



# CGFP DIVISION RULES

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USA Official Rules of Softball govern all play unless specified below per CGFP. USA Rules are listed for reference and some USA Rules are modified for CGFP.

Clairemont Girls Fastpitch main objectives are to have fun, develop fundamentals and skills to prepare our players for the next division level and experience a healthy approach to competition. All Managers shall ensure recreational softball values and rules are maintained, and team involvement and player development must always be stressed.

Players must be within the allotted ages for their appropriate Division by December 31st of that calendar year. No players will be permitted to play outside of their appropriate age Division.

Spring Season teams are assembled by a Draft after assessments of the players are held. Fall Season teams are assembled by a Blind Draw (see Draft Rules Supplement).

## DEFINITIONS ( USA Rule 1)

**Dropped Ball:** If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball remains live and runners may advance at their own risk.

**Foul Tip:** A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher. Only on the third strike does this constitute an out.

**Interference:** The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

**Leaping:** An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate. Not to be confused with Crow Hopping.

**Obstruction:** The act of a defensive team member: A. Who hinders or impedes a batter from striking at or hitting a pitched ball. B. Who impedes the progress of a runner or batter-runner who is legally running bases unless the fielder is; in possession of the ball or in the act of fielding a batted ball. Contact is not necessary.

**Pivot Foot:** The foot which must remain in contact with the pitcher's plate prior to pushing off. (See Rule 6)

**Quick Pitch:** A pitch made with the obvious attempt to catch the batter off balance. (No pitch is ruled, dead ball)

**Strike Zone:** That space over any part of home plate, when a batter assumes a natural batter's stance adjacent to home plate; between the batter's arm pits and the top of the knees.

## PLAYING FIELD (USA Rule2)

**A. Pitching Distance:** Measured from the back point of home plate to the front edge of the pitchers plate.

8U: 30 feet

10U: 35 feet

12U: 40 feet

14U: 43 feet

**B. Base Distance:** 60 feet between bases.

**C. Pitcher's Circle:** 8 foot radius drawn from the front edge of the pitcher's plate.

**D. Field Maintenance: Home team:** Occupy 3rd base dugout and responsible for field setup (chalk, bases, game ball, etc.)

**Visitor:** Occupy 1st base dugout, responsible for cleaning after the game to include bases, equipment, and both dugouts.\*

\*For an inter-league game at Clairemont, the Clairemont team will be responsible for setup and clean up.

Both teams are responsible for ensuring an accurate game result is recorded. Both Managers are responsible for reporting agreed upon game score to your Division Rep within 48 hours of game ending. Failure to do so could result in a LOSS to the offending team.

## EQUIPMENT (USA Rule 3)

**A. Official Bat:** Bats must meet the requirements of USA Rule 3, Section 1

**B. Official Softball:** USA certified softball per age division.

8U: 10 inch yellow, reduced impact (RIF1)

10U: 11 inch yellow, reduced impact (RIF10/Dream Seam)

12U / 14U: 12 inch "Dream Seam"

**C. Helmets & Face Masks:** Must be USA Approved. Any player may wear a face mask/guard or helmet at any time. All batters, including the on-deck batter, and base runners must wear helmets with approved face mask/guard. Pitcher face masks are required in 12U & 14U unless parent/guardian signs waiver.

**D. Catcher's Equipment:** Must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the knee caps and body protector. Catchers warming up a pitcher must wear a mask with throat protector and approved helmet with ear flaps.

**E. Uniforms:** Players must wear league issued uniforms during all games.

**F. Jewelry:** All jewelry must be removed and may not be worn during the game.

## PLAYERS, COACHES, SUBSTITUTES (USA Rule 4)

**A. Players:** At least 8\* players required to start a game. For known shorthanded games (not late arrivals) - teams may borrow a 9th player from another registered team, and this player may only play outfield, and bat LAST in the batting order. All field positions must be filled if you have 9 or 10 (8U) players present who are willing and able to play.

**\*During Playoff/Championship games, one registered substitute can be added to your roster IF you need an 8th player required to start a game. All rules regarding substitute players apply.**

**B. Late/Leaving Players:** Insert at the end of the batting order, without penalty. Leaving the game early results in no penalty and player is scratched from lineup.

**C. Injury / Illness / ADA Rule (Section 2L):** Players may be removed from the field or batting lineup and will not be penalized. Player may re-enter the game without penalty. A player with an ADA observed disability (ie Diabetic Event), who needs to come out of the game due to the disability, can have a replacement player until the disability subsides.

**D. Player Participation:** Equal playing time for ALL players. No player shall be sat twice in a game before ALL other players have been sat. Violations must be brought to the umpire by the opposing Manager at the time of the infraction and it must be immediately corrected.

**E. Fielders / Rotation:** Nine players permitted (10 for 8U division) with free defensive substitutions, not to violate rule D, above.

It is mandatory for every player to play a minimum of one half inning in the INFIELD (8U/10U/12U/14U) within the first FOUR INNINGS of the game. 8U – Outfielders must be at least 15 feet behind the base line at the time of the pitch. The opposing team must bring this violation to the attention of the umpire and the violating manager, and it MUST be corrected at the time it occurs.

**F. Manager:** Responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. Managers and Coaches should wear league issued shirts and hats/visors during all games. Managers will be held accountable for all team actions and/or violations, and the CGFP board will review all ejections from games. At a minimum a Manager/Coach ejected will be immediately suspended for the following game. A second ejection during a season will result in suspension for the remainder of the season at a minimum. All cases will be reviewed by the Board and additional penalties may be assessed. If the ejected Manager/Coach results in a forfeited game, the offending team will receive a loss. If both teams have an ejected Manager/Coach which results in a forfeited game both teams will receive a loss. CGFP has a ZERO TOLERANCE POLICY for Code of Conduct Violations.

## THE GAME: (USA Rule 5)

### A. Playing Time / Innings:

*8U:* Complete games shall consist of 5 innings. NO NEW inning shall begin after 1 hour and 20 minutes (80 minutes total).

*10U/12U/14U:* Complete games shall consist of 6 innings. NO NEW inning shall begin after 1 hour and 30 minutes (90 minutes total).

**B. Game Start Time:** The time begins when the pre-game conference ends and the Home team is allowed to take the field.

**C. Calling Game Off:** Games can only be called on a count of darkness. If this occurs the game will revert to the last completed inning. Games can also be called by the umpire for various reasons\* and will be considered regulation after:

*8U/10U:* 3 complete innings (2 1/2 if home team is leading) or 45 minutes.

*12U/14U:* 4 complete innings (3 1/2 if home team is leading) or 45 minutes.

\*An exception is noted under the Players, Coaches, Substitute Rules, Section F. Manager. If this happens after regulation innings - this will result in a forfeit for the offending team(s).

**D. Suspended / Regulation Games:** Games will only be rescheduled for inclement weather or circumstances beyond the league's control.

**E. Forfeited Games:** See USA Rule 5, section 4. Teams may borrow any registered player from another team in the same division to prevent forfeiture, and the game's result will count as played out.

**F. Division Run Rules:** Maximum runs per inning:

*8U:* 3

*10U/12U:* 4

*14U:* Unlimited or by Manager agreement pre-game

### G. Open Inning:

*8U:* NONE.

*10U /12U/ 14U:* If a team is losing by the run rule limit or more, the UMPIRE, at their discretion, can suggest to both Managers to open the inning. Both Managers must agree to the open inning. There can be more than one open inning. There is no Drop Dead limit on a game called with open innings. Games with open innings will still abide by the time limit for NO NEW innings (Rule 5A).

#### **H. Run Ahead Rule:**

**8U:** NONE.

**10U/12U/14U:** 12 runs after 4 innings. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

**I. Inter-League Games:** Results will not count towards playoff seeding. The home field league's rules will apply during inter-league play. Managers are responsible for verifying game time, field locations and logistics for away games. Managers are also responsible for reviewing Rules for Inter-league games.

## PITCHING REGULATIONS (USA Rule 6A)

ALL sections of USA Rule 6A must be adhered to with increasing strictness as you move up in age divisions. 8U is the developmental division for pitching and shall be officiated as such.

**A: Pitcher Limits:** One pitch constitutes a complete inning. The opposing team must bring violations to the attention of the umpire and the violating manager, and it **MUST** be corrected at the time it occurs.

8U: 2 innings per game

10U: 3 innings per game

12U: 4 innings per game (max 3 consecutive) 14U: No Limit

**B. Leaping:** Pushing off and dragging the pivot foot in contact with the ground or having both feet in the air is allowed. Both feet can be in the air at the same time, but must still stay within 24" of pitching plate. Crow-Hopping is not allowed.

**C. Base on Balls (8U):** If a player pitcher reaches a four ball count, a team's coach will pitch from the pitchers plate and assume the batter's strike count. Coach may strike out a player but not allow base on balls.

There is a four pitch maximum by the coach, and the umpire must continue to call balls & strikes. e.g. If the coach enters to pitch with 2 strikes on the batter, and the umpire calls a strike without the batter swinging, she is out. If coach enters with 2 strikes and pitches 4 called balls, the batter is out. Fouled off balls on the third strike will not count towards the 4 pitch maximum. Batted ball that hits a coach is a dead ball, no pitch.

**D. Pitcher's Circle:** The pitcher is considered to be in the circle when both feet are on or within the 8 foot radius lines and has possession and control of the ball.

8U: The pitcher does not have to have possession or control of the ball, rather the ball is dead when it crosses into the circle by either contacting the ground, or the pitchers glove within the circle.

The runners may not advance unless they are past the halfway point to the next base, at the umpire's discretion.

**E. Batter Safety:** If a pitcher hits 3 batters in the same inning, the pitcher must be removed from that position for that inning only. If she hits 5 total batters in the same game, she must be removed from pitching for the remainder of that game. Coaches may agree to waive this if comparable pitchers are developing, especially in 8U.

## BATTING (USA Rule 7)

- A. Batting Order:** ALL players will bat in order each game. Batting order should be adjusted throughout the season to ensure fair play and experience.
- B. Bunting:** Not Permitted in 8U during Coach Pitch.
- C. Hit by Pitch:** 8U: Batter has the option of being awarded first base or continuing to bat.  
10u/12u/14u: Batter must take the base and cannot continue to bat.

## BATTER-RUNNER AND RUNNER (USA Rule 8)

The batter becomes a batter-runner as soon as the batter legally hits a fair ball.

### A. Stealing Bases / Overthrows:

Runners are entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery.

**8U:** Runner may advance one base per pitch EXCEPT during Coach Pitch. Runner may steal one base per OVERTHROW. Stealing home plate is NOT permitted.

**B. Base Running:** Runners must avoid contact with fielders by going around to avoid interfering with a fielder attempting to field a batted ball. When a runner is off a base, and while the pitcher has control of the ball in the circle, the runner may stop once then must immediately return to the base, or attempt to advance to the next base. See USA Rule 8, Section 7 for all circle violation rules.

### C. Infield Fly Rule:

**8U:** Not invoked.

**10U/12U/14U:** 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 and second or first, second and third bases are occupied with less than 2 outs. Umpire must invoke the rule by stating "infield fly" when appropriate.

**D. Courtesy Runner:** Permitted for injured players only. The last player put out will serve as courtesy runner, and there is no penalty.

### E. Dropped Third Strike:

When the catcher fails to catch the third strike before the ball touches the ground and there are 2 outs, or fewer than 2 outs and first base is not occupied at the time of the pitch. Batter may attempt to take first base.

**8U:** Not applied.

**F. Passed Ball / Wild Pitch:** Runners may advance with liability to be put out.

**8U:** one base per pitch

## PROTESTS (USA Rule 9)

**ARE NOT ALLOWED.** Any questions regarding the playing rules must be made before the next pitch, and final decisions will be made by the Umpire. Any complaints of illegal or ineligible players shall be brought to the attention of the Umpire at the time of the occurrence. Infractions should also be brought to the CGFP board for review.

## UMPIRES (Rule 10)

All umpires must become familiar with CGFP Division rules, and enforce them in all league play.

Umpires are REQUIRED to continue to call balls & strikes during coach pitch in 8U.

Any umpiring issues need to be reported to the CGFP Umpire in Chief (UIC) representative, if available, or other league Board Members. All contact with the Umpire Organization is through the UIC.

## SCORING (Rule 11)

### Standings

**A:** A Team's record starting with the first game after Daylight Savings Time, excluding inter-league play, will be used to determine playoff seeding, and all teams will make the playoffs.

**B:** Team winning percentage will determine playoff seeding.  $\text{Win \%} = ((\# \text{ Wins}) + (.5 * \# \text{ Ties}))/\text{Total Games}$

**C:** Regular season games can end in a tie. Playoffs will utilize the tie-breaker rule as defined by USA Softball Rule 5 Sec 11.

**D:** Inter-league games will not count towards playoff seeding.

**E:** Official scorekeeper must be provided by the Home team, unless none available and the visitor may then accept responsibility. Scorekeeper must at a minimum keep track of correct batting order, strikes and balls, outs, runs scored, and pitcher innings.

## RULES SUPPLEMENT

### Rec/Spring Playoffs

ALL CGFP DIVISION RULES apply to playoff and championship games unless specified below:

Playoffs: All CGFP teams will make playoffs and it is a double elimination.

All Pitchers are allowed ONE ADDITIONAL inning for the championship game only.

Playoff games cannot end in ties, and during all tiebreaker innings, any pitcher may be used regardless of inning limits. All other division rules must be followed.

All Playoff Games prior to Championship game will be 5 innings unless home team is winning after the top of the 5<sup>th</sup>.

**8U:** Championship game is 5 innings. Coach Pitch only after bases are loaded.

**10U:** Championship game is 6 innings.

**12U / 14U:** Championship game is 7 innings.

USA Rule 5, section 11: Tie-Breaker: At the beginning of each half inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. (e.g. If the #5 batter is the lead off batter, the #4 batter in the batting order will be placed on second base. A SUBSTITUTE MAY NOT BE INSERTED (CGFP).

### Fall Ball Playoffs

ALL CGFP DIVISION & REC/SPRING PLAYOFF RULES SUPPLEMENT apply to Fall Ball Playoffs unless specified below:

**Suspended Games:** Games will NOT be rescheduled under any conditions, including rain-outs.

**Concerns:** Concerns should be sent to CGFP Fall Ball Coordinators immediately to be addressed in a timely manner:

CGFP Coordinator: Kyle Nelson

Email: k.nelson82@yahoo.com

**Game Forfeitures:** If a team cannot play a game, CGFP Fall Ball coordinators must be notified by phone and email. Please ask for a confirmation back by email that the request has been received by phone or email. The Fall Ball Coordinators will alert the opposing team and the UIC. Umpires will be paid in full for all games. In this case, the team responsible for the forfeiture will pay the Umpire \$50.00. The fee will be taken from the teams umpire deposit and must be replaced before the team can resume play.

CGFP Coordinator: Kyle Nelson

Email: k.nelson82@yahoo.com

**Playoff Roster:** Each player on your Playoff roster must have played in at least 50% of **your** Fall Ball games on **your** team. Reporting of roster discrepancies must be made at the beginning of the game to the Fall Ball Coordinators or a member of the Board. Rosters will be kept at the Snack Bar. Any Roster discrepancies will be checked against that roster on hand beginning and ruled on accordingly. It is the responsibility of the Manager to make sure an up to date roster is held at the Snack Bar prior to playoffs.

**Pitcher Limits:** All rules as above apply UNLESS a team has only 1 pitcher on their roster. It is required that pitchers be developed throughout Fall Ball, however in some cases, that may not be possible. In those rare cases, the pitcher on that team, may pitch the entire game. We expect honesty from our managers and request that you do your best to develop a second/third/fourth pitcher during the season.

**Reporting of Scores:** Managers of BOTH teams shall email their game scores to the UIC within 48 hours of a finished game. Failure to do so could result in a loss for the offending team.

UIC - Anthony Rodriguez

email: epicure.rodriguez@gmail.com

**Umpire Fees:** Each team will pay the Umpire \$25.00 in cash at the beginning of their game.

**Game Ball:** Each team will provide the Umpire with a Game ball (Home) and a Back Up ball (Visitors). Those balls will be returned at the end of the game.

**Inter-league Games:** Inter-league games will count for standings.

**Playoffs:** All teams will make playoffs and it is a single elimination.

All Playoff Games prior to Championship game will be timed due to lack of daylight\*\*\*.

8U: 1:20 No New, 1:30 Drop Dead. Coach Pitch only after bases are loaded.

10U/12U/14U: 1:30 No New, 1:45 Drop Dead.

\*\*\*If the game ends and an inning cannot be completed due to Drop Dead/time expiring, the game score will revert back to the last full inning.

Championship game will be based on innings

8U: Championship game is 5 innings. Coach Pitch only after bases are loaded.

10U: Championship game is 6 innings.

12U/14U: Championship game is 7 innings.



# Spring Draft Rules

- Player Assessments are held on the 2nd/3rd Saturday of January.
- Draft for 8U-14U\* divisions are held the following week on a Wednesday/Thursday. 6U is formed by buddy requests, previous team mates and elementary school association by the 6U Division Rep.

## **Assessments 8U-14U\***

**(CGFP EXECUTIVE AND ADMINISTRATIVE BOARD, MANAGERS/COACHES, PLAYERS)**

Players in the 8U-14U divisions are assessed on offensive and defensive skill ability as well as overall game knowledge. Agility and Speed are also assessed during this time. Players are ranked by the observing Spring Managers (and up to 1 Coach for each Manager) and given a number for each category from 1-5. 5 being the most skilled and 1 being the least skilled. Managers are then asked to add up the numbers for each category and give that player an overall score. Repeat the steps above until all players assessing have been given an overall score.

Pitchers/Catchers have an additional Skill Assessment during this time. All **identified** Pitchers and Catchers must attend the additional Skill Assessment in order to be eligible to pitch/catch for the current playing year (Spring/Fall).

*Please note: CGFP Board does not interfere with the rankings of players for the Spring/Recreation season. The Player Agent and Division Reps of CGFP will conduct the assessments, but Managers/Coaches are responsible for having their own drafting strategy and should assign numbers for each player based on their individual drafting strategy.*



# Spring Draft Rules

## **Mandatory Manager Meeting 8U-14U\***

**(PLAYER AGENT, DIVISION REP, PRESIDENT, MANAGERS/COACHES)**

A mandatory Manager Meeting is held for each division prior to the draft and is called by the Player Agent at a neutral location. At the Manager Meeting the following is determined:

- Assessment score for players coming onto the team prior to draft night. Which pick that/those player(s) will take for that Manager in the draft.
- Draft order based on strength of team prior to the draft. Draft order 1 is the weakest team going into the draft.
- Review of the approved draft rules and dates/times for draft by division.

*Please Note: All Managers/Coaches must agree to outcome/placement/order prior to adjourning the Manager Meeting. There will be no discussion of draft order or player rankings at the draft night due to time constraints.*

## **Draft Night 8U-14U\***

**(PLAYER AGENT, DIVISION REP, PRESIDENT, UIC, MANAGERS/COACHES)**

- Draft days/times will be appointed by the CGFP board and notice will be given to all elected Managers. It is the responsibility of the Manager to disseminate information to their Coaches. All team communication from CGFP will only be sent to Managers.
- Managers are allowed to come into the draft with 1 (one) coach. That Coach's daughter(s) will also be placed on the team and will occupy a pick spot(s) for that Manager. A Coach's player selected for a team can not occupy the same position as the Manager's player of that team. For example, one team can not have two 1st round pitchers coming into the draft. There are no other volunteer positions allowed to come into the draft. A Coach brought onto a team by a Manager prior to Draft Night, must be an active Coach. No selection of "coach" just to get a player will be allowed.
- Identified Pitchers/Catchers will be drafted in rounds 1 and 2.



# Spring Draft Rules

- Draft order 1 will begin the draft. The draft is a serpentine and continues until all players have been placed onto a team up to 12 players. If there are more assessed players than teams, all Managers must determine if they want to draft above 12 players and carry heavier teams. CGFP board can also reach out to known coaches to see their interest in taking a team to keep numbers lower. Most of the scouting/recruiting will be done prior to the draft.
- After the draft is complete and before the division is dismissed, each Manager must pick their practice day/time for both field and cages. Manager with the highest draft number (ie 4) will get first pick of practice day/time for both field and cages. It is highly encouraged that Managers discuss any limitations amongst each other and come to an amicable practice schedule for their division.
- Player trading amongst Managers is allowed after the draft is complete and the practice days/times are set.
- Managers will be provided a Manager Binder with League Rules, Field Maintenance Basics and any other pertinent information to assist them with their duties for the season. They will also receive 2 keys to the sheds. Do not duplicate the keys.

## After Draft Night

- All elected Managers must notify their team (parents/guardians) by Sunday of that Draft week. Managers will be given a roster with contact information in order to fulfill this duty. Managers must introduce themselves, lay out the team members as well as discuss the practice days and times. Any parent who responds with a conflict should be brought up immediately to the Division Rep and Player Agent to see if accommodations (trades) can be made.
- Practices can start the Monday after the Draft (based on the practice schedule determined at the draft). It is encouraged, for the younger divisions, to hold a team meet up prior to the first practice (over the weekend) so the players can get to know each other a little better.



# Spring Draft Rules

## 6U Team Formation Rules

- 6U is formed by buddy requests, previous team mates and elementary school association by the 6U Division Rep.
- Once registration closes, the 6U rep will take those registrations and form however many teams are needed. Team max should be around 9-10 players, but may need to be more based on number of Managers.
- 6U Division Rep will email the Manager's their rosters and contact information for parents/players the week of the Draft.
- 6U Division Rep will call a Meeting at the fields for all Managers and players/parents to go over the division rules & procedures for 6U. A practice schedule will also be decided at that time and any trades needed can be done prior to that meeting ending.

\*14U will be placed in the draft if there are enough registrations to form multiple teams. If registrations fall below 20 (19 or less), then one team is formed and that formation is based on Manager selection only. No assessments or draft will take place if 14U registrations are below 20 (19 or less) at the time registration closes. If two teams can be formed in the 14U division, those elected Managers can agree to forgo the draft process and discuss amongst themselves a fair process of dividing the players and placing them onto 1 of the 2 teams.



# Fall Ball Blind Draft Rules

- There are no player assessments for the developmental - skill building season of Fall Ball.
- Blind Draft for 8U-14U\* divisions are held on a Wednesday/Thursday on the 2nd/3rd week of August.

## Assessments 8U-14U\*

- No player assessments for Fall Ball.

## Mandatory Manager Meeting 8U-14U\*

- No Mandatory Manager Meeting for Fall Ball.
- All Managers are elected by the CGFP Board.

## Blind Draft Night 8U-14U\*

(PLAYER AGENT, DIVISION REP, PRESIDENT, UIC, MANAGERS/COACHES)

- Blind Draft days/times will be appointed by the CGFP board and notice will be given to all elected Managers. It is the responsibility of the Manager to disseminate information to their Coaches. All team communication from CGFP will only be sent to Managers.
- Managers are allowed to come into the Blind Draft with up to 5 players and 1 Coach. These players can consist of up to 3 current year All-Stars and up to 2 non-All-Stars. All players brought into the Blind Draft **MUST HAVE CONSENTED** to being placed on that Manager's team. Managers can contact CGFP Board for contact information on that player. Managers can not pull players from the Blind Draft without consent of the parent/guardian of that player. All Coaches must be 'active' Coaches. No other volunteer position can be brought into the Blind Draft.



# Fall Ball Blind Draft Rules

- The Manager must submit his roster prior to Blind Draft night to the Fall Ball Coordinators. No rosters will be accepted at the Blind Draft. No exception.
- A Manager does not need to bring any players except his daughter into the Blind Draft.
- Blind Draft order will be determined from a random draw. Typically draft order 1 will begin the Blind Draft, however who starts the draft will be determined by how many players are on each team coming into the Blind Draft. Managers with less players, will draft, in serpentine order, until all teams are equally filled and then the draft will begin.
- Identified Pitchers will be blind drafted first until the pitcher pool is exhausted.
- Identified Catchers will be blind drafted until the Catcher pool is exhausted.
- All other players will be blind drafted until the player pool is exhausted.
- The Blind Draft is a serpentine and continues until all players have been placed onto a team up to 12 players. If there are more registered players than teams, all Managers must determine if they want to draft above 12 players and carry heavier teams. CGFP board can also reach out to known coaches to see their interest in taking a team to keep numbers lower. Most of the scouting/recruiting will be done prior to the Blind Draft.
- After the Blind Draft is complete and before the division is dismissed, each Manager must pick their practice day/time for both field and cages. Manager with the highest draft number (ie 4) will get first pick of practice day/time for both field and cages. It is highly encouraged that Managers discuss any limitations amongst each other and come to an amicable practice schedule for their division.
- Player trading amongst Managers is allowed after the Blind Draft is complete and the practice days/times are set.
- Managers will be provided a Manager Binder with League Rules, Field Maintenance Basics and any other pertinent information to assist them with their duties for the season. They will also receive 2 keys to the sheds. Do not duplicate the keys.



# Fall Ball Blind Draft Rules

## After Blind Draft Night

- All elected Managers must notify their team (parents/guardians) by Sunday of that draft week. Managers will be given a roster with contact information in order to fulfill this duty. Managers must introduce themselves, lay out the team members as well as discuss the practice days and times. Any parent who responds with a conflict should be brought up immediately to the Division Rep and Player Agent to see if accommodations (trades) can be made.
- Practices can start the Monday after the blind draft (based on the practice schedule determined at the draft). It is encouraged, for the younger divisions, to hold a team meet up prior to the first practice (over the weekend) so the players can get to know each other a little better.

\*14U will be placed in the random draft if there are enough registrations to form multiple teams. If registrations fall below 20 (19 or less), then one team is formed and that formation is based on Manager selection only. No random draft will take place if 14U registrations are below 20 (19 or less) at the time registration closes. If two teams can be formed in the 14U division, then the division must enter the random draft.