



# SUNCOAST SOFTBALL LEAGUE

## Scheduling Guidelines

Updated  
July 12, 2015  
Version 002

**Suncoast Softball League, Inc.**

### **Disclosure of Proprietary Data Notice**

**This document includes data that shall not be duplicated, used, or disclosed — in whole or in part — for any purpose other than to support the activities within the Suncoast Softball League. The data subject to this restriction are contained in all sheets that carry the legend: “Use or disclosure of data contained on this sheet is subject to the restrictions on the title page of this document.”**

Use or disclosure of data contained on this sheet is subject to the restrictions on the title page of this document.

© 2015 Suncoast Softball League, Inc. • All Rights Reserved



- A. Any season's schedule will be played with the goal of balancing competitive and social concerns, acknowledging the fact that the Suncoast Softball League (SSL) is not simply another outlet for play, as outlined in the mission statement of the SSL.
- B. The Executive Council will publish a deadline for teams wishing to join a season. Team coaches or managers must notify the chairperson of the Sports Information Committee at least two (2) weeks prior to the Team Council meeting where the season schedule is voted upon that they will field a team.
- C. The chairperson of the Sports Information Committee will report the list of interested teams to the Executive Council and the designated team representatives prior to the Team Council meeting where the blind draw occurs. The Sports Information Committee chairperson will prepare and present a schedule for the Team Council to vote upon.
- D. The following guidelines are for drafting the weekly game play schedules:
  - 1. No more than seven (7) rounds of games may be scheduled on any one field on any given day of play;
  - 2. Double-headers will be scheduled for all teams when possible, except for days when a single game is required to balance a schedule;
  - 3. No triple-headers will be scheduled and may only be played as make-up games, with the express permission of both teams involved in a particular game, pending notification of the SSL Commissioner and Secretary;
  - 1. A break of one round of games, but not more than two rounds of games, is encouraged where possible to allow players to rest and socialize; and
  - 2. Each division's scheduled games should be spread out as evenly as possible on all fields and using all times.
- E. Once the Team Council has approved a schedule, a blind draw will be used to assign teams to the schedule. If a team is unable to play after the blind draw for the schedule has been conducted, that team is omitted and each team still playing will move up one number from the numbers drawn during the blind draw process (e.g., Team 3 withdraws and Team 4 becomes Team 3, Team 5 becomes Team 4, and so on). The revised schedule is then sent to the Executive Council for approval.
- F. A summer season may be played with non-NAGAAA relaxed guidelines and schedule requirements, if approved by the Team Council.
- G. If a change is required for any reason after a schedule has been approved, the Executive Council will retain the power to make scheduling adjustments per these guidelines and the governing documents of the SSL.