Sienna Fastpitch Softball Association (SFSA) will:

* Provide team insurance and USA registration for the team.
* Allow teams to operate under the Association's 501(c)3 (charitable-tax deductible) status
* Allow teams the use of the Association’s State Tax Exempt status (if rules are followed).
* Provide the assistance of the SFSA Treasurer to set up accounting and reporting systems.
* Provide the assistance of the SFSA to access SFSA equipment vendors and accounts.
* Provide preferred access to SFSA and SPLID facilities and maintenance equipment for practices and games/round-robins/tournaments as per the current Sienna Parks and Levee Improvement District (SPLID) User Agreement, billed at reduced rates compared to non-sanctioned teams.
* Advertise team tryouts, fundraisers, and accomplishments on the league website and maintain links to the team website, if applicable.
* Participate in the Picture Day established by SFSA, if applicable.

SFSA will receive the following tangible benefits:

* Each SFSA Sanctioned Select team will host one clinic to help recreational league players continue development during every league season (Fall and Spring), led by the SFSA Select Team consultants.
* Host at least one tournament annually to help raise awareness of SFSA.
  + 1. TEAM NAMES AND ORGANIZATION

SFSA Select teams will be named Brazos Swarm. If there is more than one Select team that has been sanctioned by the SFSA Board in the same division, the SFSA Board will provide guidance on how to delineate the teams (e.g. Manager or Coach last name or colors).

SFSA “Select” teams MUST recognize SFSA in their banners, flyers, or other community communication in order to bring favorable attention to the SFSA organization.

* + 1. BEHAVIOR

Coaches, parents, and players are expected to represent SFSA with only the highest standards of behavior when dealing with umpires, teams from other softball associations, and other SFSA teams, coaches, and parents.

Remedy for violation: The SFSA Select Coordinator will conduct an investigation of the alleged incident and recommend action to the SFSA President and Vice President. If the conduct involves the Select Coordinator, then the investigation will be conducted by the Vice President with recommendations to the President. Violations that are verified will subject the manager or offending team member/parent to disciplinary action as per current SFSA policies.

Team Managers must adhere to the softball organization’s sanctioned tournament/events rules of that sanctioning organization and the local entities' policies.

Select teams are expected to apply reasonable accommodations to adjust practice schedules to accommodate SFSA recreational league and Tournament / All-Star teams when those teams are active.

Competitive teams must also comply with any SFSA Standing Rules that are deemed applicable to competitive teams by the SFSA Board of Directors.

* + 1. FINANCIAL

SFSA Select teams are completely self-funded. SFSA support is limited to those items listed in Section 8.1.1 of SFSA Handbook. Since SFSA is a non-for-profit corporation, registration fees charged to competitive teams are established yearly to reflect proportionate costs borne by the SFSA for insurance, field maintenance, or other league costs directly attributed to the Select Team. The Select Team will not be responsible for non-related league incurred expenses related to management of the recreational league or other activities/leagues unrelated to the Select team.

An SFSA Select team may use the SFSA Field Scheduler, SPLID Facility Manager, or other current standard reservation system for SPLID facilities. The SFSA “Select” team is responsible for 100% of charges invoiced for Select team usage.

Payment of the SPLID invoice will be as per the current user agreement between SPLID and SFSA. All terms of payment will be as per the current user agreement between SPLID and SFSA and will be invoiced directly from SPLID to the Select Team.

The Select Team will be individually responsible for scheduling and reimbursing other entities outside of SPLID.

Select teams may conduct fund-raising activities, seek sponsorship support, and participate in other activities separate from the league activities as long as those activities are not in direct and immediate competition with league fundraising efforts. These activities must directly support the individual team or the league and fall under non-profit fundraising guidelines. Fundraising at SPLID properties must follow current SPLID user agreement guidelines

A refund policy for players leaving the team during the season shall be established in advance and communicated to each team by the Select team manager.

Select teams will keep financial records to be available to the SFSA President, Treasurer, and/or Select Coordinator upon request. Reports shall be available to team families.

As required by USA Softball, all teams disband and equally divide and distribute any remaining funds among the team members before the final report, unless another disposition of the funds is approved by a documented vote of the families involved.

Each team’s final financial report is due to the SFSA Treasurer on or before August 1.

* + 1. COMMUNICATION WITH SFSA

Competitive teams are encouraged to send a team representative to regularly scheduled SFSA board meetings. Representatives in attendance may be asked to report on recent team activities and bring up items of concern (if any) to the attention of the Board. The SFSA Select Coordinator will work to ensure overall program compliance.

* + 1. PLAYER RELATIONS

Select team managers are expected to keep their players’ families informed of team activities, schedules, applicable association rules, and financial responsibilities.

Select team managers are approved by 2⁄3 vote of the SFSA President, Vice President and Select Coordinator. If the manager has requested an approval and has been declined, the manager may appeal to the Board, and will be confirmed with a 3/4 approval from all Board Members. Additionally, if a team manager has been initially approved, and there is a raised objection by a Board Member, that approval may be overturned by a 3⁄4 vote of all Board Members. The team manager will have the opportunity to present themselves in front of the Board prior to such votes.

The combined pool of Select and Recreational players participating in SFSA softball must abide by the current SFSA user agreement with the SPLID with regards to player residency requirements. The Select program should strive to consist of players that reflect the geographic makeup and drawing area of the SFSA recreational league, while promoting growth and decreasing attrition across the league.

The Select team manager will have full authority over the selection of players for the team, the positions they play, and the amount of playing time each player receives. The Select team manager will have the right to cut players based on player performance, attitude, attendance, or any other reasonable basis. The SFSA Select Coordinator shall be kept informed of all rostering decisions once the Select team has been approved and sanctioned by the SFSA Board.

Select teams will follow SFSA guidelines with regards to age-appropriate information and pictures that may be published on the internet or other media.

SFSA Select team managers, coaches and volunteers must maintain current SFSA requirements for participation (i.e. ACE, SafeSport Certification, background checks).

For any dispute other than playing time and positions, the team manager or affected families may bring it to the attention of the SFSA Select coordinator and/or SFSA President.

* + 1. FAILURE TO ABIDE

Failure to abide by these guidelines could result in the removal of the team manager, associated coaching staff, or the loss of SFSA Select sanctioning of the team.

* 1. *SFSA SANCTIONING*

To become a Sanctioned Select team with SFSA, the application below must be completed and submitted via email ([sfsoftballassociation@gmail.com](mailto:sfsoftballassociation@gmail.com)) to the SFSA Board for approval. The Board must approve the roster and any future changes to ensure compliance with residency requirements outlined in the SPLID user agreement.

After the team application has been initially reviewed, the Select team manager will be contacted by email and/or phone.

Any questions should be directed to the SFSA President, who can be reached by email at the above listed email address.

All teams are required to submit an application before the start of the Fall Season (between July 1st and August 15th). All teams will be invoiced by SPLID for their Camp Sienna usage and payment will be due prior to the beginning of each season. Failure to pay in full will result in loss of scheduled time and team status. Rates will be based on the current user agreement between the SPLID and SFSA.

**A logo for a softball team

Description automatically generated**

**Sienna Fastpitch Softball Association**

**Select Team Roster Application**

Please list current information for rostered players. Do not list pending players.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | Player Name | Birthdate | Parent Name | Address | Parent Phone/Email |
| 1 |  |  |  |  |  |
| 2 |  |  |  |  |  |
| 3 |  |  |  |  |  |
| 4 |  |  |  |  |  |
| 5 |  |  |  |  |  |
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| 13 |  |  |  |  |  |
| 14 |  |  |  |  |  |
| 15 |  |  |  |  |  |

**Team Details:**

|  |  |
| --- | --- |
| Team name: |  |
| Team age division: |  |
| Head coach: |  |
| Is the head coach a Sienna resident? |  |
| If resident, provide full address: |  |
| Primary team contact name: |  |
| Primary contact phone#: |  |
| Primary contact email: |  |
| 1st Assistant coach name: |  |
| 1st Assistant coach email: |  |
| 1st Assistant coach phone: |  |
| 2nd Assistant coach name: |  |
| 2nd Assistant coach email: |  |
| 2nd Assistant coach phone: |  |
| What season are you applying for? |  |
| For the upcoming season, have you conducted tryouts? |  |
| If no, when are tryouts and when will you have your roster set? |  |
| Current # of committed players? |  |
| Of these, how many are Sienna residents? |  |
| Final Roster Size Count: |  |
| Estimated Final Sienna Resident Count: |  |

* 1. *FEES AND SCHEDULE*

The SFSA Board, based on recommendations from the Select Coordinator, will approve the Select registration fees before the start of each season.

Parents and players must be prepared to cover the costs of the following items that will be part of the SFSA Select registration fee:

* Fees for jerseys, socks and belts
* Team equipment
* Field and cage rentals
* Tournament fees
* Paid coaching as needed

There will be several other costs that parents and players must cover outside of the Select registration fee which include, but is not limited to, the following:

* Travel costs for practices
* Travel costs for tournaments
  + Gas
  + Food
  + Hotels
* Additional practices for skill development
  + Batting
  + Pitching
  + Catching

As Select softball season is longer than the SFSA recreational season, Select team tryouts will typically occur in the summer months (June through August). Additionally, Select team practices will start before recreational league practices begin.

Select teams will typically participate in two tournaments per month. All tournaments played in must be covered by the insurance policies associated with the Select team.

* 1. *PLAYER DEVELOPMENT AND EXPECTATIONS*

Select softball player development focuses on honing the skills and techniques necessary to excel in the sport at a competitive level. These programs are designed to cultivate both individual talent and team dynamics through specialized coaching, advanced drills, and strategic gameplay analysis. Players on SFSA Select teams will often undergo rigorous training sessions that emphasize fundamentals such as batting, pitching, fielding, and base running, tailored to enhance performance and consistency on the field. Additionally, player development fosters a strong sense of teamwork, sportsmanship, and resilience, preparing athletes to thrive in high-pressure game scenarios and contribute effectively to their teams. This comprehensive approach not only aims to elevate individual skills but also to nurture a deep understanding and passion for the game among our aspiring softball players.

Consistent attendance is crucial for player development on SFSA Select teams for several reasons:

* Firstly, regular participation ensures that players receive continuous instruction and feedback from coaches, allowing them to refine their skills progressively. Each training session builds upon previous lessons, reinforcing techniques and strategies essential for improvement.
* Consistent attendance fosters team cohesion and communication. Softball is a team sport that relies heavily on coordination and understanding among players. By consistently attending practices and games, athletes develop a deeper familiarity with their teammates' strengths, tendencies, and playing styles, which enhances overall team chemistry.
* Regular participation demonstrates commitment and dedication, qualities highly valued in competitive sports. SFSA Select team coaches will prioritize players who consistently show up and put in the effort to improve themselves and contribute to the team's success.
* Lastly, consistent attendance helps players maintain physical conditioning and mental sharpness. Softball requires agility, endurance, and quick decision-making abilities, all of which are maintained and enhanced through regular practice and gameplay.

As a part of these player expectations, players and their parents are required to sign a contract each season that outlines expectations for all parties involved (coaches, managers, players and their parents). These topics include, but are not limited to, the following items:

* Player eligibility
* Season duration with practice locations / days / times
* Tournament dates / times
* Uniforms
* Communication
* Dues
* Volunteering
* Attendance
* Playing time

Signed contracts must be emailed to the SFSA Select Coordinator by the Select Team Manager.

1. **REVISIONS AND APPROVAL**

To ensure the SFSA Handbook is maintained with up-to-date information, the SFSA Board shall review and approve the handbook on at least an annual basis (prior the start of each Fall softball season). Changes must have SFSA Board approval prior to disseminating to SFSA participants.