

CORONA GIRLS SOFTBALL ASSOCIATION

RULES AND REGULATIONS

REVISED: JANUARY 2018

ARTICLE I: GENERAL INFORMATION

A copy of the CGSA Bylaws, CGSA Rules and official USA Rulebook shall be given to all of the Board of Directors and Team Managers before participating in league activities. Copies of these Rules and Regulations are available upon request. CGSA Rules and Regulations may also be obtained in an electronic format by visiting our website @ www.cgsasoftball.org.

The Board of Directors has the authority to establish policy or to rule on any point specifically or not specifically covered by current Policy, Rules or Bylaws of the Corona Girls Softball Association.

DIVISIONS:

Player age is determined by USA's age definition : 11:59 on December 31st of the prior year.

For Spring season, players must meet USA Yellow Book requirements regarding player eligibility which determines between a travel player and a rec player. For Winter ball, travel players are eligible to play provided that the CGSA team they are drafted to is first priority, regarding, but not limited to, practice, games, team events, league fundraising and any end of season tournaments. Failure to meet these requirements could result in dismissal from the League and forfeiture of registration fees.

The teams shall be organized into the following divisions:

6U, 8U, 10U, 12U, 14U, 18U

Divisions may be divided into one or more subdivisions at the discretion of the Board of Directors.

CGSA IS A "ZERO TOLERANCE" LEAGUE

ANTI-HARASSMENT AND NON VIOLENCE/BULLYING POLICY

The Corona Girls Softball Association, herein referred to as the "organization", is committed to providing an environment free of all harassment, bullying and violence. This organization prohibits all violence or bullying actions, threatened or otherwise. This organization's anti- harassment-non violence/bullying policy applies to all persons involved in the operation of the organization and general membership and prohibits all harassment, acts of bullying and violence by any volunteer of the organization, including Executive Board, The Board of Directors, general members and players of the league. Prohibited conduct includes, but is not limited to, the following behavior:

- Physical conduct including assault, unwanted touching, and intentional blocking of normal movements;
- Verbal conduct such as threats of violence, abusive or insulting language, any form of bullying of players, parents and/or volunteers of the league;
- Use of social media to **bully**, make threats, insults or comments intended to **ridicule or disparage** other players, parents, coaches, CGSA volunteers or the league as a whole;
- Retaliation for reporting or threatening to report prohibited conduct.

If you believe you have been the subject of prohibited conduct, submit a written complaint to the Executive Board Member of your choice as soon as possible after the incident. Your complaint should include details of the incident or incidents, names of individual(s) involved and names of any witnesses.

All complaints of prohibited conduct will be submitted to a committee of one or more persons appointed by the President and, at the earliest opportunity, will undertake an effective, thorough, and objective investigation of the harassment/violence allegations. Upon completion of the investigation, the committee will report its findings to the Board of Directors.

If the organization determines that harassment, acts of bullying, threats of violence or physical violence has occurred, effective remedial action will be taken in accordance with the circumstances involved. Any individual determined by the organization to be responsible for prohibited conduct may be subject to disciplinary action based upon the seriousness of the conduct. In the event of multiple involved parties, based on the seriousness of the situation, the organization has the right to suspend any activities in order to protect the wellbeing of probable victims. Penalties may range from admonishment to termination of membership and being barred from all CGSA activities. The organization will not retaliate against you.

ARTICLE II: RULES OF CONDUCT

THE SAFETY OF ALL PLAYERS IS THE PRIMARY CONCERN OF CGSA

A. Managers, Coaches, Spectators, Board Members and Players

1. Exemplary conduct by Managers, Coaches, Spectators, Board Members and Players is expected at all times. Any charges of misconduct must be submitted in writing to the Board. Said charges will be acted upon within seven (7) days and may result in disciplinary action. If necessary, a special Board meeting will be held to review and investigate the alleged misconduct. The results of said investigation and review are final. Any individual who falsely accuses anyone of misconduct may face disciplinary action by the Board. Flagrant acts of misconduct will result in disciplinary action to be determined by the Board. No previous charges or offenses need to be considered to invoke said disciplinary action. Said determination is deemed final; it is not subject to appeal or protest. **FLAGRANT MISCONDUCT IS DEFINED AS THE ACTION(S) BY A PERSON(S) DEEMED BY THE BOARD TO BE WILLFUL OR NEGLIGENT ACTS WHICH BRING, OR ARE INTENDED TO BRING, EMBARRASSMENT, RIDICULE OR DISRUPTION TO CGSA OR ANY OF ITS FUNCTIONS.** Flagrant misconduct also includes physical acts of violence of any kind; the use of profanity is strictly prohibited.
 - a. Any CGSA Executive Board Member, or on-duty Board Member, has the right to suspend a Manager, Coach, Player, Volunteer or Spectator for unruly conduct occurring during a game. The suspension will be reported to the Umpire in Charge immediately and will be reviewed by the Board at the next Board Meeting.
2. Any Manager, Coach, Spectator or Team Member guilty of violating the Rules of Conduct shall receive the following discipline:
 - a. First (1st) Offense – ejection from the current game by the Umpire and a one game suspension.
 - b. Second (2nd) Offense – ejection from the current game by the Umpire, a one game suspension and the matter will be brought before the Board for possible disciplinary action.
 - c. Third (3rd) Offense – ejection from the current game by the Umpire, a one game suspension and the matter will be brought before the Board for possible disciplinary action, i.e., suspension for a number of games or suspension for the remainder of the current season.
3. Managers, Coaches and League Officials shall at no time engage in the act of discrimination based upon age, race, sexual orientation or religion. Violation of this rule could be grounds for immediate suspension, and/or expulsion from the league.
4. Smoking is prohibited at all CGSA functions at Coronita Elementary School where State Law prohibits smoking at all times. Smoking is also prohibited within fifty (50) feet of all dugouts and snack bar windows at all CGSA games and practices at Butterfield Park. The City of Corona has a City Ordinance where smoking is prohibited at all City Parks, curb to curb. If you choose to smoke and violate City Ordinance you will be subject to the penalties enforced by the City of Corona.
5. Pets are prohibited at all CGSA functions at Coronita Elementary School where state law prohibits them. Pet owners who bring their pets to Butterfield Park are asked to please keep an appropriate distance from all CGSA functions. All pets must be kept on a leash at all times. Any pet owners whose pets are deemed to be a safety hazard will be asked to leave the area. CGSA reminds pet owners of both their full responsibility and liability regarding public and player safety at Butterfield Park. CGSA also asks that you clean up after your pet if it leaves a mess at the park.
6. Possession and use of intoxicants will not be permitted on the premises at any time. Violation of this rule will result in immediate removal from the field and possibly additional penalties by the Board of Directors.
7. No food, gum, sunflower seeds, tobacco products on the playing field at any time. No food, gum, tobacco products in the dugouts at any time. Water and sports drinks are allowed in the dugout. Penalty for this rule will be the suspension of play until the problem is resolved.
8. Players, Managers and Coaches are asked to refrain from visiting the Snack Bar during the course of their game. Emergency situations will be the only exception to this rule.

9. Association personnel are strictly forbidden to present themselves as an authorized representative in any matter pertaining to the Association's activities without the expressed authority delegated by the President of the Board of Directors.
10. All individuals involved in any supervisory position such as Managers, Coaches, Umpires, Team Parents, Volunteers, or any other person the Board deems necessary, shall be required to sign a Code of Conduct letter and will submit the information required for the USA Background Check and pay any associated fees. Only approved USA team volunteers may be on the field or in the dugout during games. Identification must be worn at all times and in a visible location once they are received from USA. Once a team meeting has been held, Managers must turn in their Coach, Team Parent and Volunteer CGSA Applications (Spring – all: Winter, any new Coaches, Volunteers etc.) and USA Background Checks, with any associated fees, to the CGSA Registrar within five (5) days of said meeting. Late applications may be subject to non-acceptance of a Coach, Team Parent or Volunteer. All parents or guardians are required to sign a code of conduct by the league's designated due date.
 - a. The Registrar will maintain these records each season.
 - b. Suspension by the UIC may occur when CGSA Code of Conduct forms are not turned in by the deadline and will continue until forms are completed.
11. All persons are strictly forbidden from using the CGSA Logo without the express written permission and authority of the Board of Directors. Unauthorized use of the CGSA Logo will result in suspension or expulsion from the League. Harassment directed at any Player, Manager, Coach, Umpire or League Official by any Team Member or their Spectators (Spectator is defined as Parents, Guardians, Aunts, Uncles, Siblings, Friends of the Team Member's Family or persons directly or indirectly related to a Team Member, etc.) will not be tolerated. The Manager is responsible for all Team Members and their Spectators. Penalty for infraction of this rule is as follows:
 - a. First (1st) offense will result in a warning to the Manager of the offending team.
 - b. **Second (2nd)** offense will result in the ejection/suspension of the Manager of the offending team.
 - c. Third (3rd) offense will result in the forfeiture of the game against the offending team.
12. No food or drinks may be sold at any CGSA event without express written consent of the Board of Directors. **NO EXCEPTIONS**
13. Only approved Managers, Coaches, League Officials, Team Volunteers and Players are allowed in the dugouts during the games. Teams may only have four (4) personnel in the dugout during a game (Manager, Coaches, Team Mom or Official). All dugout personnel must sign a Code of Conduct letter. All approved volunteers must have their USA badge visible during pre-game warm ups and during games. They must have their badges available during practices.
 - a. First (1st) offense will result in a warning to the Manager of the offending team.
 - b. Second (2nd) offense will result in the ejection/suspension of the Manager of the offending team.
 - c. Third (3rd) offense will result in the forfeiture of the game against the offending team.

B. DISCIPLINARY ACTIONS

1. Ejections

- a. Only Umpires who are on the field, the Chief Umpire, Board Members who are on field duty, or any Executive Board Member who may be at the field, are authorized to eject a Player, Manager, Coach or Spectator from the field or game.
- b. The ejected person, regardless of who that may be, must leave the playing field within one minute or less and remain 100' (feet) from the field, dugouts, bleachers or any other area where spectators could be in attendance for the remainder of the game. Failure to do so may result in an immediate ejection of the offending team's Manager, forfeiture of the current game, and the possibility of disciplinary action from the Board of Directors. (See Item 2 under Section A in Rules of Conduct)
- c. Ejections may be appealed to the Chief Umpire under Article II, Section B, Item 2.

2. Disciplinary Committee

- a. A disciplinary committee will be used to address code of conduct violations other than ejections.
- b. Members of the committee will be made up of three to five members to include: UIC, one Executive Board Member, one non-executive Board Member, division coordinator, and/or player agent.
- c. Upon multiple documented Code of Conduct violations if the player agent cannot resolve the problem a committee shall be formed to further investigate and address the violation. The committee will conduct an investigation by interviewing parties involved. A resolution will be determined and finalized by the committee. The resolution can result in no findings, game suspension(s) or complete removal from volunteer duties.
- d. The Division Coordinator/Player Agent will notify the Code of Conduct violator of the committee's outcome and any disciplinary action to be enforced.

3. Appeals

- a. All appeals must be submitted in writing and are to be delivered to the Chief Umpire via email within twenty-four (24) hours of the ejection and/or suspension. In the case of an ejected Player, Manager, Coach or Spectator the automatic one game suspension, as noted in Article II, Section B, Item 1 (b) will be set aside once the appeal has been received by the Umpire In Charge (UIC).
- b. Written appeals will be acted upon immediately and a hearing will be scheduled within seven (7) days (excluding Sunday) to decide whether the ejection and suspension should be upheld or overturned.
- c. An appeals committee formed by the Umpire In Charge (UIC) and a minimum of two (2) Board Members not directly involved will review the facts and form an opinion based on their investigation.
- d. The decision of the Appeals Committee is final and may not be appealed again.

ARTICLE III: REGISTRATION

- A. *6U **ONLY MAY** request a particular manager or team or placement with a friend. Players will also be grouped by school or preschool* 8U and up: Siblings **ONLY** may be assigned to the same team (friends, transportation or non-household family members will **NOT** be assigned to the same team).
- B. If a parent expresses concern for a particular Manager a notation will be written on the Registration Form, along with a No Manager Request form. There will be a limit of two (2) No Manager requests per player.
- C. There will be **NO** trades considered after the Draft is complete.
- D. Waiting lists may be created each season. The Board will determine how many teams will be fielded each season. Any player signing up late for a division that is complete will be placed on a waiting list (includes Manager's and Coaches daughters'). When an opening occurs, the Division Coordinator/Player Agent and Registrar will work together to notify the next player. If a waiting list does not exist, new registrants will be placed on the next available team according to draft order.
- E. The Registrar will notify any players on the waiting list who are not placed on a team.
- F. A player may move up to the next division when registering. That player may not move down a division in the same season once teams have been formed. That player may move down a division at registration the next season if age qualified.*A player moving up a division before age eligible may be subject to staying in their previous division if safety concerns are an issue. Those concerns will be reported to the Registrar, Division Coordinator and, if necessary, the Board for a final decision. **Safety of the players is CGSA's top priority.** Move up rules will not apply to 6U players who do not meet the age requirement listed in Article VI, A 1 (Any player who wishes to play 8U must be at least six (6) years of age as of December 31st of the previous year)

ARTICLE IV: MANAGERS AND COACHES

A. Selection Process

1. All persons interested in becoming a Manager (returning and new) must have their Code of Conduct submitted to the Registrar, Division Coordinator or Player Agent no later than the first day of evaluations. All applicants must submit a USA Background Check Authorization, along with a copy of his/her driver license, to be approved by USA. No one under the age of eighteen (18) will be permitted to be a Manager. Junior Coaches will be allowed with the approval of USA only.

a. Suspension by the UIC may occur when volunteer forms are not turned in by the final due date and may continue until forms are completed.

2. Managers will be considered based on their experience, past performance, league involvement, support, and the ideals of CGSA.

3. All Manager applications will be reviewed and Manager interviews will be conducted. Those applicants will then be submitted to the Board of Directors to be voted upon. The Board may exercise its right to approve or disapprove any Manager or Coach at the discretion of the Board of Directors at any time.

4. No Manager shall be permitted to manage more than one (1) team at any given time during a season.

B. Duties and Responsibilities

1. The Manager is the primary link between the team and the League. The Manager is responsible for money collected by the team, League equipment, team discipline and general support of the League.

2. The Manager is fully responsible for all personnel under his/her jurisdiction in all matters pertaining to the Corona Girls Softball Association.

a. Disciplinary action shall be taken by the Manager when deemed necessary and shall be immediately reported to the Division Coordinator and Player Agent in writing within twenty-four (24) hours.

b. Managers must be able to provide proof of player rotation every game or be subject to suspension for the next scheduled game.

c. If a player is benched during a game, for reasons other than general substitution, the opposing Manager and the Official Scorekeeper must be immediately notified. The Division Coordinator/Player Agent must then be immediately notified in writing after the game and within twenty-four (24) hours.

3. Manager and Coach Training

a. All Managers and one (1) Coach must be concussion certified once each year.

b. All Managers and Coaches are encouraged to attend the USA Coaches Clinic each year.

4. Field Maintenance – **MANDATORY FOR ALL MANAGERS AND COACHES**

a. All Managers and Coaches must attend a Field Maintenance Day provided by the League.

b. Managers and Coaches failing to comply with field maintenance requirements will result in a lower priority of practice fields at the discretion of the Division Coordinator and may be subject to disciplinary action.

5. Pre-Game Field Preparation

a. The Home and Away Team Manager and Coaches are responsible for preparing the fields. Managers and Coaches are responsible for preparing the field for the **FIRST** (1st) game of the day. If they deem it necessary to repair a field prior to their game, the Home and Away Team Manager and Coaches will be responsible. Failure to do the field prep for the first (1st) game will result in a one game suspension for that Manager for the next scheduled game.

b. CGSA will provide a batter's box template, chalk, string, marker, an infield sweeper, hose and water.

c. Volunteers are always needed to assist the Manager during field preparation.

6. Post-Game Maintenance

a. The Home and Away Team Manager and Coaches of the LAST game of the day are responsible for maintenance of the fields for the following day's games. Failure to do the field maintenance at the end of the day will result in a one game suspension for those Managers for the next scheduled game. The teams shall:

1. Re-pack the pitcher's circle and batter's boxes.

2. Drag the field with the equipment provided by CGSA.

3. Properly water the dirt infield.

4. Put the tools and equipment away in the storage shed and field bin and make sure all storage bins and items stored in the dug outs are secured and locks locked.

7. Post-Practice Maintenance

a. After each practice, the Manager and Coaches are responsible for maintaining the fields for the next practice or game. The above Post-Game tasks shall also be completed during Post-Practice Maintenance. Any Manager who fails to complete Post-Practice Maintenance shall be subject to losing practice privileges for one week to be served immediately following the non-completion of the maintenance.

8. Dugouts must be left clean by **both** teams. Managers and Coaches must make sure that all trash in the dugouts, field areas, and bleachers is collected.

9. The penalty for failing to follow all the above Prep/Maintenance rules is suspension of the Manager for the next scheduled game.

ARTICLE V: PRACTICE FIELDS

A. The last team to draft a team will be the first team to get a practice field choice (Pre-Season).

B. Practice fields will be allotted after the completion of Draft for each division. Priority will be given to those in attendance.

C. There will be no more than two (2) field and one (1) batting cage interactions of a team per week when the season begins, (i.e., games, practices, batting cages). Spring season: one (1) practice/two (2) games per week; Winter season: two (2) practices/one (1) game per week.

ARTICLE VI: TEAM FORMATIONS AND EVALUATIONS

A. Player Evaluations

1. In January (Spring season) or August (Winter season) all players in all divisions (except 6U) must participate in one of two player evaluations. Walk-up registrations will also be accepted on both of these dates. Any player who wishes to play at 8U must be at least six (6) years of age as of December 31st of the previous year for Spring and six (6) years of age as of July 31st of the current year for the Winter season.

8U and ABOVE ONLY: Any player not meeting the age requirement may move up, but must have the following:

Note: Each player decision will be decided on a case to case basis; safety of the players is CGSA's top priority.

a. Recommendation from the Division Coordinator and/or Player Agent

b. Board Approval

2. Participants will be assigned an evaluation number for tracking purposes.

3. Players must attend any one (1), (and only one) (1), (unless called back to be evaluated as an impact pitcher) of these evaluations. The Managers, within their respective divisions, will evaluate all the players on their fielding, hitting, throwing, running, and pitching skills.

4. The Division Coordinator/Player Agent and two (2) Board Members will evaluate each division.

5. Players who are not able to attend either of the two evaluation dates because of extreme circumstances (i.e., family or medical emergency) will be placed in a blind Draft.

a. Any Manager/Coach's player who does not attend either of the two (2) evaluations dates will automatically be placed into the Draft's third (3rd) round. Placing said player into a lower draft round may only be approved by the Division Coordinator/Player Agent. If Manager/Coach fails to announce said player prior to the start of the Draft and allows the player to be a blind pick; the player will not be traded. **No blind trades. No exceptions.**

b. After evaluations are completed, frozen players must be approved by the Division Coordinator by Sunday night following the completion of the 2nd (second) day of evaluations.

6. Frozen players will be announced before the Draft in order for Managers to note those players affected. Manager or person of interest's daughter is first (1st) frozen player: #1 coach or person of interest's daughter is second (2nd) frozen player: #2 coach or team mom or person of interest's daughter is third (3rd) frozen player, if applicable. (1) One Impact Pitcher, (1) Secondary rated Pitcher and (1) position player are allowed per team.

- a. A cap of three (3) All Stars is the maximum amount that may be frozen. Additional All Stars may be added depending on the amount of registered All Stars and teams in each division

B. Team Formations

1. Team Formation

- a. By the end of the evaluation period the Board of Directors will determine how many teams to form. Their decision will be based on the total number of players registered in the respective divisions and the number of pitchers they anticipate being in the respective divisions.
- b. Maximum number of players per team shall be: determined by registered players versus manager volunteers per season.

6U: up to 12

8U: up to 12

10U, 12U, 14U: up to 12

High School: up to 14

- c. Any players remaining without a team after the Draft is completed will be placed on a waiting list and assigned when a team is in need beginning with the next team needing a player. Players eligible for the Draft will be determined by registration date for the amount of teams available.
- d. CGSA understands many players participate in other sports and activities. If a player is designated as #1 or #2 Impact Pitcher but is unable to commit to her team and games, the player will then be deemed ineligible and placed in the draft as a Utility Player. The player will be ineligible to pitch for the season registered. Managers do not have to draft a player that is unable to commit to the team due to Travel Ball, other sports, etc....

2. Pitcher Evaluations

- a. All players, who wish to be pitchers, must participate in the pitching process of player evaluations. The player will throw a minimum of three (3) pitches for their evaluation. If a player wishes to pitch and did not participate in the pitcher evaluation process, the player must have Board approval after being evaluated by the Division Coordinator/Player Agent and one other Board Member who has no conflict of interest with the team or division.
- b. Only players who have been evaluated in the pitching portion of player evaluations, or are approved via Paragraph 2a, will be allowed to pitch during the season. Managers, after all pitching candidates have been evaluated; will turn over their evaluations to their respective Division Coordinator/Player Agent, who will decide which players will be eligible for a second evaluation, aka Impact Pitcher Evaluations.
- c. After the initial evaluation the Division Coordinator/Player Agent will call back a select pool of pitchers for a second (2nd) evaluation, at a date and time to be determined. At this second (2nd) evaluation, each participant will throw a minimum of five (5) pitches with a maximum of twenty (20) pitches. The Managers within their respective divisions will again evaluate the participants. After the second evaluation is complete these Managers, along with their respective Division Coordinator/Player Agent will identify all impact pitchers.
- d. Impact pitchers are defined as those players who demonstrate exceptional pitching skills and depth of experience who can make a difference in the outcome of a game.
- e. If any pitcher selected to return for the second evaluation does not attend either date, she will become ineligible to pitch for the entire season unless she satisfies the requirements of section 2a.

3. The Draft: All Divisions 8U and Up

- a. All Managers from each respective division will meet and draft players until all eligible players have been selected. The Division Coordinator/Player Agent of each respective division and the 2nd Vice President will oversee the Draft and record the results. The Registrar and designees will also record the results and place the appropriate player registrations in folders for each team.
 1. Each Manager will receive their team folder at the end of the Draft for review. A time limit of 10 minutes will occur. Trading of evaluated players will occur during this time – Blind picks may NOT be traded for any reason. Any trade must be approved by the Division Coordinator/Player Agent. Once the review/trade is complete Managers must return the folders to the Registrar and

designees for separation of document purposes. The original registration forms/folder will be given to the Manager once separation is completed. The Registrar will maintain the copy forms/folder for each team.

- b. All Stars from the previous Spring season will be noted on the draft board. No more than three (3), or an equal balance of, All Stars will be allowed per team. All Stars may not be frozen unless the player is a Manager or Coach's daughter or qualifies as an impact or secondary pitcher. If a player was chosen as an All Star and chose not to play during the All Star Season, she **will** be considered an All Star for Draft purposes.
 - c. The drafting order will be based on a blind draw for the team number held on the day of the Draft. In the odd number rounds, Managers will draft from first (1st) to last. In the even number rounds, Managers will draft from last to first (1st). Only the Manager and one Coach may attend the Draft. Managers may draft one (1) level below the current Draft round, (i.e. Round #3, Manager may draft at that point from Round #4 **but NOT** #5, etc.) Players not evaluated will be placed in a Blind Draw. Once all evaluated players are drafted, Managers will choose from the Blind Draw.
 - d. If a Manager or Coach's daughter does not evaluate, they will automatically be chosen in the third 3rd Draft Round. If they do evaluate, they must be chosen in their ranking round.
 - e. All evaluated players must be drafted before non-evaluated players.
 - f. Each team will have **one** (1) impact pitcher **only**.
 1. When both the Manager and Coach's daughters are identified as impact pitchers one will be declared ineligible to pitch the same game. If sisters are both chosen as impact pitchers they may play together, but may not both be impact pitchers to any one team. The Manager must choose which will be the impact pitcher and which will be ineligible to pitch this is determined on a game by game basis. In the case of one team having two (2) impact pitchers (and one (1) is deemed ineligible to pitch) –the second (2nd) impact pitcher may be allowed to pitch if the first (1st) impact pitcher is not at the game (Manager must consult a Board Member prior to the game).
 2. The League will identify all pitchers and catchers with experience to the best of their knowledge and ability based on the following criteria for all divisions subject to the Draft.
 3. A list of Ineligible Pitchers will be provided by Division Coordinators and given to all Division Managers.
 - g. When a Manager drafts a player with a sister, the sister will be drafted in the round they were placed from evaluations.
4. Post Draft
- a. If a team loses a player after the Draft she may be replaced by the next player on the waiting list if a waiting list exists for that division.
 - b. In the event that a player signs up after the Draft and a space exists on a team in the division that she signed up for, she shall be placed on the team that would have selected next in the Draft.
 - c. After the mid-point of the season, resigning players will not be replaced. If a team loses three (3) or more players after the mid-point of the season, the Board will decide, within three (3) days on an action to keep the team solvent.
5. Players, Managers and Coaches that quit:
- a. A player that quits must have their Information Sheet returned to their Division Coordinator/Player Agent with a note on why the player left the team. If she chooses to return at a later date she will be ineligible to play.
 - b. A Manager or Coach that quits is ineligible to return to that team for the remainder of the season.

C. 6U

1. Team Formations, Post Assignment
 - a. The Division Coordinator/Player Agent or Registrar will group the players by their school and/or by request by parents or the Manager. They will then form the rest of the teams manually. They will attempt to balance the teams with equal numbers of experienced and inexperienced players and equal numbers of older and younger players.

THE BOARD WILL HAVE FINAL APPROVAL ON ALL TEAM FORMATIONS

ARTICLE VII: TEAM AND LEAGUE SPONSORS

- A. Each team is required to obtain an official Team Sponsor in SPRING. (\$200 for Spring) Any funds beyond the initial \$200 will be split 50/50 between the League and the team.
- B. Team Sponsors should be recognized by having the company or person(s) name added to the team banner.
- C. Teams must obtain their Sponsor and confirm that their Sponsor has submitted the information to the League by a date to be announced.
- D. **All** teams are required to have a Sponsor. No team is excluded from this requirement.
- E. Teams may raise Sponsorship funds amongst themselves or actively seek outside Sponsorship. More than one Sponsor is allowed.
- F. It will be the Fundraiser/Sponsorship Coordinator's duty to actively pursue League Sponsorships; however, if a team becomes aware of a possible League Sponsorship, please contact the Sponsorship Coordinator with that information.

CGSA PLAYING RULES - 2018

ARTICLE VII: GENERAL PLAYING RULES

DIVISION	PITCHING OUTS	GAME INNING LIMIT	TIME LIMIT NO NEW OR DROP DEAD	BALL SIZE / TYPE	PITCHING DISTANCE	BASE PATH DISTANCE	INFIELD FLY RULE IN EFFECT	DROP 3 RD STRIKE IN EFFECT	HOME PLATE OPEN OR CLOSED	MERCY RULE IN INNINGS 3/4/5	COACH PITCH	SHORT ROSTER RULE IN EFFECT
TBALL	N/A	N/A	1:00	10" RIF	10' ARC	55'	NO	NO	CLOSED	N/A	YES	NO
8U	6/9	5	1:30/1:50	10" RIF	30'	60'	NO	NO	CLOSED	15,12,8	YES	NO
10U	12	6	1:30/1:50	11" RIF 10	35'	60'	YES	YES	OPEN	15,12,8	NO	YES
12U	12	7	1:30/1:50	12"DREAMSEAM	40'	60'	YES	YES	OPEN	15,12,8	NO	YES
14U	UL	7	1:30/1:50	12"DREAMSEAM	43'	60'	YES	YES	OPEN	15,12,8	NO	YES

***For Spring and Winter: 8U pitching outs shall begin the season @ 6 for Coach pitching and then change to 9 when Coach pitching has ended Mid-Season.

A. USA Softball Rules

1. Unless superseded or expanded on in this CGSA Rulebook this League will function under the current USA Softball Rulebook.

2. UNIFORMS

a. Only the official CGSA uniform shall be worn during a game. Shirts will be completely tucked in. No jewelry is allowed **for any reason**, (i.e., earrings, face piercings, necklaces or bracelets, etc.).

b. Metal cleats will be allowed for use by players in 14U and High School Divisions **ONLY**.

3. PLAYERS AND NON-ROSTER PLAYERS

- a. Only those players shown on the official roster will be allowed to play. Teams will bat all players present. No Designated Players (DP or Flex) will be used.
- b. No player shall sit out a second (2nd) time in a game before every player has sat out at least one (1) inning first. Players deserve as equal playing time as time allows. RULE DOES NOT APPLY TO DIVISIONS WITH UNLIMITED PITCHING OUTS. (14U/HS)
- c. Coaches may openly perform defensive substitutions. Each player shall play a minimum of three (3) complete innings. Each player shall play at least one inning at an infield position by the end of the fourth (4th) inning. (This rule does not apply to games shortened by weather.) This rule only applies to games that complete the inning limits as shown above. Manager must have in his possession a rotator chart which shows all players positioned in the infield by the fourth (4th) inning of each game.
- d. Managers will use substitution cards for each game and will report substitutions at the beginning of each inning. The umpire will stand as witness.
- e. If a Manager is found to not be rotating players the following penalties may apply:
 1. First (1st) Violation – One (1) game suspension
 2. Second (2nd) Violation – Two (2) game suspension
 3. Third (3rd) Violation – Suspension for the remainder of the season via Board discussion and approval
- f. When a player is removed from the game as a result of injury, illness or parental request only their next at bat will be declared an out.
- g. If a player is ejected for **any** reason each remaining at-bat will be declared an out.
- h. The use of non-roster players is **not allowed for any reason**.

4. LINE-UP CARDS

- a. Line-up cards must be complete at the beginning of each game showing each player's number, name and first (1st) inning position.
- b. **ALL** pitchers must be listed on the bottom portion of the line-up card.

5. SHORTENED GAMES

- a. The judgment of the Chief Umpire, Executive Board Member or ranking Board member shall determine when games should be called due to field conditions or weather. Upon proper notification the game will immediately end. Advanced cancellations will **NOT** be issued unless there are obvious safety concerns for the players (i.e., major storm, etc.).
- b. To be considered complete, a game shortened due to field conditions or weather shall have played two (2) innings in the 8U division and three (3) innings in the 10U, 12U, 14U, and HS divisions.
- c. In the event a game in progress is called due to field conditions and/or weather and the game does not satisfy paragraph 5b then the game shall resume at the point where the game was called.

6. THE 5-UP RULE (SPRING SEASON)

- a. This rule applies to 8u thru High School divisions.
- b. No team with the score tied or leading may score more than five (5) runs in the inning.
- c. Teams that are behind may score as many runs as needed to even the score and then go ahead by no more than five (5) runs.

7. THE MERCY OR RUN AHEAD RULE

- a. The Mercy Rule is in effect for all divisions except T-Ball. The umpire will declare game over and the team ahead the winner when the situation exists. Inning #3 - team is fifteen (15) runs ahead; Inning #4 - team is twelve (12) runs ahead, Inning #5 - team is eight (8) runs ahead.

8. INNING RUN LIMITS (WINTER SEASON)

- a. The maximum number of runs a team can score per inning for All Divisions (8U – HS) is Five (5) runs

9. THE INFIELD FLY RULE

a. An Infield fly is "A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first (1st) and second (2nd), or first (1st), second (2nd) or third (3rd) bases are occupied with less than two outs." (See USA Rule #1, Page 27). Runners advance at their own risk and may be put or thrown out.

10. DROPPED THIRD STRIKE (BATTER MAY RUN TO FIRST (1ST) BASE)

(TBall and 8U are exempt from this rule.)

a. When the catcher fails to catch the third (3rd) strike before the ball touches the ground and there are:

1. Fewer than two (2) outs and first (1st) base is not occupied at the time of the pitch OR
2. Any time there are two (2) outs.

11. HOME PLATE OPEN OR CLOSED

a. In TBall and 8U Home Plate is closed.

1. This means a runner may not steal home **under any circumstances** – she must either advance to home by a walk (bases loaded) or via a hit ball.

b. 10U, 12U, 14U, HS

1. Home Plate is Open. Runners may advance at any time.

12. PITCHING

- a. Pitchers may only pitch as many outs as listed on the playing grid. Violation of this rule is immediate forfeiture of the game. Violation of the pitching outs rule shall have occurred with the next **out** after reaching the maximum outs allowed for the pitcher of record.
- b. When multiple pitchers are used on the same batter and an out occurs each pitcher shall be charged with a pitching out. A pitcher may not pitch more outs than listed for her respective division, including Championship Playoff games and the Championship game.
- c. A pitcher, when replaced during an active inning, may reenter the game in the same inning if she has outs remaining.
- d. A pitcher's eligibility shall not be jeopardized if multiple outs occur on the play where her eligibility expires.
- e. Pitching changes must be reported to the Umpire and Official Scorekeeper at the time of the change or prior to the next pitch.
- f. If the defensive team fails to notify the Umpire at the time of the change, but corrects the error before the offensive team appeals to the Umpire, the pitcher's eligibility will not be jeopardized and no penalty will be imposed.
- g. The last pitcher of record in the inning will be charged with the remaining outs of the inning when the Five-Up Rule is utilized.

13. THE SHORT-HANDED/PICK UP PLAYER RULE

a. Games may start and finish with only eight (8) players. A team with less than eight (8) players shall forfeit. This is known as the Short-Handed Rule which is in effect for all divisions except TBall. Managers must list the vacant ninth (9th) position last in the batting order. An out will be taken each time the vacant position appears. (See USA Rule 4, 1, D)

1. PICK UP RULE (Regular season only)

a. If a team has only seven (7) players before a game begins, the Manager may request that a player from another team join them for that game. This request must be approved by the Division Coordinator/Player Agent for their division or an on-duty Board Member.

b. The player may be from the same division or the division directly **below** their division only.

- c. A limit of one (1) player added for **ALL** divisions will be allowed with a total of eight (8) players for that game. Managers must list the vacant ninth (9th) position last in the batting order. An out will be taken each time the vacant position appears. If a team drafted the limit of three (3) All Star players, the team may NOT pick up an All Star to complete the pick up for that day's game.
- d. The age limit for any player brought up from TBall is six (6) years – younger than six (6) years may not be chosen.
- e. Any pickup player brought in to fill a roster will only be allowed to play in the outfield. They must also be placed eighth (8th) in the batting order.

b. To continue a game once started with a full team listed on the line-up card:

- 1. If a team begins play with the required number of players, that team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than an ejection. Under no circumstances shall a team be permitted to bat less than eight (8) players.
- 2. If playing short-handed and a regular team player arrives, the player may be inserted immediately into the vacant batting spot.
- 3. If a player leaves a game and is a runner or batter, the player shall be declared out.
- 4. When a player who has left the game is scheduled to bat, an out shall be declared for each turn at-bat. An exception would be for an injured player, and then the first (1st) at bat **ONLY** would be declared an out. An inning or the game may end with an automatic out.
- 5. Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

14. TIE-BREAKER RULE (SEE USA RULE #5)

- a. If a game plays the required number of complete innings within the **one (1) hour and thirty (30) minute** time interval and the score is tied then the Tie-Breaker Rule will be utilized.
- b. There may be as many tie-breaker innings as required to break the tie as long as the tie-breaker inning begins within the **one (1) hour and thirty (30) minute** time interval and concludes within the **one (1) hour and fifty (50) minute** interval. A completed tie-breaker inning is when the home team has had the chance to tie or go-ahead in the bottom of said tie-breaker inning. Any time the home team takes the lead the tie-breaker inning is complete and the game is complete. If the last tie-breaker inning fails to meet the above criteria then the game reverts to the tie score of the last completed tie-breaker inning (or regularly completed inning if the first tie-breaker inning is not completed).
- c. If it is determined that the Tie-Breaker Rule is to be applied to a tie game then each teams' pitchers will have three (3) extra outs for every other tie-breaker inning. The total number of remaining allowable pitching outs may result in the same pitcher throwing in more than one (1) tie-breaker inning.

15. TBALL (6u) (4-6 YEARS OLD ONLY) SUPPLEMENTAL RULES

- a. Base paths of fifty-five (55') . The pitcher's rubber shall be thirty (30') from home plate, surrounded by a sixteen (16') circle, ten (10') ARC. Balls hit inside the ARC will be considered foul.
- b. The ball is a ten (10") RIF
- c. The player designated as the pitcher helper must maintain one (1) foot within the sixteen (16) foot circle until the ball is hit.
- d. The length of the game shall be six (6) half innings or one (1) hour, whichever comes first.
- e. No official umpires. One interested party from each team shall administer officiating, mutually agreed upon by both managers prior to the start of the game.
- f. Batting: Once a game is in progress, players arriving late shall be added to the end of the lineup.

Start of Season: Six (6) half innings; only half the roster will bat per inning (i.e., batter 1-5 will bat Top of first (1st) inning. Batter 6-10 will bat Top of second (2nd) inning, etc.). In the event there are an odd number of batters, a batter will not bat for two (2) consecutive innings.

Mid-Season/End of Season: Three (3) innings – Batters will bat Round Robin through the whole line-up each inning.

- g. All players present will play defensive positions. All standard infield positions will be utilized, including the catcher.
- h. Fielders should be encouraged to throw the ball and make a play to improve their skills and knowledge of the game; not just throw the ball back to the pitcher.
- i. Coach Pitch and Coaches on the Field:
 - All games shall be played with a Manager/Coach of the offensive team pitching underhand to the batters from inside the pitching circle. Managers' feet must remain inside the circle. If the manager steps outside the circle on a pitch attempt, the batter will be out if the ball is put into play.
 - No TBall ARC. Players will receive four (4) pitches from the Manager/Coach. If a batter fails to hit a fair ball by the fourth (4th) pitch (even if fouled tipped), a batting tee shall be placed in position and the batter is given an additional three (3) attempts to hit a fair ball. If the batter fails to hit a fair ball within those three (3) attempts, the batter will be sent to first (1st) base to keep the game moving.
 - To insure continuous play and equality between all players, batter shall, under no circumstances, be allowed more than the specific number of pitches and attempts.
- j. If a Manager/Coach pitcher is hit by a batted ball, the ball will remain live.
- k. After the ball is hit in fair play, the Manager/Coach must immediately exit the playing field without interfering.
- l. The ball shall be declared dead and the play over when the ball is returned to the pitcher who was positioned with at least one (1) foot in the sixteen (16') pitcher circle. The ball does not have to be touched possession.
- l. Runners:
 - Runners may advance one (1) base per hit. Last batter of the inning will run around all the bases.
- m. Fielders should be encouraged to make a play to improve their skills and knowledge of the game, and not just throw the ball back to the pitcher.
- n. No stealing bases. No leading off until ball is hit. No bunting.
- o. The "infield fly" rule does not apply to this division.
- p. No score or divisional standings will be kept during the regular season. Score will be kept for the End Season Tournament only.
- q. Players are not to exit the dugout to visit with family and friends during the game.
- r. Base Coaches may not touch or assist runners advancing to the next base. If a coach touches or assists the runner, the runner will be out.
- s. Coaches on Playing Field:
 - Up to three (3) additional coaches may be on the edge of the dirt. All coaches and volunteers must be USA/ASA approved Registered Coaches and must complete and submit all required documents (USA Background, Concussion training, Code of Conduct)
- t. Outs:
 - Batters unable to successfully put ball in play or thrown out will be allowed to remain on first (1st) base for instructional purposes. (Giving all players a chance to get familiarized with base running).

16. 8U MICRO SUPPLEMENTAL RULES

- a. Shall field ten (10) players using six (6) infielders and four (4) outfielders – no rovers allowed

b. Coach Pitching

1. A batter may be called out on three (3) strikes either by swinging at the pitch or by strikes called by the Umpire. Should the Umpire declare four (4) balls the Coach of the batting team will pitch from the pitching rubber. The batter's strike count will carry over from her at-bat. The batter will be given the number of pitches remaining from her strike count. Any foul ball hit after two (2) strikes will not count as a strike and the batter may continue her at-bat. The Umpire will not call balls and strikes on the Coach's pitches. Each Coach pitch will be considered a strike unless a batter with two (2) strikes fouls off the pitch.
2. When a pitched ball hits a batter the Coach of the batting team will then pitch to the batter. The batter will assume a clean count with no strikes.
3. Batters may not bunt during a Coach pitch. The batter must make a full swing. If she hits the ball and the Umpire determines that she did not take a full swing the ball is dead and a strike will be called on her. If she already has two (2) strikes it is considered a foul ball.
4. Coach pitching shall be in effect for the **first (1st) half of the season only for Spring.**
 - a. First (1st) half season pitching outs shall be six (**6**).
 - b. Second (2nd) half season pitching outs shall be nine (**9**).
 - c. Six (6) pitching outs shall remain ALL season during Winter. (TBD by manager vote)

c. Base Runners

1. Base runners may only steal after the ball crosses the front of Home Plate.
2. Home Plate is closed.
3. On an illegally attempted steal, the base runner is in jeopardy of being put out until safely touching Home Plate, whereupon the base runner will be returned to third (3rd) base without penalty.
4. A play at a base during a steal, an attempted pick-off, or an overthrow of the pitcher does not release the runner from third (3rd) base.
5. Base runners may not advance when an overthrow is made of the pitcher by the catcher during an at-bat.

d. Neither the Tie-Breaker Rule nor the Short-Handed Rule apply.

e. All other CGSA supplemental and USA Rules apply.

f. The Overthrow Rule:

1. An overthrow occurs when a fair batted ball played by a defensive player is thrown and not caught by another defensive player.
2. A runner may only advance one base on an overthrow.
3. An overthrow of the pitcher by the catcher does not constitute a play during an at-bat and the base runner may not advance.
4. When the ball is returned to the infield, after an overthrow has occurred, a dead ball will be called and play is over. Runners between bases will either advance to the next base or be returned to the previous base; whichever the runner is closest to at the time the play is ruled dead.

17. High School Division (18U) Supplemental Rules

- a. A player must be entering the ninth (9th) grade to be eligible for the High School Division
- b. CGSA is allowing High Schools to bring full team rosters of eleven (11) players to add to our League.

18. Protests

- a. Protests shall be filed in writing with the Chief Umpire with twenty-four (24) hours of the scheduled time of the contest with a **\$100.00** protest fee. The **\$100.00** fee is refundable **ONLY** if the protest is won. The protest must quote the CGSA or USA Rule that was violated. Judgment calls of the Umpire cannot be protested.
- b. The Protest Committee shall consist of a Chairman (the Chief Umpire), the Head Scorekeeper and three (3) other Board Members from divisions other than that relating to the division in question. A protest meeting must take place within five (5) days of the filing. A minimum of five (5) people is required for decisions regarding the protest. All decisions are final.
- c. If the Manager or a designee from either team fails to attend the protest meeting, without reason acceptable to the committee, then the game in question, as well as the protest fee, will be forfeited by the team that filed the protest.

B. TEAM RULES

1. General Rules – **NOTE:** The penalty for failing to comply with ITEM B, Rules a - d is suspension of the Manager for the next scheduled game.
 - a. A woman eighteen (18) or older shall be present at all team activities.
 - b. Managers and Coaches shall hold scheduled practices only.
 - c. All practices must be held at CGSA sanctioned practice fields.
 - d. The team Manager shall have a copy of each player's registration/medical release form at all games and practices.
 - e. Players should attend all practices and games. The Manager must notify their Division Coordinator if a player misses two (2) or more consecutive unexcused practices. The Manager then has the right to bench the player at the next game.
 - f. The Home Team will supply the Official Scorekeeper. Scores will be recorded and standings published for Spring and Winter.
 - g. Both Managers must inspect and sign the official score slip at the conclusion of the game to attest to the final score. Once signed, the score slip becomes official, no exceptions. Any discrepancies must be resolved prior to signing. (Failure to sign the score slip will result in the score being accepted as official by that Manager.)
 - h. At no time will a player be able to participate in any games or team practices while wearing a cast or prosthetic device. A player can resume participation upon written release from her physician. Supercedes USA Rule 3.6.e.

C. EQUIPMENT

1. A \$150 check deposit by Managers will be required at the beginning of each season. The deposit will be utilized at the end of the season if all equipment and keys have not been returned to the Equipment Manager.
2. The Manager/Coach is responsible for all CGSA equipment used by their team. The Manager/Coach must account for all CGSA equipment when returned at the end of the season. Managers/Coaches may be assessed the replacement cost for lost or damaged equipment. In addition, each Manager's Team Awards may be withheld until all equipment has been accounted for.
3. Teams are encouraged to have a non expired first-aid kit in their possession at all practices and games. CGSA has a league supplied first-aid kit which is held in the snack bar.
4. Batting helmets shall be used for batting, base running, warming up in an on-deck circle, and by players who are base-coaching. Helmets must be worn at all times until the player returns to the dugout. For league play CGSA requires that all batting helmets be equipped with face masks.
5. The USA Rules on altered bats will be strictly enforced with the following exception: Any altered bat will be confiscated by CGSA. Altered bats confiscated by CGSA will **not be** returned until the end of the season on **Closing Day**.
6. Keys
 - a. Keys will be handed out at the Manager's Meeting before practices begin.

D. TOURNAMENT RULES

1. Tournament play shall follow rules of play for either the Spring or Winter season **UNLESS** specifically mentioned in the Supplemental Rules for that tournament.

E. SELECT PROGRAM

1. The selection process will be open to all registered players. A player workout will be held after the draft, but prior to the start of the season.
2. The Select Program will begin after the draft. The program shall end on March 31st. The program will only practice or play games one day a week which is designated as Sunday. The team can practice or play games on Sunday only.
3. The Select Program financial responsibility will be placed on the parents. This is not a league financially sponsored program. Hosting friendlies is an option to offset the costs. Fundraising for the program must be approved by the Board. Any logo use must be approved by the Board.
4. Manager selection will be on an interview by a committee. Managers interested will provide their name to the division coordinator. There will be co-managers for each team that will be selected through an interview process by the committee.
5. Select Program is not an All Star program. Selection and participation in the program does not guarantee placement on the All Star Program.
6. The Select Team Managers will select the girls who will play in games during the Select Program. The Managers will be expected to provide opportunities for all girls selected, but all playing time will be earned.
7. Board member approval must be requested for any games or friendlies hosted at Butterfield.