

# Clairemont Girls Fastpitch 2010 Rules and Regulations

## **I. The Board of Directors (hereafter referred to as The Board)**

The Board is comprised of the following elected positions: President; Vice-President; Secretary; Treasurer; Player Agents; Umpire-In-Chief; Safety Coordinator and a Division Representative from each age division. Individuals can volunteer or can be nominated with their consent. Each Board member will be selected by adult members of the league by way of vote. Each adult member of the league is entitled one vote for each board position. Adult members are the parents or guardians of the players. The elections will take place at the end of the regular season. The Board will assume their responsibilities effective August 1st.

**A. Board Responsibilities:** The Board in conjunction with the Rules Committee has the responsibility of drafting and reviewing the rules, regulations, responsibilities, and procedures for CGFP.

**B. Board Actions:** The actions of The Board are final on any matter; however, minor amendments may be made at any time for clarification purposes. Rule changes made during the season will take effect after the conclusion of the regular season.

**NOTE:** All Board members are required to undergo an annual background check which should be submitted to the Safety Coordinator prior to the commencement of the season's activities. Existing background checks remain in effect through fall ball.

## **II. Registration**

Registration is open to anyone ages 5-18. Registration dates will be set by The Board and will be advertised by way of signage, posters, flyers at the area schools, the CGFP web site, and mailings to previous player families. Online registration is required for all players. Registration will remain open until deemed closed by The Board, but will not be closed before the commencement of the regular season games.

A. **Player Agent Responsibilities:** The league Player Agent is responsible for coordinating and conducting the league registration process. The Player Agent shall act in accordance with the league's by-laws, rules of the league, and directives of the Board. The Player Agent's primary responsibility is to act in the best interest of the players.

B. **Registration Fees:** A registration fee as set by The Board, shall accompany each registration form before a player is permitted to participate.

C. **Pay Plan and Scholarship Application:** No player will be refused the right to participate due to financial hardship. Full Scholarship, Partial Scholarship, Pay Plans and trade outs are available. You can apply by completing the Pay Plan and Scholarship Application. Documentation of government subsidy will be required at the time of applying for consideration of waiver of registration fee/scholarship. Consideration will be made by The Board and approved/disapproved by way of a majority vote.

D. **Player Age Determination:** At the time of registration, the Player Agent and designees of The Board shall have the responsibility of determining player age and qualifications for each division by way of verification of date of birth. Original or copies of certified Birth Certificates must accompany each registration form for a new player to the league or any returning player in question.

E. **Player Age/Division Assignment:** The following is a list of CGFP division/age requirements. **6U Division:** age 6 & under; **8U Division:** age 8 & under; **10U Division:** age 10 & under; **12U Division:** age 12 & under; **14U Division:** age 14 & under. The qualification date is as of December 31 *of the previous season*. The division assignment of a player will be determined at the time of registration and each player will be provided a date and time to appear for assessment.

**NOTE: 16U/18U Divisions** can be formed after the High Schools have selected their teams. Should there be enough interest, these divisions will be subject to the same procedures as the lower divisions.

F. **Specific Request Rule:** 10U, 12U, and 14U divisions- Players can request to play with another player under certain circumstances ie: relations; conveyance of

parental responsibilities; and transportation issues. The request must be e-mailed to the player agent along with a brief explanation.

6U and 8U divisions - Players may also request to play with one other player under certain circumstances ie: relations; conveyance of parental responsibilities; transportation issues **and** to enhance player participation.

Each request will be brought to Board by the player agent and will only be granted after a majority vote. Managers or coaches daughters that have a "buddy" must be true buddies for example this is your daughter best friend, these players spend time with each other outside the softball field and always hangout with each other at the softball field and these players are so close some people assume they are sisters or cousins. They are real friends outside of softball. The player agent and board members will determine the validity of the request.

**G. Playing Up/Down:** Players may opt to play up or down one age division. The Player Agent must be notified at the time of registration and it will be indicated on the registration form. The player will be required to participate in both age divisions' assessment process. Following the assessment process, the player agent, along with the respective player reps, by way of majority vote, will determine whether or not the player can safely play in the higher/lower division. Players playing up a division are eligible for all-star consideration only in their age division;

**H. Late Registration (after assessments):** The Player Agent, with the Board's concurrence, will place players that register after the assessment and or team selection process, on teams based on the player's known abilities, personal development, team needs and equality of teams within the division. Any new player that has not been assessed cannot be drafted and will be randomly selected and placed on a team.

### **III. Player Assessments:**

With the exception of the 6U division, Player assessments will be conducted for each division. Every player registered is required to participate in the assessment process. The assessments will be conducted at the CGFP softball fields on weekend day(s). Players will be assessed by managers, coaches and at least one board member whose child is not in the division assessed, on a point system; 1 (novice) to 5 (highly skilled) in the following areas: running, fielding, throwing, batting and if they so choose, pitching and catching.

**A. Player Agent Responsibilities:** The Player Agent will oversee the assessment process and be available to the players and their parents/ guardians as well as Division Representatives, Managers and Coaches, and volunteers, to answer any questions about the assessment procedures.

**B. Division Representatives Responsibilities:** The Division Representatives will conduct and ensure staffing of each division's assessment process. Each Division Representative will be responsible for an out of division assessment in a division in which they do not have a family player. Should it be determined that this cannot be accomplished, a designee will be appointed by the Player Agent with the approval of The Board. It will also be the player agent's responsibility to inform the team Managers/Coaches of players who are opting to play up or down, and if players are returning all-stars and if so, in what division or league.

**C. Manager/Coach Responsibilities:** Each Manager and Coach is responsible for completing a team assessment survey and totaling the scores. **NOTE:** There will be a designated area on the playing field where assessors will be situated. At no time during the assessment process may a Manager or Coach speak to or approach a player under going assessment.

### **IV. Team Selection**

With the exception of the 6U Division, teams will consist of a minimum of 9 players. The number of teams will be determined by the Player Agent, taking into consideration the number of players registered for each division. The 6U teams will be formed so as to ensure an equal number of players on each team.

A. **6U Division:** Teams in the 6U Division will be formed by the Player Agent on a random basis taking into consideration "buddy requests." (The main objective in the 6U Division is that the players have FUN and learn the basic rules of the game.)

B. **Draft:** The remaining division teams will be formed by way of a divisional draft process separately conducted for each division, based on Manager/Coach selections with the ultimate goal of providing a fair and evenly competitive division of teams. The draft order for each division will be determined when each division's Manager draw a number "out of a hat." The draft will then proceed in a serpentine fashion ie: the Manager who drew #1 will have the first selection in Round 1, the last selection in Round 2 and the first in Round 3, and so on. (8U Division - Buddies will be discussed and "placed" in the draft)

1. **Pitchers:** Because pitching abilities are essential to the game, each division's Managers/Coaches should agree on the even distribution of pitchers among teams in the division. If this cannot be accomplished, the Player Agent and/or Executive Board with no interest to the division can assist. Pitchers evaluated as "A" pitchers should be slotted first and will not be part of the draft process.

2. **Manager/Coach Player:** The "reserved" player or "Coaches Daughter" is ranked in ability order based on the discussion of manager/coaches at the draft and slotted. If there is disparity among the division managers/coaches with respect to their own player's draft position, the Board member who assessed the player will intervene with the assistance of the Player Agent's input. Each team will have no more than three players that can be "reserved" players that are automatically placed on any given team prior to the draft.

3. **Draft Procedure:** The only league members other than the Managers and Coaches drafting that will be permitted to be present for assistance during a division's draft are: the Player Agent; the (out of) Division Representative responsible for that division's assessment; or at least one other Board member without interest in the division. Prior to the Draft, the Player Agent must provide to the team representatives (maximum of 3 - One Manager and two Coaches) with the following:

A. A complete roster of all eligible players in the division;

B. A list of pitchers in the division who have pitched more than 25% of innings played in the previous spring or fall season or players recognized by the league as a "pitcher".

4. **Buddies**: Each of the two players is ranked in ability order based on the assessment survey score. When one is selected, the other is slotted in that team's draft order at the same time. Slotting will be based on the discussion of the coaches and managers at the draft.

5. **Late Registration (after assessments)**: As indicated in Section II: Registration, Provision H, the Player Agent, with The Board's concurrence, will place players that register after the assessment and/or team selection process, on teams based on a player's known abilities, personal development, team needs and equality of teams within the division.

6. **Trades**: In order to accommodate "Specific Requests" (see Section II, F), each team will be allowed one (1) trade of like draft choice or lesser immediately following the regular draft. The Board will encourage every attempt to get the "specific request" players together on one team.

**The draft is complete when all eligible players have been assigned to a team.**

7. **Notification of Players**: Upon final approval of the draft by the Player Agent, the teams will be notified by each manager. Managers can notify players following the draft.

## V. **Staff (Managers/Coaches/Chaperones)**

Each team will be staffed with not less than one Manager, not less than one Coach and a female Chaperone (staff must consist of at least 1 female). Each adult league member over age 18 or volunteer over age 18 that is interested in a Manager or Coach must contact The Board at the earliest opportunity. A Manager/Coach application must be completed and submitted to The Board. The Chaperone position will be filled by a female adult league member whose child or relation is a member of a particular team. Every opportunity to fulfil requests will be made but are dependent upon the number of players registered in each division. If a situation exists wherein there are more volunteers than teams, assignment of staff will be made on a performance or experience decision by the

CGFP Board. Female Manager's with coaching experience will also be given priority. Prior year manager/coach evaluations will also be used to determine eligibility.

Each team will be under the authority of an adult staff member during all team functions. A female adult staff member **must** be present at all team activities.

**NOTE:** A background check must be completed and submitted to the Safety Coordinator for each adult staff member prior to the commencement of pre-season practice. Should a staff member volunteer after the pre-season activities have commenced, he or she must submit their background check to the Safety Coordinator prior to any involvement in team activities involving the players.

### **1. Manager/Coach Responsibilities:**

- A.** To oversee the team members to ensure their experience is optimized. The Manager is to utilize the Division Representative and Player Agent to enhance a player's experience;
- B.** To teach basic softball fundamentals, while displaying patience and composure to the team;
- C.** To provide a positive experience for all CGFP players and families;
- D.** To agree to adhere to the CGFP division rules and regulations;
- E.** For the actions of the coaches, players and spectators during games and practices
- F.** To attend any meetings, clinics and training programs conducted by the league;
- G.** Be familiar with and enforce all safety rules;
- H.** To provide a flow of league information to the parents/guardians of players through e-mail or parent meetings, the first is to be prior to or in conjunction with the first pre-season practice.
- I.** For all uniforms; equipment; and keys. Equipment and keys are to be turned into CGFP no later than one week following the official closing of the season.
- J.** For signing the official scorecard at the end of the game and returning it to the designated location.
- K.** Field and equipment preparation and cleanliness.
- L.** Snack bar staffing.

## 2. Chaperone Responsibilities:

- A. Assist the Manager/Coaches when asked;
- B. Ensure safety of the players while in the dugout and monitor the comings and goings of the players during the game ie: restroom breaks by the players must be monitored for player safety;
- C. Act in the capacity of the parent/ guardian's representative.

## 3. Scorekeeper Responsibilities:

- A. Scorekeepers are required to obtain their team's scorebook and when "home team", obtain the official line-ups of both teams and maintain the game activities in the "official scorebook." This will also include the recorded number of innings pitched by each player. At the end of the game, signatures are to be obtained from staff members from both teams. Following the game, the "official scorekeeper" is to return the "official scorecard" to the designated location.

## VI. Practice and Game Guidelines

### 1. Practice Guidelines:

- A. No more than four (4) Games / Practices may be conducted in a calendar week.
- B. No player shall be left unattended at the field/practice area; however, transportation of each player is the responsibility of the parent/ guardian.

### 2. Game Guidelines:

- A. Remain inside the playing field during the course of the game with the exception of warming up players and restroom breaks with the permission of the Manager/ Coach/ Chaperone.
  - B. Early Departure of a Player: If a player departs the game early, the opposing team staff, the umpire and the official scorekeeper must first be notified.
  - C. Substitute Coach: On occasion, a substitute coach may be appointed at game time to fill in for a roster coach's absence.
  - D. Protests: All protests will be finalized on the field at the time of the protest by the Home Plate umpire and CGFP "Board member. There will be no protest for games that DON'T count.
- For further information, refer to the ASA Rule Book.
- E. Game Forfeiture/Time Outs: See Division Rules.
  - F. Termination of Games: See ASA Rule Book.

**G. Staff Ejections:** In the event a staff member is ejected from the game by an Umpire, the staff member will be required to leave the playing area. A special board meeting will be held within four days of the occurrence to determine if any disciplinary action will be administered. The staff member will be suspended from CGFP activities pending any board action.

**H. Injuries:** Any player injury sustained during any team activity must be reported to the Safety Coordinator and Player Agent.

**I. Safety/Use of Equipment:**

1. Players must wear protective helmets at all times while batting or running bases. **Helmet must have ASA approved face mask.**
2. Catchers must wear a protective mask when warming up pitchers and all protective catchers' gear while catching on the playing field.
3. Only ASA approved equipment will be permitted.
4. Players must wear protective gear when sliding; however, no staff may require the purchase of sliding gear by a player;
5. No jewelry may be worn by players during practices or games and hair must be secured away from player's faces.

**J. Make-Up/Rescheduled Games:** Staff will work together along with the Umpire-In-Chief to re-schedule games. If a team cannot field players and both team staff members agree to reschedule the game and by the end of the season, the game cannot be played, the team requesting the rescheduled game will take the loss.

**K. Maintaining/Signing the Official Scorebook:** Staff are responsible for assuring there is an official scorekeeper for the game; ensuring opposing team staff and the Umpire are provided official line-ups at least 5 minutes prior to game time; signing the official scorecard at the end of the game; and returning it to the designated area following the game.

**L. An Umpire's Failure to Appear:** If an Umpire fails to appear before game time, both team staff can appoint a substitute to stand in.

## T- Ball (6) Under Division Rules

This division's main objectives are to ensure the players have fun and learn the basic fundamentals of the game.

### Playing Field

- A. A batting Tee will be placed at home plate.
- B. Base distance: Fifty five (55) feet between bases.

### The Game

- A. One (1) hour game time.
- B. **Suspended games:** All games shall be rescheduled.
- C. **Protested games:** Not permitted
- D. **Scorekeepers:** None.
- E. **Umpires:** Coaches or parents if any.
- F. **Field maintenance:** Home team is responsible to set up the field (chalk, bases, etc.) The visiting team is responsible for cleaning up after the game. Both teams are responsible for sweeping and cleaning dugouts. (See field maintenance procedures page 25)
- G. **Snack bar:** For games on field 2 and 4 visiting team is responsible for opening and closing snack bar for the people assigned to work the snack bar. (See snack bar procedures)

### Equipment

- A. **Game Balls:** 9" yellow reduced impact (soft).
- B. **Bats:** ASA Approved Bats.
- C. **Helmets:** Batters, base runners and on deck hitters must wear helmets with chin strap at all times.
- D. **Catcher's gear:** Any player in the catching position must wear league ASA approved catchers gear.
- E. **Uniforms:** Girls must wear league issued uniforms during the games.
- F. **No jewelry:** All jewelry must be removed before game time.

## **Game Rules**

- A. Players to start game:** No requirement.
- B. Batting Order:** Bat once through line up each inning and rotate during the season. Announce last batter.
- C. Player participation:** All players play in the field each inning.
- D. Player rotation:** It is **mandatory** to rotate all players from infield to outfield each inning.
- E. Positions:** Players must play all positions throughout the season.
- F. Coaches:** Coaches can coach from the field throughout the game.
- G. Batting:** Coaches will pitch 3 pitches to each batter, if the player does not hit a ball into play, the tee will be placed at home plate and play will continue.
- H. Bunting:** Not permitted.
- I. Stealing:** Not permitted.
- J. Sliding:** Not permitted.
- K. Leadoffs:** Not permitted.
- L. Infield fly rule:** None.

## (8) Under Division Rules

This division's main objectives are to have fun, develop basic skills, and prepare the player for the next level of play.

The first part of your season will be used to adjust and develop the players. Your last five league games will count. Your last five league games will determine your seeding for playoff. Umpires will be used in the second half of the regular season and postseason.

All teams will make the playoff. Standing will determine the seeding.

### Playing fields

- A. **Pitching rubber:** Thirty (30) feet from the back of home plate to the front of the mound.
- B. **Base distance:** Sixty (60) feet between bases.
- C. **Pitchers circle:** Eight (8) foot radius from the middle of the mound.

### The Game

- A. **Game time/innings:** The game is completed after six innings or no new inning will start after one hour and twenty minutes. In determining whether a new inning should be started, if the time had not expired when the last out of the preceding inning has been made, a new inning will be started even if the new inning will run past the one hour and twenty minutes limit. Once an inning starts, it will be completed in its entirety. The only exception is if the home team is ahead and is batting after one hour and twenty minutes. In which case, the umpire may call the game.
- B. **Suspended games:** Games will only be rescheduled for inclement weather or circumstances beyond league control.
- C. **Regulation game:** Games can be called complete after two innings or 45 minutes.
- D. **Protested games:** All protests will be finalized on the field at the time of the protest by the Home Plate umpire and a CGFP Board member. There will be no protest for games that DON'T count.
- E. **Scorekeepers:** Are provided by the home team.
- F. **Home Team/Dugout:** Home team shall occupy third base dugout, provide game ball and turn in score card after game to snack bar #2.

- G. Field maintenance:** Home team is responsible to set up the field (chalk, bases, etc.) The visiting team is responsible for cleaning up after the game. Both teams are responsible for sweeping and cleaning dugouts.
- H. Snack bar:** For games on field 2 and 4 visiting team is responsible for opening and closing snack bar for the people assigned to work the snack bar. (See snack bar procedures)

### Equipment

- A. Game Balls:** 10" yellow reduced impact.
- B. Bats:** ASA approved bats.
- C. Helmets:** Batters, base runners and on deck hitters must wear helmets with chin strap at all times. Helmet must have ASA Approved Face Mask.
- D. Catcher's gear:** Catchers are required to wear ASA approved gear; catching head gear is required for warming up pitchers.
- E. Uniforms:** Girls must wear league issued uniforms during the games.
- F. No jewelry:** All jewelry must be removed before game time.

### Game Rules

- A. Players to start game:** At least eight players. If you know you are not going to have nine players, you may borrow a player from another team. The borrowed player can only play in the outfield and must be put at the bottom of the batting lineup.
- B. Batting Order:** All players will bat each game. The order should be adjusted throughout the season.
- C. Late for the game:** Players showing up late for the game should be inserted at the end of the line up without penalty.
- D. Injury or illness:** If a player is removed from the line up due to injury or illness, that player's team will not be penalized.
- E. Player participation:** Equal playing time, i.e. no one shall sit twice until all others sit out once. The consequence for not following this rule is that the opposing team is granted 3 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.
- F. Player rotation:** It is mandatory for every player to play a minimum of one inning of the infield and one inning in the outfield each game. The consequence for not following this rule is that the opposing team is granted 3 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.

- G. Fielders:** Ten players are permitted on the field each inning. (Four must be in the outfield) All four outfielders must be fifteen feet from the base path when the ball is pitched.
- H. Positions:** Players must play all positions throughout the season.
- I. Run rule:** Maximum runs per inning: 3
- J. Mercy Rule:** Not permitted.
- K. Stealing:** Base runner may advance only one base per pitch. Stealing home is not permitted.
- L. Base running:** The runner must avoid contact by going around, slowing down, retreat or give themselves up. This applies to all bases.
- M. Leadoffs:** Are permitted once the ball leaves the pitchers hand.
- N. Infield fly rule:** Not permitted
- O. Courtesy runner:** Is permitted for injured players only. The last player out will serve as the courtesy runner.
- P. Pitchers:** player pitchers will be used. After a four (4) ball count a friendly coach will pitch, from the rubber, resuming the strike count. Strikeouts by friendly coach are allowed. Bases on balls are not. A maximum of four pitches will be pitched by the friendly coach; if the ball is not batted fair the batter will be called out.
- Q. Dead ball rule:** Balls hit into play that strikes a friendly coach will be considered a dead ball. No Pitch.
- R. Base on balls:** Not permitted the first half of the season.
- S. Overthrows:** If the ball is hit into play, and a fielder overthrows the ball, the runner may advance as many bases as can be taken, with liability to be put out.
- T. Pitchers:** Pitchers shall not pitch more than 2 innings per game.
- U. Batter's safety:** If a pitcher hits three (3) batters in an inning, she must be removed from the pitcher position, she may return to pitch the following inning. If she hits two more batters in that game, then she must be removed from the pitchers position for the remainder of that game.
- V. Pitching Circle:** The ball will be dead when it crosses into the pitcher circle. (Crossing is defined as the ball needs to make contact with the ground or pitchers met inside the pitching circle. The runners may not advance any further unless they are beyond the halfway point between bases. The pitcher does not have to have control of the ball.
- W. Batter Hit by Pitch:** Batter has option to continue to hit a friendly coach's pitch or walk to first base.
- X. Bunting:** Is permitted.

**Rule changes second half of the season which is then week of April 5<sup>th</sup>.**

- A. Base on Balls/Hit by Pitch:** Is permitted by the player pitcher only. Not permitted if bases are loaded. (See pitchers below)
- B. Pitchers:** Player pitchers will continue to pitch until bases are loaded. Then a friendly coach will utilize Game Rule P above. However if bases deplete the player will continue to pitch until bases are reloaded.

**All other rules apply.**

**All teams will be in the playoffs, standings will determine the seeding in the tournament.**

**The same rules apply in playoff and championship games.**

## (10) Under Division Rules

This division's objective's are to have fun, develop skills, prepare for the upper level play, and experience a healthy approach to competitiveness.

The first part of your season will be used to adjust and develop the players. Your last six league games will count. Your last six league games will determine your seeding for playoff.

All teams will make the playoffs, standings will determine the seeding.

### Playing fields

- A. Pitching rubber: Thirty five (35) feet from the back of home plate to the front of the mound.
- B. Base distance: Sixty (60) feet between bases.
- C. Pitchers circle: Eight (8) foot radius from the middle of the mound.

### The Game

- A. **Game time/ innings:** Seven innings or no new inning will start after one hour and thirty minutes. In determining whether a new inning should be started, if the time had not expired when the last out of the preceding inning has been made, a new inning will be started even if the new inning will run past the one hour and thirty minutes limit. Once an inning starts, it will be completed in its entirety. The only exception is if the home team is ahead and is batting after one hour and thirty minutes. In which case, the umpire may call the game.
- B. **Suspended games:** Games will only be rescheduled for inclement weather or circumstances beyond league control.
- C. **Regulation game:** Games can be called complete after two innings or 45 minutes. Games that are tied and are called complete, teams will receive 1/2 win and 1/2 loss in the standings.
- D. **Protested games:** All protests will be finalized on the field at the time of the protest by the Home Plate umpire and a CGFP Board member. There will be no protest for games that DON'T count. See ASA rulebook.
- E. **Game forfeiture:** See ASA rulebook.
- F. **Scorekeepers:** Are provided by the home team.

- G. Field maintenance:** Home teams are responsible to set up the field (Chalk, Bases, etc.). The visiting team is responsible for cleaning up after the game. Both teams are responsible for sweeping and cleaning dugouts. (See field maintenance procedures)
- H. Snack bar:** Visiting team is responsible for opening and closing snack bar for the people assigned to work the snack bar. (See snack bar procedures)
- I. Home Team/Dugout:** Home team shall occupy third base dugout, provide game ball and turn in score card after game to snack bar #2.

### Equipment

- A. Game Balls:** 11" yellow reduced impact.
- B. Bats:** ASA approved bats.
- C. Helmets:** Batters, base runners and on deck hitters must wear helmets with chin strap at all times. Helmets must have ASA Approved Face Mask.
- D. Catchers gear:** Catchers are required to wear ASA approved gear. Catching head gear is required for warming up pitchers.
- E. Uniforms:** Girls must wear league issued uniforms during the games.
- F. No jewelry:** All jewelry must be removed before game time.

### Game Rules

- A. Players to start game:** At least eight (8) players. If you know you are not going to have nine players, you may borrow a player from another team. The borrowed player can only play in the outfield and must be put at the bottom of the batting lineup.
- B. Batting Order:** All players will bat each game. The order should be adjusted throughout the season.
- C. Late for the Game:** Players showing up late for the game should be inserted at the end of the line up without penalty.
- D. Injury or illness:** If a player is removed from the line up due to injury or illness, that player's team will not be penalized.
- E. Player participation:** All players must play a minimum of 2 innings and enter by the third inning of each game. (One inning consist of 3 consecutive defensive outs).
- F. Player participation:** Equal playing time, i.e. no one shall sit twice until all others sit out once. The consequence for not following this rule is that the opposing team is granted 4 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.
- G. Fielders:** Nine players are permitted on the field each inning.

- H. Positions:** Players must play one inning in the infield each game. The consequence for not following this rule is that the opposing team is granted 4 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.
- I. Run rule:** Maximum runs per inning: 4
- J. Open inning:** Teams may score more than 4 runs in the **last inning**. The open inning is called by the umpire as to his/her discretion. If there is time, the open inning could last more than one inning.
- K. Mercy Rule:** 10 runs ahead after 4  $\frac{1}{2}$  innings.
- L. Bunting:** Is permitted.
- M. Leadoffs:** Are permitted once the ball leaves the pitchers hand.
- N. Stealing:** All bases including home plate, the base runner may advance extra bases if an overthrow occurs.
- O. Base running:** The runner must avoid contact by going around, slowing down, retreat or give themselves up. This applies to all bases.
- P. Infield fly rule:** Permitted.
- Q. Courtesy runner:** Is permitted for injured players only. The last player out will serve as the courtesy runner.
- R. Base on Balls:** Is permitted.
- S. Overthrows:** If the ball is hit into play, and a fielder overthrows the ball, the runner may advance as many bases as can be taken, with liability to be put out.
- T. Dropped third strike:** Players may try to advance to first base if there are fewer than two outs and first base is not occupied at the time of the pitch or anytime there are two out.
- U. Passed Balls:** Players can attempt to advance bases, including home plate on pass balls.
- V. Pitchers:** Pitchers shall not pitch more than 3 innings per game. One pitch constitutes an inning pitch. The consequence for not following this rule is that the opposing team is granted 4 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.
- W. Pitching Circle:** When pitcher is in control of the ball in the pitchers circle the runner must immediately return or advance to base.
- X. Batter's safety:** If a pitcher hits three (3) batters in an inning, she must be removed from the pitcher position, she may return to pitch the following inning. If she hits two more batters in that game, then she must be removed from the pitchers position for the remainder of that game.

**Y. Interleague play:** Pitchers innings will not count.

**Z. Interleague games:** Will not count in the standings and other rules may change due to opposing leagues rules.

**The same rules apply for playoff and championship games.**

## (12) & (14) Under Division Rules

The objectives in these divisions are to have fun, develop skills and experience a healthy approach to competitiveness.

The first part of your season will be used to adjust and develop the players. Your last five league games will count. Your last five league games will determine your seeding for playoff.

All teams will make the playoffs, standings will determine the seating.

### Playing fields

- A. **Pitching rubber:** Forty (40) feet from the back of home plate to the front of the mound.
- B. **Base distance:** Sixty (60) feet between bases.
- C. **Pitchers circle:** Eight (8) foot radius from the middle of the mound.

### The Game

- A. **Game time/ innings:** Seven innings or no new inning will start after one hour and thirty minutes. In determining whether a new inning should be started, if the time had not expired when the last out of the preceding inning has been made, a new inning will be started even if the new inning will run past the one hour and thirty minutes limit. Once an inning starts, it will be completed in its entirety. The only exception is if the home team is ahead and is batting after one hour and thirty minutes. In which case, the umpire may call the game.
- B. **Suspended games:** Games will only be rescheduled for inclement weather or circumstances beyond the league's control.
- C. **Regulation game:** Games can be called complete after three and one half innings (home team ahead) or 45 minutes. Games that are tied and are called complete will be considered  $\frac{1}{2}$  win and  $\frac{1}{2}$  lose for each team.
- D. **Protested games:** All protests will be finalized on the field at the time of the protest by the Home Plate umpire and a CGFP Board member. There will be no protest for games that DON'T count. See ASA rulebook.
- E. **Game forfeiture:** See ASA rulebook.
- F. **Scorekeepers:** Are provided by the home team.

- G. Field maintenance:** Home team is responsible to set up the field (Chalk, Bases, etc.) and clean up after the game. Both teams are responsible for sweeping and cleaning their dugouts. (See field maintenance procedures)
- H. Snack bar:** Visiting team is responsible for opening and closing snack bar for the people assigned to work the snack bar. (See snack bar procedures)
- I. Home Team/Dugout:** Home team shall occupy third base dugout, provide game ball and turn in score card after game to snack bar #2.

### Equipment

- A. Game Balls:** 12" "Dream Seam" provided by the league.
- B. Bats:** ASA approved bats.
- C. Helmets:** Batters, base runners and on deck hitters must wear helmets with chin strap at all times. Helmets must have ASA Approved Face Mask.
- D. Catcher's gear:** Catchers are required to wear league issued gear; catching head gear is required for warming up pitchers.
- E. Uniforms:** Girls must wear league issued uniforms during the games.
- F. No jewelry:** All jewelry must be removed before game time.
- G. Pitching mask:** A mask will be mandatory for the pitcher and is recommended for the infield.

### Game Rules

- A. Players to start game:** At least eight (8) players. If you know you are not going to have nine players, you may borrow a player from another team. The borrowed player can only play in the outfield and must be put at the bottom of the batting lineup.
- B. Batting Order:** All players will bat in order each game.
- C. Injury or illness:** If a player is removed from the line up due to injury or illness, the players' team will not be penalized.
- D. Late for the game:** Players showing up late for the game should be added to the end of the line up without penalty.
- E. Player participation:** All players must play a minimum of 2 innings and enter the game by the third inning (One inning consist of 3 consecutive defensive outs). The consequence for not following this rule is that the opposing team is granted 4 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.

- F. **Player participation:** Equal playing time, i.e. no one shall sit twice until all others sit out once. The consequence for not following this rule is that the opposing team is granted 4 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.
- G. **Fielders:** Nine players are permitted on the field each inning, with free defensive substitution.
- H. **Tie score after regulation:** International tie breaker rule (see ASA rule book).
- I. **Run rule:** Maximum runs per inning: 4
- J. **Open inning:** Teams may score more than 4 runs in the **last inning**. The open inning is called by the umpire as to his/her discretion. If there is time, the open inning could last more than one inning.
- K. **Mercy Rule:** 10 runs ahead after 4  $\frac{1}{2}$  innings.
- L. **Bunting:** Is permitted.
- M. **Leadoffs:** Are permitted once the ball leaves the pitchers hand.
- N. **Stealing:** All bases including home plate, the base runner may advance extra bases if an overthrow occurs.
- O. **Base running:** The runner must avoid contact by going around, slowing down, retreat or give themselves up. This applies to all bases.
- P. **Infield fly rule:** Applies.
- Q. **Courtesy runner:** Is permitted for injured players only. The last Player out will serve as the courtesy runner.
- R. **Base on Balls:** Applies
- S. **Overthrows:** If the ball is hit into play, and a fielder overthrows the ball, the runner may advance as many bases as can be taken with liability to be put out.
- T. **Dropped third strike:** Players may try to advance to first base if there are fewer than two outs and first base is not occupied at the time of the pitch or anytime there are two out.
- U. **Passed Balls:** Players can attempt to advance bases, including home plate on pass balls.
- V. **Pitchers:** For the games that **DON'T** count pitchers shall not pitch more than 3 innings per game and for games that count pitchers shall not pitch more than 4 innings. One pitch constitutes an inning pitch. The consequence for not following this rule is that the opposing team is granted 4 runs. The opposing team must bring this violation to the attention of their opponent and the official before the end of the inning in which the violation occurred.
- W. **Interleague play:** Pitchers innings will not count.

- X. Pitching Circle:** When pitcher is in control of the ball in the pitchers circle the runner must immediately return or advance to base.
- Y. Batters safety:** If a pitcher hits three (3) batters in an inning, she must be removed from the pitcher position, she may return to pitch the following inning. If she hits two more batters in that game, then she must be removed from the pitcher position for the remainder of that game.
- Z. Interleague games:** Will not count in the standings and other rules may change due to opposing leagues rules.
- AA. Positions:** Players must play one inning in the infield each game. There is only one exception to this rule. If the parent of the player and the coaches feel the player will not be safe playing 2<sup>nd</sup> base.

**The same rules apply for playoff and championship games.**

## CGFP Participant Code of Conduct

This section applies to all CGFP participants. Participant is defined as Board members, team staff, players and their family members, as well as spectators. Any participant involved in an infraction of this code of conduct cannot vote on any disciplinary action that may be taken.

### **General Rule Violations:**

No participant shall verbally insult or abuse any player, official, team staff member or spectator (this includes but is not limited to derogatory comments or negative personal opinions);

No participant shall demonstrate objectionable behavior by throwing equipment; No participant shall at any time push, strike or threaten to strike an official, player, team staff member or spectator.

No participant shall use profane, vulgar or obscene language in any manner at any time while at the field or involved in an off-site CGFP activity.

No participant shall appear at the field or practice field under the influence of alcohol or a controlled substance other than as prescribed by a physician;

No participant shall gamble upon any play or outcome of any game with any spectator, player or opponent;

No participant shall smoke tobacco or drink alcoholic beverage of any kind at CGFP facility or while involved in CGFP activities at other fields.

### **Penalties:**

**Adult/Non-Player Participants:** Any perceived violation of the General Rules or Code of Conduct on the part of any non-player or umpire shall be presented verbally and in writing, to the league President as soon as is possible following the incident. The President must convene a Special Meeting of The Board within seven (7) days to address the accusation. The President has the authority to immediately suspend the accused pending resolution. However, if the President is a party to the alleged violation in any form, the duty will then fall upon the Vice-President and so on to the Secretary, Treasurer, and Player Agent. The accused and any witnesses must present their case in writing to The Board in advance of the Special Meeting for review. The accused will be noticed by registered or

certified mail requesting his/her appearance at the Special Meeting. If the accused declines to appear, disposition will be based upon the evidence presented to The Board. In the absence of the accused, the Board will review and discuss the information received and render a decision based upon a two-thirds majority vote. If the accused is cleared, the matter is considered over. If the accused is found to be in violation of the CGFP Code of Conduct, the accused will be warned, suspended, or removed from participation. The accused will be notified in writing by way of registered or certified mail.

**Players:** A player may be benched for any violation of the CGFP Code of Conduct or for any action which the team staff or Umpire believed to be a flagrant violation of the playing rules or players Code of Conduct. If prior to (not during a game), the Manager must notify the Player Agent who must concur with the action proposed. Prior to the game, the player, parents/guardians, opposing Manager/Coach and score keeper must be notified. To ensure confidentiality, only the player and parents/guardians are to be notified of the reason for the benching. If during a game, the same individuals will be notified and following the game, the Player Agent must be notified immediately for review.

**Responsibility of Parent/Guardian/Spectators:** To provide positive reinforcement to all players, show respect for, and never argue with or criticize umpires. To discuss any problems perceived with team staff outside the presence of players and other participants and demonstrate appropriate behavior with respect to the use of language.

**Responsibility of players:** To be courteous and respectful to teammates, opponents, staff and umpires; attend practices on time; be dressed appropriately and be ready to play; use equipment properly and safely; be cooperative, follow directions, and set a good example. Take victory modestly and defeat graciously.

## **Snack Bar Procedure.**

( Opening Checklist & Closing Checklist.)

Snack bar workers are assigned by Melissa Diaz. If you have any question please call or e-mail Melissa Diaz.

### **Opening Checklist Procedures for Snack Bar**

Please always arrive at least 15 minutes prior to your game to open snack bar.

- A. Open snack bar for assigned worker.
- B. If assigned worker doesn't show up before your game starts call Pattie Estrada at 858-663-0765 or Melissa Diaz 760-222-7768.

### **Last shift of the day:**

**Make sure the assigned works have done the following before you close the snack bar.**

- A. Dishes are washed. Please do not leave anything dirty in the sink, ants WILL invade!
- B. Both air pots and coffee carafe are washed.
- C. Creamer and sugar containers are in the refrigerator.
- D. Left over chili beans is in refrigerator. If not enough is left, discard the chili and clean the crock pot.
- E. Make sure the cheese machine has two bags inside. Leave the machine turned on. A plate can be left under the dispenser incase the cheese drips.
- F. All counters, microwaves and cheese dispenser are wipe down
- G. Make sure all windows are closed and locked.
- H. Make sure money has been drop. If it has not been done count out your drop money. Leave \$80.00 in the cash box and drop the rest in envelopes and into the safe. (see special instructions listed in the cash box)
- I. Make sure the Icee switch is on rain drop symbol. If it's not, move the Icee switch from the snow flake symbol to the rain drop symbol.
- J. Bring in Barbeque and any other snack bar items from outside.
- K. Turn off the lights and make sure a staff member with keys locks the door.

Team managers are ultimately responsible and should double check to ensure that all procedures are followed.

**Note:** The barbeque grill is open on weekends only.

**THANK YOU FOR YOUR HELP!**

## **Field Maintenance Procedure**

### **Set-up / pre game.**

- A. Drag field if needed.
- B. Fill in dirt in pitcher mound area, batter boxes, and sliding area around bases.
- C. Chalk or re-chalk, use string set to guide the base path lines, metal batter box template for batter boxes and eyelets in the string set for the pitcher and on deck circles.
- D. Set bases. Water if needed.

### **Break down/ post game**

- A. Pick up bases and replace with rubber plugs. (Including pitchers mound if applies).
- B. Fill in dirt in pitcher mound area, batter boxes, and sliding area around bases.
- C. Broom, clean dugouts
- D. Water if needed.
- E. Ensure every item is put away and a league representative has locked the storage room.

Team managers are ultimately responsible and should double check to ensure that all procedures are followed.

If the field needs to be dragged use the gas powered golf cart located in the main storage, next to field 4, or the big brooms located in the field maintenance room. Field should be smooth to ensure safety for the players. Watering the field down keeps the dust down and chalk in place. Hose bibs are located.

**Field # 2** Eleven paces from the back right of the furthest mound and next to the snack

bar on the first base side. Sprinklers that will cover entire field will also be found there.

**Field # 4** Nine paces from the back right of the furthest mound and next to the maintenance room on third base side. Sprinklers that will cover entire field will also be found there.

Chalk and chalk cart can be found in each field maintenance room.