



Greater Kingston Softball Association, Inc.
Coaches Package 2018

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WELCOME AND THANK YOU

Dear Coach,

Thanks so much for volunteering to coach with the Greater Kingston Softball Association for the 2018 season. We are thrilled to have people like you who are excited to get on the field and spend some time getting to know your kids and teaching them about the game.

The executive knows very well how busy life can be and we understand that you are taking time out of your schedule to be a role model for your group. You are very much appreciated for this. Thank you so much!

This package contains valuable information about how your season should go, and we would highly recommend that you take the time to read it and ask questions if you have them. At any time during the season, please feel free to contact your division convener or anyone on the executive for assistance. We want the kids to have fun, but we also want you to have fun and feel supported in your coaching. In other words, let us know if we can do anything for you during the year.

We hope that you have a fantastic season of ball and we look forward to working with you. Play ball!!!!

Sincerely,

The GKSA Executive

FAIR PLAY CODES FOR CHILDREN IN SPORT

It is easy to forget your own behavior at times and get a little carried away with the excitement of seeing your child on the diamond. As a coach, you may want to make a point of distributing your own "code of conduct".

PARENTS' CODE:

1. Do not force an unwilling child to participate in sports.
2. Remember children are involved in organized sports for their enjoyment, not yours.
3. Encourage your child always to play by the rules.
4. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
5. Turn defeat to victory by helping your child work towards skill improvement and good sportsmanship.
6. Remember that children learn best by example. Applaud good plays by your team and by members of the opposing team.
7. Do not publicly question the officials' judgement and never their honesty.
8. Support all efforts to remove verbal and physical abuse from children's sporting activities.
9. Recognize the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for your child.

SPECTATORS' CODE:

1. Remember that children play organized sports for fun. They are not miniature pro athletes.
2. Be on your best behavior. Don't use profane language or harass players, coaches, or officials.
3. Applaud good plays by your own team and the visiting team.
4. Show respect for your team's opponents. Without them there would be no game.
5. Never ridicule or scold a child for making mistakes during competition.
6. Condemn the use of violence in all forms.
7. Respect the officials' decisions.
8. Encourage players always to play according to the rules.

PLAYER RATING SHEETS

To be completed at the END of the season and returned to GKSA (not necessary for T-ball).

Team Name				Division		
Coach				Phone Number		
Record	Wins		Losses		Ties	

Roster

	Player Name	Rating	Age
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

Pitchers

	Player Name	Windmill? (Y/N)	Speed (1-10)	Accuracy (1-10)	Rank (1-3)
1					
2					
3					

Catchers

	Player Name	Throwing	Catching	Overall

		(1-10)	(1-10)	(1-10)
1				
2				
3				

NOTES:

- RATING - rate all players as A, B, or C. Please use + or - if appropriate (for example "B+" or "A-") As you rate your players, please remember that you are rating them as compared to the rest of their division and please use your finish as a guide to your overall rating. For example, if your team finished 4th in an 8 team division, your overall average should be "B", where as if your team finished first, your overall rating would be "B+ to A-".

These ratings are used to help form and balance the teams for the following year.

- RANK - rank your own pitchers as 1, 2, or 3.
- SPEED - rank each pitcher in comparison to the fastest pitcher in their division. The fastest pitcher being 10.
- ACCURACY - 10 - throws mostly strikes - extremely good control
5 - about 40% strikes (average)
- CATCHERS - RATING - rank each catcher in comparison to the best catcher in your division. The best catcher being rated as a 10.

STATISTICIAN INFORMATION AND GAME REPORTING

To report scores, the winning team must go to the COACHES AREA of the GKSA website (greaterkingstonsoftball.com) and click on SCORE REPORTING (see below). There, you will choose your division and fill in the appropriate information. Once you do this, the STANDINGS and SCORES pages of the website should automatically update themselves.

If you make a mistake in reporting, please do not enter it again (it won't work) – just email Jon Swaine at jswaine@gmail.com and explain the error and the correct score.

It is essential that coaches and/or assistants update the standings after games. We need this information so that playoffs can be set as soon as possible when the season is over. It is the responsibility **of the winning team** to report the scores on the website. Failure to do so may result in a deduction of two points from the responsible team's standings (or one point for a tie game). Any postponed or rained-out games should be reported via email to the convener so we know a score will not be reported for that game.

Should you have any questions/problems/concerns – just email Jon Swaine at jswaine@gmail.com OR call or text him at 613-572-0926.

Thanks very much,

Jon Swaine
GKSA Vice-President, Webmaster

TEAM SWEATER DISTRIBUTION

In order to have team sweaters available for the first game of the season, a bulk order was placed with the supplier based on averages from previous years.

As no exchanges will be available, please check your team package sizes carefully and distribute the shirts accordingly from the smallest team member to the largest.

If there are any problems, please contact your convenor and s/he will forward your concerns to us.

TEAM AND INDIVIDUAL PICTURES

For T-Ball and Jr. Mite teams, both team and individual pictures will be taken by a photographer over 3 nights in June at one of our local ball diamonds. The location and times will be advised later.

- The coaches and assistant coaches are to be in the team picture.
- Each player in attendance will receive an individual and team picture.
- Players not in attendance will still receive a team picture.
- The coach will receive a team picture.
- Please try to have all players in attendance and on time because the sponsor will receive a team picture.

Teams at Mite levels and above are to take their own team photo and have them printed in 5 x 7 format (Staples or Costco are examples of places that will do this). GKSA will supply the mounting frames and happily reimburse any printing costs. Please either drop the receipt off at 1174 Bentley Terrace or take a picture of the receipt and email it to Dennis Linton at dlinton4@cogeco.ca.

POSTPONEMENT OF GAMES

Please follow these steps in case a game needs to be postponed:

1. The decision is to be made by the coach of the Home Team. The coach of the Home Team shall contact the coach of the Visiting Team to advise that the game is to be cancelled. If contact is made via text or email, please confirm that the communication has been received.
2. Email the president Kyra Funk at ke.funk12@hotmail.com so she can let the city know so we don't get charged for the diamonds.
3. Call the Diamond Liner, Brian Beaubien, to notify him (613-985-2418 or 613-634-8010)
4. Call the Umpire Scheduler, Paul Murray, to notify him and he can cancel the umpires (613-539-8728)
5. Contact your players to advise them (again, please confirm if it's via email or text)
6. Call the division convener to advise them of the cancellation.

NOTE:

- It is up to the Home Team to reschedule the cancelled game with agreement from the opposing coach. One common solution is to use someone's practice time. Don't forget to contact Paul Murray to book umpires and Brian Beaubien to line diamonds.
- If the issue is weather, that is something that can't be controlled, but in all other cases please try to give the other team as much notice as possible.
- Email and texting are great tools, but please confirm that the person has received communication. If possible, a phone call is the best option.

EQUIPMENT INFORMATION

Pickup

All coaches must come to Kingston U-Lock Storage to pick up their equipment. GKSA volunteers will be there to hand-out equipment and it is essential that coaches make time to meet.

Coaches will also receive keys to the lock boxes at the diamonds where the bases are stored.

Keys for the bathrooms at LaSalle Park and Bayridge Diamonds are held by the city. To get these keys, coaches need to go to the Invista Centre and go to the front desk. Tell them that you're a coach with GKSA and you need a key to the washrooms at Bayridge and LaSalle. They will ask for a \$25 deposit which you will get back once the key is returned.

PICK-UP DATE:

- Saturday, May 5th at KINGSTON U-LOCK at 685 Development Drive, Locker G24

If there is a conflict that absolutely cannot be avoided, please contact James Badour (613-561-9799) and/or Mike Lewis (613-331-5787) and arrange for an alternate pick-up.

Equipment

If there is any defective or sub-par equipment, please contact please contact James Badour (613-561-9799) and/or Mike Lewis (613-331-5787). We are happy to work with coaches to make sure they have decent equipment for the year. Please remember that we will provide some helmets, but we want kids wearing their own and preferably not sharing – for health reasons.

Equipment is to be returned to locker #G24 at a date to be determined.

Bantam and up, all coaches are to RETURN THE KEYS back to the locker on the dates above.

RULES

GKSA T-Ball Rules

NOTE: GKSA plays T-ball only within the organization (i.e. we do not play against teams from other organizations)

1. The purpose of T-Ball is to introduce the sport of softball to the young in as informal, yet structured setting as possible, realizing it is just a game for all involved. A high priority is in developing social skills as well as baseball skills.
2. All team members shall be in the batting order.
3. The fielding team will be comprised of: pitcher, catcher, first, second and third base, left shortstop and all remaining players in the outfield.
4. A team shall have no more than 10 players and no less than 6 to be eligible for a legal game. Players may be borrowed from the opposing team if agreement is reached with both teams. A game may be played with less than 6 players if agreed to by both coaches.
5. An inning will consist of each team batting all players present. The same batting order will be followed each inning, except in succeeding innings the former first batter will bat last (thereby moving each batter up a position). The last batter must be declared by the coach to the umpire. The inning is over after the last batter bats. The last batter of the inning is to be encouraged to keep running and try for a "home run". This is fun for the runner and the fielders, who have a great chance of getting an out.
6. A batter will be allowed a total of 5 attempts to hit the ball in fair territory. Bunting is not allowed.
7. The infield fly rule will not be used.
 - (A) Base runners can only advance a base on a ball that has been hit in fair territory. Base runners cannot leave the base before the ball is hit. No stealing allowed.
 - (B) Umpires are not to call a player out for lead off they are to send the child back to the base with a brief explanation.
 - (C) If a runner is hit by a ball they are not out but again the situation is explained to the child and coach
 - (D) Batting out of order will not constitute an out.
8. The infield will be 42 feet from home plate to first base, home plate to third base, and the same from third and first base to second.
9. A player called out will return to the bench and play resumes.
10. Defensive players must not interfere with the base runners. Players should not stand on the base or on the base paths unless fielding the ball.
11. Infielder, with the exception of the pitchers, will not be permitted within 36 feet of home plate (i.e. 6 feet inside the baseline) until the ball is batted.
12. If a batter lets go of the bat, while swinging at the ball or throws the bat after hitting the ball the batter will be warned by the umpire. This rule is for the protection of fellow players and spectators and to break bad habits at an early age.
13. When a batted ball is fielded by an infielder and the infielder is not making a play on a base runner, the play is ruled dead. When a ball is returned to the infield from the outfield, the ball shall be ruled dead as soon as it arrives in the infield. All runners must stop at the base they are going to or the base they are on.
14. One coach of the fielding team may coach from any place past the 45-foot infield

- distance. The offensive team may have 3 coaches on the field. One coach at first and third base and one at the plate. The coach at the plate must step back before the words play ball are said. Coaches may not enter the infield while the ball is in play.
15. On a thrown ball going out of play at first or third base, base runners get the base they are going to only. Should it be a fenced diamond and the ball hits the fence the ball is out of play.
 16. Batters will not bat the ball until the official calls "Play Ball".
 17. A player may not play two consecutive innings in the outfield. Players will be rotated to different positions between the infield and outfield.
 18. All games start at 6:30. a time limit has been set on T-Ball so that no new inning is to begin after 7:30. Note: diamonds are available for practice/warm-up prior to the game. Teams shall share the infield practice time.
 19. There will be no playoffs.
 20. No official score is kept all games end in a tie.
 21. Shorts will be permitted; long pants are encouraged for safety.
 22. Pitchers are required to wear helmets with face cages (one per team).
 23. No Jewelry!! No rings, watches, necklaces or earrings including studs. If it can't come off or be taken out then make sure the umpire does not see it (cover with tape or Band-Aid). If the umpire sees the jewelry then it must be removed or the player is ruled ineligible to play. Medic alert is the exception!!
 24. All other rules of GKSA will apply.
 25. The coach of the home team is responsible for putting out the bases and putting them away at the end of the game.
 26. NOTE: THESE RULES SHOULD BE APPLIED WITH GREAT DISCRETION. T- BALL IS A GRASS ROOTS BALL EXPERIENCE AND IT SHOULD BE THE DESIRE OF THE LEAGUE THAT THE PLAYERS RECEIVE A GOOD FOUNDATION OF THE GAME. COACHES AND UMPIRES ARE STRONGLY ENCOURAGED TO ASSIST THE PLAYERS AND HELP THEM TO LEARN TO PLAY THE GAME THE PROPER WAY THE FIRST TIME.

GKSA Jr. Mite Rules - 5-Pitch

NOTE: GKSA plays T-ball only within our own organization

The rules within GKSA are the same as Softball Ontario except for the following:

1. Players get 5 pitches from the coach and they must put one of those balls in play. If they don't, an out is recorded and we move to rule 2...
2. NEW RULE FOR 2018: Players who "strike out" will still be allowed to go to first and run the bases AS LONG AS THEY SWING AT A MINIMUM OF 3 PITCHES. The player is a live runner (i.e. they can be tagged out and they can score a run). However, the strike-out DOES count as an out and thus a strike-out can end an inning.
3. NEW RULE FOR 2018: Games will be played with a "soft" indoor softball, to minimize injury.
4. The catcher will wear full gear and be positioned such that he/she will be in front of the ball but not catch it in mid-air. Catchers should block the ball and throw it back to the coach who is pitching.
5. The fielding team's pitcher will play in the field beside the batting team's pitcher but he/she may not be closer than two feet behind the pitch.
6. Bunting is not allowed.
7. When the coach who is pitching interferes (usually accidental) with the play on a batted or fielded ball all play is ruled "dead" and base runners shall be returned to their original base, and the pitch to the batter shall be replayed with no strike penalty.
8. When a fielder gains control of a batted ball in the infield and is not making a play on a base runner, the umpire will call time and play will be ruled dead. When the ball is returned to the infield, from the outfield, whether touched by an infielder or not, the play shall be called dead. All runners must stop at the base they are going to or must remain at the base they are on. Umpires judgement will place the runners at the appropriate base.
9. No stealing of bases; runners cannot leave the base until the ball has been hit.
10. Four outfielders will be permitted to play in the outfield.
11. The infield fly rule will not be in effect.
12. On a thrown ball going out of play at first or third base, base runners get the base they are going to only. Should it be a fenced diamond and the ball hits the fence, the ball is out of play.
13. Infielders, with the exception of the pitcher, will not be permitted within 39 feet of home plate (i.e. 6 feet inside the baseline) until the ball is batted.
14. Shorts will be permitted, but long pants are preferred.
15. Parents and coaches on the field should wear proper attire. No open toed shoes.
16. All games start at 6:30. No new inning after 7:40.
17. There will be a maximum of 10 players on the field. The minimum is six players. If you have less than six players you forfeit the game, but you can borrow players from the other team in order to play the game for the benefit of the players.
18. Two coaches are allowed on the field during the game to help the players
19. The coach of the home team is responsible for putting out the bases and putting them away at the end of the game.

ICSA Mite Rules and Regulations

NOTE: GKSA plays Mite against teams from other organizations (thus part of the Inter-Community Softball Association).

The complete Mite rules are outlined in the ICSA rules that are included as an appendix to this document. However, these are some of the highlights:

1. Pitching distance is 30 Feet.
2. Batter cannot run on drop third strike.
3. No stealing (on the pitch).
4. No pitcher may pitch more than 2 innings. Please encourage as many pitchers as possible, both male and female.
5. When the pitcher has control of the ball within the 8-foot circle, all play stops.
6. Three out or six runs per inning.
7. For GKSA teams, helmets must be worn, and the straps must be fastened.
8. Coaches, players, fans and officials must have a positive attitude towards the game.
9. No infield fly rule.
10. All other Softball Ontario rules apply.

All other divisions will abide by the ICSA Rules and Regulations that are included as an appendix to this document.

Rules for Championship Tournaments in ICSA

1. All Tournament fees must be paid prior to first game.
2. Standings will be the deciding factor in claiming home game advantage.
3. The length of the games will be the same as regular season.
4. No game will end in a tie. The International Tie-Breaker Rule will be applied immediately.
5. There will be a 6-run limit per inning.
6. For Mite, Squirt Boys & Girls, there is a 5-inning maximum for a pitcher. For PeeWee Boys, Novice Girls and up, there is a 7-inning maximum. ***Pitcher may be reinstated after the 7th Inning. For Mite Championship: The Pitcher may be reinstated after the 5th Inning – tournament play only.
7. A player must play a minimum of 5 (five) league games with their House League team, except for a younger player being called up in order to be allowed to play in the play-off for their team. ***Exception: Players returning from an injury.
8. For Divisions with 4 Teams or less it will be a Round Robin Tournament Format and the top 2 teams will play off. One Set of Medallions only – ICSA Winner and ICSA Finalist.
9. For Championship Games: - Should the Head Coaches of BOTH teams be in agreement, (before the first pitch is made) to reduce the number of innings, it will be approved from the PeeWee Boys and up. ***The last inning will be closed. No time limit.
10. If a player is suspended for "Intent to Injure" during a tournament, then he/she is suspended for the duration of the tournament. If the convenor deems the offense more serious, he may continue the suspension into the following season.

"Respect the Game" ****All other regular season rules apply.

General GKSA Operating Procedures

Throughout this document, the masculine gender shall include the feminine gender where applicable.

ICSA Rules are to be followed to govern the general rules of the game in divisions from Mite (U10) and up. The following rules apply to GKSA teams only:

Batting Helmets - It shall be mandatory for all players in all categories to wear batting helmet of an accepted make or design while in the act of batting or running the bases. Helmet straps must be fastened. Base coaches under the age of 19 years are also required to wear a helmet.

For age categories Mite Boys and above, it is mandatory for long pants and proper athletic shoes to be worn in all games. All players must have shirts tucked in.

Each team should supply their own scorekeeper and it is recommended that they compare scores with their counterpart after each inning.

It is the responsibility of the home team to have the field and diamond ready for play 15 minutes before game time, infield limited to 5 min. per team and No infield 5 min. before official starting time. (Failure in the above or in a team's readiness to play within 15 minutes after the official time will cause the game to be awarded to the non-violating team.) This will be the sole decision of the assigned umpire. Official times as per schedule.

Casts and exposed jewelry such as wrist watches, bracelets of any kind, any type of earrings, neck chains or any other item judged dangerous by the umpire may not be worn during the game (exception - Medical Alert Bracelets/Necklaces are not considered jewelry). Failure to remove such items after notification by the umpire will result in the player being removed from the game.

A player must be registered with the league to be entitled to play.

A team may call up players from a lower division in order to field a maximum of ten players. However, any player who plays four (4) or more games in a higher age category prior to the playoffs shall not be allowed to return to his original team and/or division (tournament games are not included).

REP PLAYERS may play in a house league if...

- The team plays in the Intercommunity Softball Association or
- The rep player plays in house league "up a division". Should a rep player play illegally, the offending team will forfeit the game, REP PLAYERS quitting the rep team to play house league only, will be assigned to a team by the Chief Convenor.

A player must play a minimum of five (5) games with his house league team in order to be allowed to play in the playoffs for that team. EXCEPTION: Late registrations, new residents, or injuries.

All early games will begin at 6:30 unless otherwise scheduled and no new

Inning shall start after the time for the following divisions:

- T-Ball 7:30
- Jr. Mite 7:40
- Mite and Up 7:55

In the event of lightning bolts being seen in the area, the game will be delayed for 15 minutes, and if lightning is still present then the game will be called as per 8c.

In case of rain that starts during play, a decision will be at the diamond. The coaches and game officials will make the decision jointly, but the umpires have the final say.

During regular league play and playoffs (including extra innings), any registered player shall not sit out two consecutive innings on defense provided they arrived on time for the game. All players will be given an equal amount of playing time. Failure to do so may result in forfeiture of the game. (I.e.-no player shall play more than one inning more than any other player). Coaches must document the defensive positions of all players during the game. If a game is protested, the defensive documents must be submitted to the plate umpire - normal protest feature to apply. This rule does not apply to teams playing in intercommunity.

It will be the responsibility of the home team to reschedule rained out or suspended games. The home team must also give the opposition and Umpire Scheduler 48 hours' notice of the rescheduled game. If an agreement cannot be made between the two coaches, the division convenor shall reschedule the game and have the final decision.

Any player, coach, assistant coach, or manager who argues excessively, swears, or becomes otherwise abusive toward any official may be warned only once and then, if he or she persists, will be removed from the game. Such removal will be noted on the score sheet. A request for reinstatement must be made by the coach or manager of the offending team to the convenor prior to the next scheduled game. Game umpire must notify Umpire-In-Chief of all ejections. The UIC will notify the league convenor.

Umpires have the authority (personally or upon request of either of the coaches) to remove spectators.

ABUSE OF EQUIPMENT - If in the opinion of the umpire a player or coach abuses equipment (i.e. bats, helmets) that person shall be ejected from the ballpark immediately. This rule shall apply to all GKSA teams. No warning shall be given.

The umpire's time is the only official time for the game.

LINKS

Here are some websites that may help you better coach and manage.

1. GKSA (<http://www.greaterkingstonsoftball.com/>)

2. Team Management

- i. TeamSnap (<https://www.teamsnap.com/>)
 - Free and simple. Allows you to easily contact your team and schedule events. People can download the app and sync the calendar to their phones.
- ii. Remind (<https://www.remind.com/>)
 - A simple way for parents to sign up for text or email announcements. Coaches can broadcast messages to the entire team (handy for rain-outs and postponements).

3. Coaching Links

- i. GKSA Video Training Compilation
 - Many excellent videos and tutorials organized into categories
 - Click [here](#) to access
- ii. Softball Ontario (<http://www.softballontario.ca/english/our-programs/coach/coach-resources.html>)
 - Lots of good drills and practice ideas.
- iii. Coaching Development (<http://www.coach.ca/>)
 - If you are interested in upgrading your coaching ability.
- iv. Softball Tips (<http://www.softball-tips.com/instruction/softball-drills.html>)
 - A great collection of softball drills for various ages
- v. T-Ball Coaching (<http://www.coachingtball.com/drills.htm>)
 - Some links to help coaching the little ones.

TEAM TRACKING AND SCORESHEETS

GKSA Attendance Sheet

Team:		Coach:		Asst. Coach:	
-------	--	--------	--	--------------	--

			Game and Practice Dates																
	Name	Phone																	
1																			
2																			
3																			
4																			
5																			
6																			
7																			
8																			
9																			
10																			
11																			
12																			
13																			
14																			

GKSA Scoresheet

Date:		Division:		Diamond:		
Home Team:				Visiting Team:		

Player	1	2	3	4	5	6	7		Player	1	2	3	4	5	6	7
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●
	●	●	●	●	●	●	●			●	●	●	●	●	●	●

GKSA Game/Position Chart (by inning)

Date:		Division:		Diamond:	
Home Team:				Visiting Team:	

	Batting Order	1	2	3	4	5	6	7			<i>POSITION CHART</i>
1											1 – Pitcher
2											2 – Catcher
3											3 – First Base
4											4 – Second Base
5											5 – Third Base
6											6 – Short Stop
7											7 – Left Field
8											8 – Center Field
9											9 – Right Field
10											10 – Extra Outfielder
11											(Jr. Mite division only)
12											11 – Sit and Cheer!!!
13											
14											
15											

GKSA Game/Position Chart (by inning)

Date:		Division:		Diamond:	
Home Team:				Visiting Team:	

	Batting Order	1	2	3	4	5	6	7				<i>POSITION CHART</i>
1												1 – Pitcher
2												2 – Catcher
3												3 – First Base
4												4 – Second Base
5												5 – Third Base
6												6 – Short Stop
7												7 – Left Field
8												8 – Center Field
9												9 – Right Field
10												10 – Extra Outfielder
11												(Jr. Mite division only)
12												11 – Sit and Cheer!!!
13												
14												
15												

GKSA Game/Position Chart (by inning)

Date:		Division:		Diamond:	
Home Team:				Visiting Team:	

	Batting Order	1	2	3	4	5	6	7				<i>POSITION CHART</i>
1												1 – Pitcher
2												2 – Catcher
3												3 – First Base
4												4 – Second Base
5												5 – Third Base
6												6 – Short Stop
7												7 – Left Field
8												8 – Center Field
9												9 – Right Field
10												10 – Extra Outfielder
11												(Jr. Mite division only)
12												11 – Sit and Cheer!!!
13												
14												
15												

GKSA Game/Position Chart (by inning)

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Home Team:				Visiting Team:	

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APPENDIX A

ICSA Rules and Regulations 2018