



February 26, 2024

Coaches and Managers:

Thank you for registering for this year's Clinton City Recreation Girls Fast Pitch Spring League. Please review the following information in preparation for the season.

- **League Nights:** 10U= Wednesday, 12U= Tuesday, 14U= Monday
- Rosters: All rosters must be uploaded on your USSSA Team Manager account. A printed roster must be turned in to the site supervisor 1 hour before your first game begins on the first day of the league.
- Guest Players: Guest players may only be added to one team roster per age group per season. A player may not guest play for multiple teams in the same league.
- Age Eligibility: Players can play in a higher division, subject to minimum age requirements for each division, but cannot play in a lower division for which they are not age eligible.
- USSSA Points: Teams will receive USSSA points in this league.
- USSSA # and Coaches Code of Ethics: Must be emailed to hwalker@clintoncity.com by March 1st
- **Insurance:** All teams are required to have a team insurance policy from a sanctioned organization.
- Score Tower: Only one representative per team (Team Manager) is allowed upstairs in the Score Tower. This person is only allowed upstairs when turning in paperwork or adding a guest player to their roster.
- Game Guarantee: 9 Games (8 regular season games and a single elimination tournament)
- **Tentative Start Date:** The week of March 11th
- **Spring Break:** No games the week of April 1st
- **Requests:** No scheduling requests will be accepted.
- Game Schedules: Schedules will be posted on quickscores.com/clintoncity and hq.usssa.com/events/
- **Double Headers:** Most teams will have a double header each night they are scheduled. Double header games will be scheduled back-to-back as best as possible, but is not guaranteed.
- **Tournament:** All teams will be placed in a single elimination tournament after the regular season.
- Location: Civic Center Softball Complex. Fields: Blue, Red, White, and Green

1651 W. 2300 N.

Clinton, UT 84015

- Rainouts: Make-up games may be played Monday-Saturday in the event of weather cancelations.
- Rainout Phone: 801-614-0796 after 3:00pm, 801-614-0892 after 5:00pm
- Softball Complex Phone: 801-614-0892

We ask that you share this information with your players and parents.

If you have any questions or concerns, please contact 801-614-0780 or hwalker@clintoncity.com.

Hannah Walker Clinton City Recreation

Clinton City Recreation/ USSSA Softball

Girls Fast Pitch 10U, 12U, 14U

Spring 2024 Bylaws

PREAMBLE

1. Warning and Disclosure

The primary purpose of the Clinton City Recreation Girl's Fastpitch Softball League is to provide participants the opportunity to play the game of softball in a structured manner. All players, coaches, and spectators are expected to exhibit good sportsmanship. The League also provides an athletic/physical contest that is governed by the rules of the sport.

The Clinton City Girls Fastpitch Bylaws and USSSA Official Rules should not be considered a guarantee that participants, spectators or others will be safe from injury, death or harm. There are risks and dangers incidental to the game of softball including but not limited to: being injured by thrown bats, thrown balls, batted balls or other objects. The game of softball involves violent physical contact and cardiovascular stress. Softball involves certain risks including but not limited to: serious neck and spinal injuries, complete or partial paralysis, brain damage, injury to bones, joints, muscles, internal organs, and dental problems. Softball also involves high risk of ankle, knee, head and neck injuries.

Participants engaging in softball do so with the knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury or death. Participants and spectators assume all risks and danger of personal injury, death, losses, damages to person or property and all hazards arising from incidental to or related in any way to the Clinton City Girls Fastpitch League.

2. Disclaimer

The Clinton City Corporation, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees are not responsible for any injury, death, or loss of property to any person suffered while playing, watching, practicing, or in any other way on Clinton City Property. This includes any reason whatsoever, including ordinary negligence on the part of Clinton City, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees and all others who are involved and including the reckless conduct of other participants. Clinton City Corporation expressly disclaims any and all liability for any injury, death or property loss related in any way to the Clinton City Recreation Programs. This warning, disclosure and disclaimer is intended to be as broad and inclusive as permitted for applicable laws. If any portion is held invalid the remainder of the warning, disclosure and disclaimer will continue in full legal force and effect.

RULES AND BYLAWS

The USSSA Fastpitch Official Rules will govern play except as amended by the following Clinton City Recreation Department bylaws. The Clinton City Recreation Department reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Girls Fastpitch Softball Program. All decisions rendered by the Recreation Department are final.

I. ADMINISTRATION

1. League Format

Teams will be guaranteed 9 games with an 8-game regular season schedule and a single elimination tournament.

2. Field Dimensions

- A. Base Path Distance= 60'
- B. 10U Pitching Distance= 35'
- C. 12U Pitching Distance= 40'
- D. 14U Pitching Distance= 43'

3. Bat Regulations

A. All bats must have the USSSA stamp





- B. Bats can be deemed illegal at anytime. If players bat with an illegal bat during the game, the following will apply:
- 1st offense: Warning
- 2nd offense: Player is ejected to the dugout and the coach is ejected from the complex.

4. Game Balls

Game balls will be provided by the Clinton Recreation Department. The team batting is responsible for retrieving all balls going out of play. The next inning will not start until all balls have been returned to the Umpire. Game time will continue to run until fouled balls are returned to the Umpire. One new ball will be provided at the start of each game.

- 10U: 11" .47/375

12U & 14U: 12" .47/375

5. <u>Team Names</u>

All team names must be approved by the Recreation Department. No obscene or offensive names will be allowed.

6. Official Game Time and Score

Umpires will keep the official game time and score.

7. Tournament

All teams will be placed into a single elimination tournament at the end of the season. Rankings will be determined by Regular Season Standings:

- A. Winning Percentage
- B. Number of Wins
- C. Number of Loses
- D. Tied Teams (vs. each other): Head-to-Head, Run Differentials, Forfeits, coin toss.

8. Tournament Player Eligibility

For a player to be eligible for tournament play, they must have played in at least 2 games during the regular season. Any team attempting to bring ineligible players will be disqualified from the tournament.

9. Awards

Individual awards will be presented to each member of the Tournament Champions and Tournament Runners Up.

10. Rosters

- A. Rosters may not exceed 20 players.
- B. All rosters must be uploaded on your USSSA Team Manager account. Your online roster must be accurate. Missing players will result in forfeit and/or ejections.
- C. A printed roster (from the USSSA website) must be turned in to the site supervisor 1 hour before your first game begins.
- D. If a printed USSSA roster is not turned in, the game(s) of that night will result in a forfeit. If the roster is not completed by the second week of play the team manager will be notified of termination from league play without a refund.

11. Guest Player Procedure

- A. Guest players may only be added to one team roster per age group per season. A player may not guest play for multiple teams in the same league
- B. Teams wishing to add a guest player must come to the site supervisor and hand write the player's information on their original printer roster before they are allowed to play.
- C. All teams are required to use the online Team Manager process and add guest players on the supervisors original printed roster.
- D. Guest players may only be added to the roster prior to the seventh game of the regular season. No new or replacement players may be added at tournament time. At the time of the 7th regular season game, all rosters are frozen for the remainder of the season and tournament.
- E. A player may only appear on one team roster per league/age group. If a player is on more than one roster or caught playing with another team that player may be ejected from the league. Their team(s) will also receive a forfeit and may be ejected from the league.

12. Player Eligibility

- A. An eligible player is defined as a player who is officially registered on the team roster. If a player is questioned as to their identity by the Recreation Department, that player must present identification within one hour or before the next game if it is tournament play, or be ruled ineligible. If a player is declared ineligible, that game and any other game that player has played or does play during that night will be a forfeit.
- B. The Site Supervisor may ask for identification from any player he/she feels is violating the rule of using someone else's name and reserves the right to conduct ID checks prior to the start of the game/tournament.
- C. Teams with players or guest players that are not written on their original printed roster or are not added online through Team Manager may be suspended for a period from USSSA events, the player(s) will be deemed ineligible and the game(s) forfeited.

13. Uniforms

- A. All players on a team must wear shirts/jerseys of the same color with a 3" minimum number clearly visible on the back. Teams will be given two weeks to obtain jerseys. By the second week of play the goal is to have the entire team in matching shirts/jerseys or their games may be ruled a forfeit. We understand that guest players may not have a jersey, and we will be lenient on a case by case scenario.
- B. No obscene or offensive graphics will be allowed on the shirts/jerseys. A sponsor's name will be allowed as long as it is not obscene or offensive. The Clinton City Recreation Department reserves the right to determine if the graphics are obscene or offensive.
- C. Players and coaches are not allowed on the playing field barefoot or with open-toed shoes. If a player(s) are caught wearing illegal shoes of any kind, the penalty will be as follows: if at bat or on base, they are declared out, if in the field, the player(s) has two minutes to replace the illegal shoes with proper molded rubber or plastic-type shoes. If not done within two minutes, the player must be removed from the game. The above infractions can be called by any opposing player, umpire, supervisor, or scorekeeper. Coaches will be asked to leave the field of play and may return when properly equipped.

14. Weather Cancellations

- A. An official decision regarding game cancellations due to weather and/or field conditions will be made by the Recreation Department by 3:00 pm. Team Managers are responsible for checking with the Recreation Department to determine whether the game will be played or rescheduled. Please call our rainout number at 801-614-0796 after 3:00 pm. Please designate one person from your team to call the rainout number and then inform your team. If the Recreation Department makes a decision before 3:00 pm, we will notify the team managers. For on field cancellation information, you may call the Softball Complex at 801-614-0892 after 5:00 pm.
- B. Rainouts may be rescheduled as double-headers. If necessary we will play the rescheduled games on a different day of the week (Monday-Saturday).
- C. If a game is rained out or called due to unplayable field conditions, teams are to follow the next scheduled league game listed on the schedule.
- D. Games called after 45 minutes have been played will stand and will not be rescheduled. The final score will revert to the last full inning. Cancelations prior to 45 minutes will be rescheduled and replayed from the point of interruption.

15. Refunds

Full refunds will not be granted under any circumstances except in the event of a cancelled league or tournament by the Recreation Department. Team withdrawal before February 23rd will be subject to a \$10.00 administrative handling fee. No refunds will be given after February 23rd. Requests for refunds must be made at the Clinton City Recreation Offices, 1651 W. 2300 N. during regular business hours. Refunds will be sent via mail in the form of a check within 10 business days of the withdrawal. For more information call 801-614-0780. No refunds will apply for roster errors.

16. Music

Music is allowed to be played in a team's dugout. The volume needs to be such that it can only be heard in the team's dugout and is not disturbing the opposing team, the game, Umpires, city employees, spectators, other games, or teams from another field. Music with

vulgar language or that contains vulgar content will not be tolerated and the Site Supervisor, Umpire or a city employee will ask the team to change the music selection or turn the music off. If music is deemed by the Site Supervisor, Umpire or a city employee to be too loud the team will be given a warning to turn it down. If a second offense occurs, the team will be asked to turn the music off for the remainder of the game. If the team does not turn off the music when given the second warning they will forfeit the game and will not be allowed to play music for the remainder of the season, including the tournament. The Softball Complex is a family friendly venue, so please be respectful of others.

17. Clean Up

Teams and spectators are responsible to clean up their dugout, bleachers, and fence-line. All garbage, water bottles, food, equipment, papers, decorations, etc. must be cleaned up after each game. Teams who leave a mess in their dugout, bleachers, or fence-line may be ejected from the league.

II. GAME FORMAT

1. Game Time

- A. Games consist of sixty (60) minutes or seven (7) complete innings. No new inning will begin after 60 minutes for all age groups.
- B. Game time is forfeit time! Any team unable to take the field at the scheduled time will forfeit the game.
- C. Official time and score is kept by the Umpire. Game time begins when the teams are instructed to take the field. The Umpire and Supervisor jointly make decisions affecting the game time.
- D. Legitimate time additions may include: rain delays, serious injuries, unexpected field maintenance, etc.

2. Line-ups

- A. A complete team for all leagues consists of nine (9) players, however, teams may play with a minimum of seven (7) players provided an automatic out is established in the batting rotation for each of the missing players. If additional players arrive late, they must immediately fill the vacant spots in the line-up. The team manager may designate, prior to the game, where those automatic outs will be placed in the line-up. Under no circumstances may a team begin or continue play without the required 7 players regardless of the situation. The game is terminated at the point where a team drops below 7 players and results in an automatic loss to that team, regardless of the score. If neither team has 7 players present to play at game time, both will receive a forfeit.
- B. Teams have the option to bat their entire roster.
- C. Forfeited games will still be played for fun with the players in attendance.
- D. All starting line-ups must be submitted to the Umpire at the pre-game plate meeting. Lineups need to have names and jersey/shirt numbers of the players and substitutes.
- E. If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited.

3. Intentional Game Delay

Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit. If in the opinion of the Umpires, a team is delaying the game they may deny time-outs, conferences, or they may terminate the game and call a forfeit.

4. Dugouts

Dugouts will be assigned on a first come, first serve basis.

5. Home vs. Guest

- A. During league pool play, the Home team will be listed first on the schedule.
- B. During tournament games, the higher seed will choose if they want to be home or guest. Tournament seeds are determined using the rankings listed in: Section I. 7.

6. The Count

4 Balls – 3 Strikes

7. <u>Tie Games</u>

League pool play games can end in a tie, tournament games will be played to their conclusion using the following tie- breaker rules:

- <u>International Tie-Breaker</u> (first additional inning): a runner will begin the inning on 2nd base
- <u>Progressive Tie-Breaker</u> (second additional inning): a runner will begin the inning on 1st and 2nd base.
- <u>Full Bases Tie-Breaker</u> (third additional inning): a runner will begin the inning on 1st, 2nd, and 3rd base.

During tie-breakers, the offensive player(s) who is scheduled to bat last in that respective half inning will be placed on the base(s).

III. RULES OF PLAY

1. Mercy Rule

A team that has an 8 run lead after 60 minutes will be awarded the win and the game will be declared over.

2. Run Rule

A team's turn at bat ends when the team scores 6 runs regardless of the number of outs in their half of the inning. Continuation runs after the 6th run do not count.

- Exception: All runs will count until the completion of the play in which the 6th run is scored IF it is an "over the fence" home run. (e.g. if the bases are loaded an over the fence home run will yield 9 runs to be recorded)

3. Offensive Re-Entry Rule

Any player may be substituted for or replaced and re-entered once, provided the players occupy the same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position this is considered an illegal re-entry.

4. Courtesy/Speed Up Runners

Courtesy/Speed Up Runners are allowed for the pitcher and catcher. The batter must run to first base before the courtesy runner can enter the game. The same runner cannot be used for the pitcher and the catcher

5. Open Defensive Substitution

Free substitution will be used in this league.

6. Pitcher Warm-Ups

Warm-ups between innings is 1 minute or a maximum of 2 pitches.

- <u>Exception</u>: The pitcher at the beginning of the game and each new pitcher may receive a maximum of 5 warm-up pitches.

IV. UNSPORTSMANLIKE CONDUCT

Clinton City Recreation has zero tolerance for unsportsmanlike conduct.

Unsportsmanlike actions include, but is not limited to: casual profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious, throwing equipment, intimidation, unnecessary roughness, trash talking, taunting, physically/verbally attacking someone, or any kind of negative actions directed towards an umpire, supervisor, field crew, concessions, player, coach, spectator or city personnel.

Any player, team manager, or spectator who fails to act in a sportsmanlike manner before, during, or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Clinton City Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and possibly the park.

1. Ejection

- A. A player or team manager/coach ejected from a game will be automatically suspended from the next game (including tournament games).
- B. If an individual is ejected from a game for unsportsmanlike behavior he/she must arrange an interview/phone call with the Recreation Department to request reinstatement into the program. It is the individual's responsibility to arrange the interview/phone call.

- C. Depending on severity, ejected individuals may also be asked to meet with a USSSA representative to determine further action with the organization.
- D. Anyone ejected twice during the season will be suspended for the remainder of the season.
- E. Fighting will be a minimum of a 1-year suspension. The ejection includes the playing facility and Clinton City Park property.
- F. Depending on the severity of the action a warning may or may not be issued by the game Umpire. The warning is left to the discretion of the Umpire. On the first or second, if a warning is given, occurrence the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game.
- G. If an ejected person does not leave the field/premises immediately, the game will be stopped and declared a forfeit.
- H. All teams are responsible for their spectators. Teams may be ejected for unruly spectators.
- I. In severe cases, the player may have to leave the game with the parent/spectator in an ejection situation.
- J. Law enforcement may be called when deemed necessary. Additional action may be taken including, but not limited to: probation or total suspension.

V. PARK ORDINANCES

All posted park ordinances will be enforced. All violators of Park Ordinances may be issued a citation by the Clinton City Police Department.

- 1. <u>Litter/Waste</u>- Help us keep costs down! It takes park personnel a lot of time to clean up garbage. Deposit all litter in receptacles provided.
- 2. <u>Sunflower Seeds</u>- No sunflower seeds are allowed in the park.
- **3.** <u>Alcohol</u>- The possession and/or consumption of alcohol on Clinton City property is strictly prohibited. If you or any member of your team is caught with alcohol or smelling of alcohol your team will forfeit the game. If you are caught with it after your game you will forfeit your next game.
- **4. Smoking/Tobacco** including E-Cigarettes, vape, etc. is prohibited in the park.
- **5.** <u>Impairment</u>- Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play/coach.
- **6.** Pets- No dogs, cats, or pets are allowed in the park.
- 7. Parking- Patrons park their vehicles on Clinton City property at their own risk.
- **8.** Excessive Noise- Teams and spectators are not allowed to make excessive noises of any kind included but not limited to: whistles, horns, paddles, bells, etc.
- **9.** <u>Scooters/Bikes/Skateboards/Rollerblades/Motorized Vehicles</u>- All motorized and non-motorized vehicles are prohibited in the park.

VI. WARM-UP AREAS

Due to safety issues all teams must practice and warm-up either beyond the out-field fences or on the sides of the fields well beyond the complex cemented area. Teams not complying with this will be given verbal warning from the Site Supervisor. Teams continuing to disregard warnings face the possibility of forfeiting games.

VII. PROTEST PROCEDURES

All protests must be made by the team manager and must be done in an appropriate manner. Softball Protest Forms are available from the Site Supervisor.

- **1.** <u>Fee-</u> Those who wish to protest must write a check for \$50.00 payable to Clinton City Recreation and give it to the site supervisor. A Softball Protest Form must also be filled out. The deposit will be refunded if the protest is upheld.
- 2. <u>Rule Protests</u> Rule protests are allowed if the Team Manager announces the teams' intent to protest a rule with the Umpire <u>before the next pitch</u>. The Umpire will notify the other team and site supervisor. The Umpire may add a maximum of 10 minutes to the game to make-up for time required to file the protest. If the issue is not resolved on site, the League Supervisor

- will review the protest and contact the Team Manager once a decision has been reached. Clinton Recreation has the final decision over league issues.
- 3. Player Eligibility If a Team Manager wants to protest the eligibility of a player it must be before the end of the game. A \$50.00 (Check) protest deposit and Softball Protest Form must be submitted to the Site Supervisor by the Team Manager explaining any protest. The game clock will not be stopped for an eligibility check. Challenged players will have 20 minutes to produce an ID. If the ID is not presented by the end of the 20 minutes, the player will be declared illegal. The game will be played under the protest and a ruling will be made based on the team's roster. The challenging Team Manager must submit a written Softball Protest Form to the Site Supervisor explaining any protest within 20 minutes of the end of the game. The Site Supervisor has final determination over a player's eligibility.
- **4.** <u>Umpires Judgment</u> An Umpire's judgment is not subject to protest.
- 5. <u>All Protests</u> must be made within 24 hours of the start time of the game in question.

VIII. INSURANCE COVERAGE

The City of Clinton, its Recreation Department, its Parks Department, Personnel and Affiliates assume no legal responsibility for personal injuries, death or theft of private properties while on or using Clinton City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries, death or theft may occur. Clinton City will not be financially responsible for any personal injuries, death or thefts of private properties.

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game.
- I will place the emotional and physical well-being of my child ahead of any personal desire to win.
- I will insist that my child play in a safe and healthy environment.
- I will provide support for coaches and officials working with my child to provide a positive, enjoyable experience for all. I will refrain from the use of any foul language and/or negative comments towards any coach, player, official, league official, or spectator.
- I will demand a "Drug, Alcohol, and Tobacco FREE" youth sports environment for my child and agree to assist by refraining from their use at all youth sports events.
- I will remember that the game is for children and not for adults and I will do my best to make youth sports fun for my child by assisting with coaching, being a respectful fan, providing transportation or whatever I am capable of doing.
- I will require that my child's coach be trained in the responsibilities of being a youth sports coach and agree to the coaches "Code of Ethics".

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I will review and practice the basic first aid principles needed to treat injuries of my players.
- I will lead by example in demonstrating fair play and sportsmanship to all players.
- I understand I am a role model, I am held to a higher standard regarding my behavior.
- I will provide a sports environment for my team that is free of drugs, tobacco and alcohol and I will refrain from their use at all games.
- I will be knowledgeable in the rules of the Clinton City Softball League and I will teach these rules to my players.
- I will not argue with nor berate the sports officials or recreation staff.
- I will follow concussion protocol.
- I will abide by all league rules and by-laws.

Team Name	USSSA#	Age Division	Date
Coaches Name (Print)	Signature		

Revised 02/09/2024 hq.usssa.com/events/