

THE HS Feeder League Charter

- The High School Softball Feeder League was created to provide middle school athletes the opportunity to play for their school in a structured and competitive softball program
- The league's goal is to grow the sport across our community, all school districts, and to provide as many girls as possible the opportunity to compete and represent their school.
- Schools considering fielding multiple teams within each division should only do so if they have enough rostered players for every individual team. There is no guarantee schedules will not conflict which may force a team to forfeit if they are unable to dress a minimum of seven players at game time
- We expect all participants to honor the game by knowing and following the League's Code of Conduct and the league's rules of play outlined below

In the unfortunate situation a Coach or Parent does not follow the Feeder League's Code of Conduct, KAA's disciplinary guidelines will be enforced. For KAA's disciplinary guidelines go to www.kwdaa.com.

THE HS Feeder League Coach Code of Conduct
☐ I have read, understand and commit to following every rule outlined in the 2020 HS Feeder League Rules document
\Box I understand and commit to leading my team, and their families, in keeping with the goal of fostering positive sportsmanship in addition to a structured and competitive game experience
\square I understand and commitment to ensuring every player on my roster meets the Player Eligibility requirements outlined in the 2020 Feeder League (Rule A1 A7).
☐ I understand the Feeder League is designed for players to compete for their in-district school and cutting in-district players to make room for an out of district player, even if they meet the Eligibility requirements, will not be permitted.
THE HS Feeder League Parent Code of Conduct
☐ I understand and commit to ensuring my behavior is in keeping with the League's goal of fostering positive sportsmanship, in addition to a competitive game experience
☐ I understand the Feeder League is designed for players to represent and compete for their school

district. If my School District has a team, I understand that is the only team where they are

eligible to play.



Rules of Play

The Feeder League's rules are governed by the 2020 USA Softball rules and player eligibility parameters have been designed to support the objective and spirit of a FEEDER LEAGUE.

All Feeder League grade divisions will be governed by the 2020 USA Softball rules, and the following FEEDER LEAGUE Rule exemptions listed below. These are the PLAYING rules of the game. Anything not mentioned in these KAA rules exceptions or USA Softball rules will be the judgment of the KAA Umpire-in-Charge (UIC) on duty. Protests are not permitted, as the on-duty KAA UIC decision is final.

A. PLAYER ELIGIBILITY

Every HS Feeder League Coach is solely responsible for the selection of players for the team's roster. Kirkwood Athletic Association hosts the HS Feeder League but does not participate in how and when players are selected. As League hosts, our goal is to ensure the player eligibility rules are aligned with the objectives, and spirit, of the league. We expect every coach to follow these operating principles, and rules, in all matters relating to a feeder team. This league is designed to be a feeder program to HS softball and is focused on providing middle school athletes the opportunity to play for THEIR school.

Feeder Teams must be made up of players that meet these eligibility requirements:

1. Players are eligible to play for their in-district school team

- a. Players are <u>not eligible to play</u> on another school's team if their in-district school has a team registered in the league (even if they are not selected for their team's final roster)
- b. Players must be enrolled, during the fall feeder league season, in the grade level of the feeder team. Players are allowed to "play-up" on the higher-grade level team but older players are not permitted to "play-down" on the lower grade team.
- c. Players playing for a specific school's feeder teams are <u>automatically double rostered</u> and can play on more than one of their school's feeder teams as long **as they meet the grade level requirement**. The League will not guarantee teams from the same school will not experience scheduling conflicts so we recommend teams, considering registering more that one team, ONLY do so if they have enough registered players for every team they register
 - i. Specifically, $6/7^{th}$ grade players are automatically rostered on the $6/7^{th}$ & 8^{th} grade team but 8th Graders can only be on the 8th grade team roster.



A. PLAYER ELIGIBILITY continued

- 2. If a Player's in-district High School does not have a team, they are eligible to play for another school's Feeder Team within their School District
 - a. For example, if Mehlville HS does not have a feeder team, the player living in the Mehlville HS area is eligible to play for another HS <u>within the Mehlville School district</u>. In this example they would be eligible to play for the Oakville HS Feeder Team.
- 3. Players who live within the boundaries of a specific High School, and/or School District, that does not have a feeder team, are eligible to play on another school's feeder team under the following parameters:
 - a. Teams looking to complete their rosters with players from outside of the High School, and/or School District's, geographic area can apply to the League Coordinator for up to three (3) roster exemptions. Players eligible for roster exemptions will be considered IF their in-district High School, and /or School District do not have a team registered.
 - **b.** Teams that make cuts at tryouts are <u>NOT eligible</u> for roster exemptions. The league is designed for players to compete for their school and cutting in-district players to make room for an out of district player will not be permitted.
- 4. Players must be Missouri residents and attend a Missouri middle school. Players rostered on a state-sanctioned middle school team (MHSSAA), whose season overlaps with the feeder league, are not eligible.
- 5. Players who are homeschooled are eligible to play for their in-district school team
 - i. If the homeschooled player's in-district school does not have a team eligibility rules #A2 and #A3 apply
- 6. Opportunities to merge more than one school or school district to form one team
 - a. In situations where one school district cannot assemble enough players to field one team, the KAA League Coordinator will consider the option of combining of two districts into one feeder team. Every rostered player must meet all of the player eligibility requirements outlined in Rule A1. through A5. Roster exemptions will not be permitted for these multi school teams. This type of situation would have to be approved by the League Coordinator prior to the team registering for the league.
- 7. <u>Consideration</u> will be given for a guest player, only if a team is unable to field the minimum of 7 players for a game, in order to avoid a forfeit. A guest player must have a Roster Exception Request Form approved by the League Coordinator before play begins, and be added to the team's roster, or the player will be ruled ineligible and the game will be forfeited.
- 8. Managers/Coaches must keep a copy of their team roster and player's birth certificates with them at all league games

B. Coaches

- 1. On offense, the base coaches must remain in their respective coaching boxes. They must make a substantial effort to avoid getting hit by a thrown and/or batted ball. They must also never assist any base runner while play is still live.
- 2. On defense, coaches are not allowed on the playing field, while play is live.
- 3. Coaches may call pitches from outside the fence, close to spectator bleaches, at the umpire's discretion. This is a privilege and may be revoked should coach's behavior warrant such action.
- 4. Absolutely NO electronic equipment is permitted on playing field

C. Courtesy Runner

1. If the catcher or pitcher for the batting team is on base, a courtesy runner may be used. This courtesy runner must be the last girl to make an out before the catcher or pitcher. The courtesy runner may only be used for the pitcher or catcher who last played that defensive position and may not be used for a projected substitute for those two positions.

D. Dugouts

1. The Home Team, which is the team listed first on the schedule, will occupy the 3rd base dugout. The exception to this rule is if this team plays back-to-back games, they will remain in the same dugout for their second game.

E. Equipment

1. Pitchers and 3rd baseman are required to wear protective facemasks.

We strongly recommend 1st Base and Shortstop wear protective facemasks.

- Metal Spikes are only permitted in the 8th grade division, but not for the 6/7th grade division
- <u>Bats</u> must be marked "Official Softball" by the manufacturer, and must be on the Official ASA /USA Softball Legal Bat List. If the words "Official Softball" cannot be read due to wear and tear on the bat, the bat will be declared legal by the umpire if it legal in all other aspects.
- Helmets must have approved/acceptable Facemasks and must be worn during the game.

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• E. Equipment continued

- KAA will supply 1 new (or like new) softball ball for every game. <u>Softballs will</u> be a (.47 COR / 375 Comp) and can have any approval stamp: NCAA, USA Softball, USSSA, USFA, FASA, NFHS.
- In the event of a serious injury, bat & ball will be confiscated by the umpire, and sent off for analysis. Failure to allow umpire to do this will result in immediate ejection of head coach and further discipline from KAA.

F. Forfeits

- 1. Forfeits are not acceptable. If a team has a conflict, the Coach is responsible for finding another team to swap games with. Your League Coordinator can assist if necessary, and MUST approve all game swaps. Lack of effort to avoid a forfeit may result in discipline and/or fines.
- 2. Teams that forfeit will be assigned the loss for that scheduled game, and their opponent a 7-0 win.

G. Home Team

1. The <u>first</u> listed team on the league schedule is the home team.

H. Injury Outs

1. If a player is injured and unable to continue playing in the field and batting, her spot in the batting order will **not** be an automatic out. If this injury drops the number of players below 7 for any team, game is a forfeit and that team is declared the losing team.

I. Minimum Players

1. A minimum of 7 players is necessary to start, continue, and conclude a game. There will **not** be any "automatic outs" assessed. Should a team fall below 7 players for any reason during a game, they shall forfeit the game and be declared the losing team.

J. On-Deck Batter

1. The player must remain in the on-deck circle outside of their respective dugout, and far down the foul line away from the batter.

K. Pitching Limits

- 1. The 6th/7th grade division will Pitch from 40'
- 2. The 8th grade division will pitch from 43'

L. Rained Out Games

- 1. If a game is called due to weather or other KAA circumstances, the game will be considered a rained out or lost game. This is **not** applicable if the time limit was fully utilized and/or 3 innings have been completed
- 2. KAA has reserved three Saturdays for rescheduled rainout games (Saturday, September 12th, 19th and 26th).

M. Roster & League Pass

- 1. Every team, and rostered player, will need to complete the on-line registration prior to the first game of the feeder league season.
- 2. Teams will only be permitted to play their first game once their Roster is submitted and they receive a 'Feeder League Pass' that is to be handed into the game's umpire, during ground rules of their first league game.
 - This will be strictly enforced again this year.

N. Roster batting and Free Substitution

- 1. A team must bat roster during league and tournament play.
- 2. If a player becomes injured, or has to leave the game, the lineup will be condensed with that spot in the order skipped. An out will not be taken in this situation.
- 3. Free defensive substitutions are permitted during league play

O. Run Rule Limits: The following run rule limits will be in effect:

- 1. 6th/7th Grade Division: There will be a 5 run per inning limit for each team. Run-ahead rule (mercy rule) is 15 after 3 or 10 runs after 5 innings.
- 2. 8th Grade Division No run rule per inning. Run-ahead rule (mercy rule) is as follows. 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.



2020 High School Feeder League Rules

P. Scorekeeping

- 1. The Home Team is the official scorekeeper of the game. Batting lineups shall be given to opposing team prior to start of game.
- 2. Both teams must keep a "Hard Copy" scorebook. Failure to do so will result in the team that is keeping a "Hard Copy" becoming the "official" scorekeeping team and any questions/challenges will be decided accordingly.

Q. Time Limits

- 1. Game time limits are 1 hour 15 minutes and teams will finish the inning. When the time limit expires, the inning in progress will be completed. No new inning can begin after the expiration of the time limit. There is a drop dead time limit of 1 hour 25 minutes and the score will revert to the last completed inning if necessary.
- 2. A game is considered completed at the end of 7 innings or when the time limit is entirely utilized. Tied games are permitted.

R. Warm-Up Pitches

- 1. Pitchers are allowed 5 pitches in their 1st appearance in a game and 3 per inning thereafter.
 - a. Pitchers removed from the pitching position and returning to that position, in the same inning, will not be allowed any warm-up pitches.