



2020

**CONSTITUTION AND BYLAWS OF
DECATUR FASTPITCH SOFTBALL.**

MAILING ADDRESS:

Decatur Fastpitch Softball
P.O. Box 491
Decatur, AL 35602

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**2020
CONSTITUTION AND BYLAWS OF
DECATUR FASTPITCH SOFTBALL**

ARTICLE I

The League shall be known as “DECATUR FASTPITCH SOFTBALL”.

ARTICLE II

1. The exclusive purpose of this Corporation/League shall be educational. It shall strive to train the minds, bodies, and spirits of the young ladies of Decatur for the purpose of developing their capabilities. It shall seek to promote the ultimate goal of all education – understanding.
2. In furtherance of its educational purposes the League shall provide supervised athletic contests and tournaments. These contests shall be held for the purpose of demonstrating to the girls participating therein the value of hard work, self-discipline, self-sacrifice, extensive practice, cooperation with others, and the enjoyment that can result from these efforts. The supervisory members of the League shall at all times bear in mind that the outcome of the contests is secondary to instilling values and teaching understanding of self and others.

ARTICLE III

1. The League shall have members who shall be divided into three classes. The three classes of members shall be designated Supervisory Members, Associate Members, and Participating Members.
 - a. Supervisory Members – shall include the Board, Managers, Coaches, and all Associate Members who pay their dues as designated as of the Opening Day of the previous spring season.
 - b. Participating Members – Any girl meeting the age and residence requirements promulgated and/or adopted by the Board of the League shall be eligible to become a Participating Member of the League.
 - c. Associate Members – Any person having an active interest in the activities of the League may be invited by the Board to become an Associate Member. Associate Members with a signed Volunteer Creed will have authority to vote (one vote per household).
2. Members of all classes may pay annual dues. The league will set annual dues. Each member shall perform any reasonable service required. Personal liability for the obligations of this organization assumed should its individual members state limited to the annual dues as set by each league. Each member may discharge himself from all further liability for any obligation of the League by the payment of dues for the time that he shall be a member of the organization. Upon payment of such dues as provided in this Constitution and Bylaws, all liability for individual members shall cease.

ARTICLE IV

1. The League shall be governed and supervised by the President and Board. The Supervisory Members of the League shall select the Board.

2. The League shall be self-governing. The term self-governing stipulates that any change of Local League rules or the Constitution and Bylaws must have approval of the League officers (along with normal voting procedures as stipulated in these articles. Exception Article VI.3).
3. The League will give a State of the League Report at each annual general membership meeting of the Board of the League. This report will include a current financial report and any current information of any significant future planning.

ARTICLE V

1. The officers of the League (Board) shall be selected at the **fall** General Membership meeting by a vote of the members designated in Article III.1. The League will set the time, place, and date of the annual League meeting.
2. They shall each serve for two-year terms beginning with the year of the office indicated and shall be eligible for re-election. The officers of the League are President, odd years; Vice President, even years; Secretary, odd years; Treasurer, even years; Equipment Manager, even years Auxiliary, odd years Scheduler, odd years; 16U commissioner, odd years; 12U commissioner, even years; 10U commissioner, odd years; 8U commissioner, even years; 6U commissioner, odd years.
3. Annual meeting to elect the board must be publicized with the date, time, and place at least five (5) days prior to the meeting. All voting members must be notified by mail, e-mail or contacted by phone at least five (5) days prior to the meeting. Notification must come from the Board for the annual League meeting. Failure of the League to notify its voting members as stipulated above will invalidate the elections, and the officers do not have the right of refusal. Thus it does not require a unanimous vote of the League as stipulated in Article V.2.

ARTICLE VI

1. A meeting of the Board and Supervisory Members shall be conducted in **the fall** of each year with the reading of the reports and the election of officers. Additional meetings may be called by the President, or upon request of three (3) members of the Board.
2. The majority of members of the Board shall constitute a quorum at any meeting and the majority vote of those present shall govern except when otherwise expressly provided.
3. Robert's Rule of Order shall govern the proceeding of all meetings except where the same conflict with the Articles of InLeague or the Constitution and Bylaws of the League.
4. The League may elect additional League officers or committees to assist in the governing of the League.

ARTICLE VII

Managers of the competitive teams shall be selected and approved annually by the board, which are elected at their annual meeting. The League shall be responsible for the conduct of their Members at all times.

ARTICLE VIII

1. The Board, with the unanimous approval of the affected League officers, shall have the authority to suspend from the League any Member whose conduct is considered by a majority of the Board to be detrimental to the best interest of the League.
2. The League, with the approval of the League officers, shall have the authority to suspend from the League any Member whose conduct is considered by a majority of the League Board to be detrimental to the best interest of the League.
3. Members of the League shall, upon evidence of the misconduct of any player in connection with the activities of the League, notify the Manager of the team of which the player is a member within twenty four (24) hours of the act. Manager shall appear before the affected League's Board as determined by that League. The Manager (in the capacity of an advisor) and the player must appear within at least three (3) days of the alleged misconduct.

ARTICLE IX

1. The Board shall decide all matters pertaining to the finances of the League, and it shall direct all funds to be placed in separate League accounts to be disbursed in such manner as directed by each League's governing body.
2. Each League account must be reviewed at least once each year by either, (1) an audit committee to be appointed by the governing body of the League, or by (2) an accountant or bookkeeper. The financial report must be presented to the Board at the State of the League Report and the League's Supervisory, Participating, and Associate Members at the League's annual meeting.
3. The League's Board shall discourage the contribution of funds to individuals or teams and solicit the same for the common treasury of the League. The above regulation is to discourage favoritism among teams and to endeavor to equalize the educational benefits of the League. This will apply to both regular season situations and All-Star situations.
4. All-Star fundraising contributions shall be distributed to the appropriate teams as raised.

ARTICLE X

1. The athletic contest held by the League shall be governed by the rules of play contained in the current version of the Official Rules and Regulations of USSSA, except where the same rules conflict with Local organizational and playing rules of the League.
2. The Board at a meeting to be held not less than one month prior to the first scheduled athletic contest of the spring season may adopt ground rules not in conflict with the rules prescribed in Article XI.1 herein applicable to athletic contests held by the League.

ARTICLE XI

This Constitution and Bylaws, or any section thereof, may be amended or repealed by a two-thirds majority vote of the Board. Provided that written notice of proposed changes over the signature of the Secretary shall be communicated to each member of the Board at least seven (7) days prior to the meeting at which such proposed change(s) shall be submitted to vote.

ARTICLE XII

No part of the net earnings of the League shall inure to the benefit of any private member or individual.

ARTICLE XIII

The League shall promulgate no propaganda to the purpose of influencing legislation; nor carry on any other activities for such purpose; nor shall it participate or intervene in any way whatsoever in any political campaign on behalf of any candidate for public office.

ARTICLE XIV

Upon dissolution of the League the Board of the League shall, after paying or making provisions for the payment of all liabilities of the League, dispose of all of the assets of the League exclusively for the purposes of the League in such a manner or to such organization or organizations organized and operated exclusively for charitable, educational, religious, or scientific purposes as shall at the time qualify as an exempt organization under Section 502 (or the corresponding provision of any future United States Internal Revenue Service law) as the Board of the League shall determine.

**DECATUR FASTPITCH SOFTBALL.
DECATUR, ALABAMA**

LOCAL RULES

These rules are supplemental to the rules listed in the current USSSA Official Rules and Regulations, and are to replace all previously adopted local rules governing operation of the Decatur Fastpitch program. Any rule change must be presented to the Board and voted on at least prior to opening day.

1. The Leagues' governing body shall consist of a Board and an Advisory Committee.
 - (a) The Board shall consist of President, Vice President, Secretary, Treasurer, Scheduler, and Equipment Manager, Auxiliary, and commissioners of each age group. The Board will make the final decision of the League and vote as directed in the Constitution and Bylaws.
 - (b) Members of the Board will advise the Board on the League operations and rule enforcement as directed by these Articles. Its Supervisory Members will elect these officers. The Chief Umpire, Decatur Parks and Rec Liaison will be non-voting members.
 - (c) The DECATUR FASTPITCH SOFTBALL League will be known as the "League" in the Articles contained in the Local Rules section.
 - (d) Each office will have a two (2) year term. Offices up for election for beginning year of service during odd years will be: President, Secretary, Scheduler, Equipment Manager, 10U commissioner, and 6U commissioner, 16U commissioner. Offices up for election for beginning year of service during even years will be: Vice President, Treasurer, and Auxiliary Chairperson, 8U commissioner, and 12U commissioner. These elections will be held at the League meeting in the fall before the term starts the following year.
2. Two thirds of the Board create a quorum. A majority vote of the Board is required to pass legislation except for a change in Bylaws, which requires seven (7) days written notice and a two thirds vote of the Board.
3. The Board will be elected as directed in the DECATUR FASTPITCH SOFTBALL Constitution and Bylaws. The League Supervisory Members will elect the Board in the meeting in the fall before the term starts the following year.

1. RULES OF CONDUCT

1. (a) All volunteers will be required to sign a copy of the attached CREED FOR THE DECATUR FASTPITCH VOLUNTEER (CREED) before they will be allowed to hold any position of membership or volunteer status in the program and in accordance with Article III.5 of the Constitution and Bylaws of DECATUR FASTPITCH SOFTBALL, the League will require a \$5.00 background check fee. Any volunteer who in the judgment of a majority of the members of the Board violates any portion(s) of the CREED shall be removed from any association with the program and shall not be allowed to reestablish this association without a two thirds vote of the Board.

(b) A League official, team Manager, Coach, team mom, concession worker, scorekeeper or anyone associated with DECATUR FASTPITCH SOFTBALL will be considered a Volunteer. The League expects all Volunteers to uphold the ideals expressed in the CREED. The League Board and Advisory Committee approve every Volunteer each year. Each Volunteer will sign a CREED and pay the required fee every year. Each volunteer will also be required to concede to a background check. Failure to meet these requirements disqualifies an individual from becoming a League volunteer. See our background check policy.

2. Any Manager or Coach involved in any action to willfully hide or cover up abilities of a player from other teams or any prospect involved in such a scheme will be ineligible for association or participation in the League program.

3. (a) Any member of a team (Manager, Coach, player, scorekeeper, etc.) will be subject to ejection from a ballgame if he/she makes derogatory remarks including, but not limited to, any type of obscene or abusive language directed toward any Umpire, other players, or anyone connected with the game. Any remarks made by the coaches or players while they are on the field or in the dugout will be directed toward their own team and no derogatory remarks will be made to other players.

(b) A spirit of **GOOD SPORTSMANSHIP** is to prevail at all times, before, during and after the game.

(c) Any violations of rules 3(a) and 3(b) are to be reported to the League President by the Umpires or any other League Official observing such action immediately. The violators are to appear before the Review Committee composed of the President, Vice President, and another Board member within forty-eight (48) hours of such a report. If the violation is by a Manager or Coach, the Manager or Coach will be suspended for the next game pending investigation of the complaint. If the Manager or Coach appeals, the Review Committee may or may not waive the suspension pending a decision within 72 hours of appeal. The Review Committee can uphold suspension of one game after reviewing the violation. In the event the violation is by a player, his Manager and one or both parents shall appear before the Review Committee with him/her. The Review Committee has the authority to drop, amend, change or refer suspension to the Board for additional action. The Manager or Coach may appeal the decision to the Board. The Board must be notified of the facts and final disposition of any suspension. Violators are subject to any corrective action deemed necessary by a majority of the Board up to and including permanent suspension from the League.

4. If a fan uses obscene language or directs derogatory remarks toward Umpires, Managers, players, other fans, or League officials during the ball game the Umpire and/or League official may suspend play, forfeit the game, and/or have the offending fan removed from the ballpark.
5. Participants are discouraged from leaving the playing field area (outside the fences) until completion of the game.
6. Only approved Coaches and Managers may be on the field during games. A parent may be used in the dugout if an emergency arises. The team Manager will be responsible for the actions of the parent should this become necessary.
7. Only one Manager or Coach at a time will be allowed on the field to discuss a play situation with Umpires.
8. Any Manager that does not complete and turn in all Sponsorship requirements by the due date(s) established by the Board will be subject to losing team practice time or other action as deemed appropriate by the Board.

2. MANAGER AND COACH SELECTION

1. The Board must approve all Managers and Coaches annually. Any returning Manager/Coach or new person wishing to manage a team must make his/her intentions known at the Coach's Meeting. Managers or Coaches may not be renewed if Coaching requirements and/or standards are not fulfilled.
2. In the case of a tie for team name selection, seniority points, a coin toss or drawing of numbers from a hat will be used to determine the choice of order.
3. The President will review applications of recommended Managers/ Coaches of the Leagues with the Board prior to draft of the League(s) involved.
4. A seniority system shall be established and followed in awarding the position of team Manager to qualified applicants. The person with the greatest amount of seniority **points** will have their choice of available Manager positions within the League. Subject to Paragraph 1 of this section seniority shall be determined by the total number of seniority points, which must be earned in **consecutive** years of official League service in the positions of League official, Manager, Coach, League volunteer, or other official including service in a USSSA Area, State, or National office. Seniority will be based on a point system determined by the volunteer position held. Seniority points are awarded per year of service as follows: Area, State, National, or Local Decatur Fastpitch League official = 6 points; team Manager = 4 points; official team Coach = 2 points; all other League volunteers = 1 point. If a manager chooses to coach in two (2) or more age groups, they may only use their seniority points in one of the age groups, but not multiple age groups. That manager will only accrue seniority points for one (1) team.
5. Seniority will be revoked, and seniority points will reset to zero, if the Manager does not return league equipment by end of closing ceremonies with exception to teams participating in the city tournament. The equipment Manager will schedule these teams for turn-in of equipment. Summer/Fall Ball equipment will be handed out before the season.
6. In the event two or more persons have the same number of seniority points, team Manager positions shall be awarded based on the following priority system:

PRIORITY I – Elected League Officials including those individuals elected to a Local, District, State, or National Office.

PRIORITY II – 12U Manager from the previous season with the highest total of consecutive years service in the League.

PRIORITY III – 12U official Coach from the previous season with the highest total of consecutive years of service in the League.

PRIORITY IV – 10U Manager from the previous season with the highest total of consecutive years of service in the League.

PRIORITY V – 10U official Coach from the previous season with the highest total consecutive years of service in the league.

PRIORITY VI – 8U Manager from previous season with the highest consecutive years of service in the League.

PRIORITY VII – 8U Coach from the previous season with the highest consecutive years of service in the League.

PRIORITY VIII – A (6U) Manager from the previous year with the highest consecutive years of service in the League.

PRIORITY IX – A (6U) Coach from the previous year with the highest consecutive years of service in the League.

PRIORITY X – League officials who are not elected to include Player agents, league coordinators, and team mothers or fathers.

PRIORITY XI – Public

7. In case of equal seniority and priority, the League President shall assign the Manager positions with input from the Board. Each Manager may choose his/her own Coaches with the approval of the Board. Each team may only have two (2) official Coaches, although more Coaches may be used to assist with the team.
8. No Manager will be approved, without majority Board approval, to manage a 12U team who has not had 12U experience as a Coach of a 12U team and/or Manager or Coach of a 10U team, provided such experienced people are available.
9. Each team will be allowed one (1) Manager or one (1) Coach who can act in any official capacity for the team.
10. No manager may be listed as the official manager on more than one team at any time unless approved by a two-thirds (2/3) vote from the Board.
11. No team can have more than two family members on the Coaching staff without Board approval. This does not refer to team mothers.
12. Two members of the same family cannot be Managers in the same division. This would pose too much potential for conflict of interest where competition, standings, All-Stars, etc. are involved.
13. Should a Manager vacancy occur during the season, the Review Committee established in 1.3.(c) will appoint a new Manager. The new Manager will be for the remainder of that year only. The vacancy will be filled by normal priority before the next season.
14. Participation by all Managers and Coaches is a requirement for Coaching. All Managers must attend from start to finish at least eighty-five (85) percent of practices and games to be eligible to manage. All Coaches must attend most practices and games to be eligible to Coach.
15. If a Manager or Coach is removed for non-participation, his/her child may be removed from that team and placed on the first available team opening (other than the team she was removed from) in the League she is participating. This penalty can only be administered by the Board.
16. A Manager/Coach who does not fulfill their coaching obligations (unless prohibited by a Doctor's Certificate, change in work location, or change in work hours) will lose all of their seniority points for the following season. They will also be subject to the approval of the Board for any following seasons.
17. Managers or Coaches not turning in a CREED with the appropriate information provided will not be considered for a Coaching position for the current season and therefore cannot participate in the dugout.
18. Any Manager, Coach, or league official may have their seniority extended and a temporary leave of absence granted if:

- (1) they are called to temporary active duty in the military.
- (2) demands where the employee work requires a change in life-style.
- (3) health factors pose a temporary interruption in service.
- (4) a Coach is terminated by a Manager for personal reasons or conflicts during the season.

A Manager will be appointed by the Review Committee established in 1.3.(c) to replace the person granted the leave of absence for the time of the leave.

19. **COACH CERTIFICATION:** To increase our skill level as Coaches and enhance our credibility with our parents, and to give us a sense of direction toward our goal of having a truly outstanding league, the Board requires the following: All Managers, 8U Coaches, 6U Coaches, and first-year Coaches are required (all Coaches are strongly urged) to attend an annual Coach certification program approved and arranged by the Board each year. The League President must approve an absence prior to the conduct of the program. Each year, the League will evaluate all first (1st) year coaches to determine the need for a coaching clinic.

3. AGE LIMITS

1. Any candidate who will attain the age of four (4) years by January 1st and who will not attain the age of sixteen (16) before January 1st shall be eligible for participation in the League program providing he/she meets all requirements. It will be to the Board's discretion upon the acceptance of any child wanting to play that is older than the maximum age allowed.
2. 15U teams will be restricted to players of age thirteen (13) through fifteen (15). All fifteen (15) year olds will be drafted in the 15U program among the League teams at some point in the draft before completing rosters with fourteen (14) year olds, then thirteen (13) year olds unless the Board prior to the draft grants a medical or parental exception. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. Should a number of twelve (15) years olds present itself so that they cannot be selected evenly among the teams the number to go on each team will be selected by drawing "LOTS". The "LOTS" will be completed prior to any draft selections. In the event all 15U rosters cannot be filled with players of ages 13, 14, and 15, the League Officers (President, Vice President and Player agent) may grant an exception for twelve (12) year olds to be drafted through the Player agent, but no participant younger than league age twelve (12) shall be allowed to participate in 15U. All players drafted to play on the League All Star teams during the previous

season, whether they participated or not, shall be ranked prior to the other players within that age group. This will be changed to 16U

Take out all information regarding previous years All-Star selection would rank the players in the succeeding seasons.

3. 12U teams will be restricted to players of age eleven (11) or twelve (12). All twelve (12) year olds will be drafted in the 12U program among the League teams at some point in the draft before completing rosters with eleven (11) year olds, unless the Board prior to the draft grants a medical or parental exception. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. Should a number of twelve (12) years olds present itself so that they cannot be selected evenly among the teams the number to go on each team will be selected by drawing "LOTS". The "LOTS" will be completed prior to any draft selections. In the event all 12U rosters cannot be filled with players of ages 11 and 12, the League Officers (President, Vice President and Player agent) may grant an exception for ten (10) year olds to be drafted through the Player agent, but no participant younger than league age ten (10) shall be allowed to participate in 12U. All players drafted to play on the League All Star teams during the previous season, whether they participated or not, shall be ranked prior to the other players within that age group.
4. 10U teams will use the same draft system as that used by the 12U. 10U Managers must draft all remaining ten (10) year olds equally among the teams at some point during the draft before completing rosters with nine (9) year olds, except those who have been granted prior waiver by the League Officers (President, Vice President(s) through the Player agent) due to health or safety reasons. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. An age group is determined as ten and older as one age group and nine years as the other age group in 10U. Should a number of ten (10) year olds present itself so that they cannot be selected evenly among the teams, the number to go on each team will be selected by "LOTS". The "LOTS" will be completed prior to any draft selections. All ten (10) year olds will be drafted in the 10U program among the teams at some point during the draft before completing rosters with nine (9) year olds, unless a medical or parental exception is granted by the Board prior to the draft.
5. 8U teams will use the same draft system as that used by the 12U. 8U Managers must draft all remaining eight (8) year olds equally among the teams at some point during the draft before completing rosters with seven (7) year olds, except those who have been granted prior waiver by the League Officers (President, Vice President(s) through the Player agent) due to health or safety reasons. Once a team roster is filled with the maximum number of players from one age group that team will be required to draft from the other age group. An age group is determined as eight and older as one age group and seven years as the other age group in 8U. Should a number of eight (8) year olds present itself so that they cannot be selected evenly among the teams, the number to go on each team will be selected by "LOTS". The "LOTS" will be completed prior to any draft selections. All eight (8) year olds will be drafted in the 8U program among the teams at some point during the draft before completing rosters with seven (7) year olds, unless a medical or parental exception is granted by the Board prior to the draft.

4. REGISTRATION AND TRYOUTS

1. The League President shall set the dates for registration, tryouts, and the draft.
2. All candidates for participation in the League must attend evaluations except for 6U accompanied by at least one parent and a signed parent release form must be turned in at this meeting unless registration is conducted either on-line through the internet or by mail. Proof of age records must be provided upon request of League officials.
3. All player candidates, except four (4), five (5) and six (6) year olds must attend scheduled tryouts in order to be eligible for selection in the draft.
4. All Managers must attend or be represented at all tryouts.
5. All prospects participating in tryouts will not leave the field until dismissed by the League official in charge of the tryout.
6. Registration fees will be set by the Board and reviewed annually.

5. PLAYER DRAFT

1. All player vacancies will be filled by the draft which will be under the direction of the Player agent (Commissioner) and League President or his/her designee.
2. As approved by the Board – 16U, 12U, 10U, and 8U will REDRAFT teams each year using the procedure listed below. 6U draft rules are also listed below.
3. 16U, 12U, 10U, and 8U PLAYER SELECTION PROCESS:
 - a) Every player is placed back into the selection process every season.
 - b) Every player, including Managers' children, must try out to be eligible for selection. Every Manager must rate every player. Exceptions to this rule may only be approved by the two-thirds majority vote of the Board, and will only be considered on a case-by-case basis.
 - c) Team Manager or designate and League appointed mediators must be at all tryouts and will rate players independently.
 - d) The Managers and mediators, after concluding their evaluation of the tryout, will sign and turn in to the League a numbered list of all players ranked in order from strongest to weakest, with the strongest player receiving a ranking of one (1). Players will be ranked by age group (i.e. all 12 year olds in order, all 11 year olds in order, etc.). Any player, regardless of age, who has previously competed in a given division will be ranked with the older age group. These rankings should be written on a copy of the tryout list provided by the Player agent, or sorted/listed in order based on the tryout number. The individual lists will then be compiled by age group creating a RANKING LIST BY AGE GROUP (RANKING LIST), providing the Player agent and president with a ranked list by age group for that league. **The RANKING LIST shall not be shared with anyone other than Board members, Player agents, and Managers participating in the draft. This will be a controlled document and will not be taken from any meeting by anyone other than the Player agent and/or League President without approval by the League President.** *It should be noted here that under the local rules of conduct any Manager or Coach who schemes to misrepresent the abilities of a player would be ineligible for association with the League. The board has the right to adjust a player's ranking at its discretion.*
 - e) All Managers will be required to turn in a ranked list of players at the end of each season that will be utilized by the Board, Player agents, Managers, and appointed mediators during the Pre-draft Meeting prior to the following season to review the RANKING LIST for validity.
 - f) In a scheduled Pre-draft Meeting, Board members, Player agents acting as player selection supervisors, team Managers and appointed mediators will meet to approve or challenge the RANKING LIST.
 - g) **Manager Option** – at the Pre-draft Meeting each Manager Option will be declared and it will be determined in which round the Manager Option will be taken by using the RANKING LIST. The Manager Option player must be that Manager's child/grandchild or the Manager must be the player's legal guardian.
 - h) Other options available to team Managers are defined in paragraphs (k) and (l).

- i) The player selection process will be conducted at the DRAFT meeting as follows:
- 1) Managers will declare ALL of their Options for all age groups being drafted before the draft begins. These options should be made known to all managers before player selections begin.
 - 2) The Player agent will place any declared Options falling in the 1st round in the older age group (16, 12, 10, or 8 year old) on the 1st round draft position dictated by the RANKING LIST for the older age group. That placement will satisfy that teams' selection for that round.
 - 3) Managers not taking an Option in the 1st round of the older age group will draw a number to determine the order of draft for the remaining 1st round picks.
 - 4) Round 1 of the older age group will be structured based on the order established in (i,2) and (i,3) above. The list of players available to be drafted in the 1st round will equal the number of positions to be filled in the 1st round, after the options have been placed, plus the number of selections defined by the Board at the Draft Meeting.
 - 5) Once the 1st round draft order for the older age group is established, the Player agent will place all remaining previously declared Options from the older age group on the appropriate team and in the draft round dictated by the RANKING LIST. That placement will satisfy that teams' selection for that round.
 - 6) The older age group draft order will reverse in the even and odd rounds for the remaining rounds.
 - 7) Once the older age group draft is completed a separate draft will be conducted for the younger age group (11, 9, or 7 year old).
 - 8) The Player agent will place any previously declared Options falling in the 1st round of the younger age group on the 1st round draft position dictated by the RANKING LIST for the younger age group. That placement will satisfy that team's selection for that round.
 - 9) Managers not taking an Option in the 1st round of the younger age group will then be assigned a 1st round draft position in priority that is reverse of the older age group 1st round draft order.
 - 10) Round 1 of the younger age group will be structured based on the order established in (i,8) and (i,9) above.
 - 11) Once the 1st round draft order for the younger age group is established, the Player agent will place all remaining previously declared Options from the younger age group on the appropriate team and in the draft round dictated by the RANKING LIST. That placement will satisfy that team's selection for that round.
 - 12) The younger age group draft order will reverse in the even and odd rounds for the remaining rounds.

- j) Each team must be composed of an equitable number of players from each age group as defined in ‘Section 3 – Age Limits’ and per USSSA Official Rules and Regulations. The Player agent of his/her designee will track each team’s progress through the course of the draft to ensure compliance with these rules.

Assistant Coach Option – One more Option will be available to each team, to be declared prior to the start of the older age group draft. There will be criteria enforced to maintain the goal of redistributing the talent every year. This will be accomplished utilizing the RANKING LIST. The purpose of this Option is to allow Manager/Coach partnerships, and is not intended – nor shall it be used – to “stack” a team and upset the distribution of talent. Each Option shall be taken in the round designated by the RANKING LIST. If the Option is ranked in the same round of the same age group as other Options one option will be moved to the next higher round.

Example: If both players are in the 2nd round of the older age group on the RANKING LIST, the one Option must be taken in the 1st round of that age group and the team’s next pick will be by draft order in the 3rd round. This team would draw a number prior to the start of the older age group draft to determine its draft order since it didn’t have an Option ranked in the 1st round on the RANKING LIST.

- k) **Sibling Policy** – Sibling policy will be executed utilizing the RANKING LIST.

- 1) Once a player with a younger sibling in the same division (16U, 12U, 10U, and 8U) is selected – because the older age group must be drafted first – the younger sibling will be immediately placed on that same team, if they desire to play together, in the round in which they are ranked on the RANKING LIST.
- 2) If a player with a sibling is selected as an Option and the siblings are not the same age that Option must be used to select the OLDER sibling, then the younger sibling would be placed on the same team based on where they rank on the RANKING LIST.
- 3) If a player with a sibling is selected as an Option and both players are the same age the Option must be used to select the sibling ranked higher on the RANKING LIST, then that player’s sibling would be placed on the same team based on where they rank on the RANKING LIST
- 4) If they do not have a preference for playing on the same team together, siblings will be selected as though they were unrelated players.
- 5) If a player is selected in the draft and the sibling falls in a round where that team’s selection has already been filled as the result of another Option, the sibling will be placed in the next *available* round below his/her ranking on the RANKING LIST.

Examples: If a team has two 2nd round Options due to a sibling’s position on the RANKING LIST, the players will be noted as rounds 2 and 3. That team will then pick in round 4 based on draft order. If

round 4 has already been taken by another Option – the players could not be selected by that team, since Options may not be used in three consecutive rounds of the same age group draft. (See section (h) above.)

A team has a Manager Option in the 1st round of the younger age group. That same manager would like to use another Option in the 3rd round of the older age group, but that child has a sibling that is ranked in the 1st round in the younger age group on the RANKING LIST. This would not be allowed since it would mean two 1st round players would play on the same team as options. (See section (h) above.)

- l) ALL Option players require a completed League Option form signed by a parent/guardian. The League Option form must be turned in to the League President or his/her designee prior to the start of the older age group draft to be eligible for use as an Option in the draft.

5. 6U PLAYER SELECTION PROCESS

- a) Every player is placed back into the selection process every season.
- b) Each team will be allowed a maximum of four (4) Options each season – one (1) Manager Option and three (3) Team Options.
- c) ALL Option players require a completed League Option form signed by a parent/guardian. The League Option form must be turned in to the Player agent at the pre-draft meeting to be eligible for use as an Option in the draft.
- d) The Manager Option and Team Options will be declared before the draft begins. The Manager Option player must be that Manager’s child/grandchild or the Manager must be the player’s legal guardian. Each team is allowed to use two (2) Options for 6 year old players. The players selected as Options will be placed on the appropriate team and will be removed from the Blind Draw selection process defined in paragraph 5(i) below.
- e) All 6-year-old players will be “ranked” in three pools based on end of year rankings from the prior season as follows. The Managers at the Pre-draft Meeting will rank any returning 6-year-old player that was not ranked from the prior season. All new 6-year-old players that are not known to the Managers will be placed in Pool B.
 - a. Pool A – a “top third” 6 year old player
 - b. Pool B – a “middle third” 6 year old player
 - c. Pool C – a “bottom third” 6 year old player
- f) Should a number of 6-year-olds present itself so that they cannot be selected evenly among the teams, the number to be assigned to each team will be determined by drawing “LOTS”. The “LOTS” will be completed prior to any draft selections. Any team with 2 “A” Options will have fewer 6 year old players than other teams if there is an odd amount of players. Once a team roster is filled with the maximum number of 6 year old players, that team will be required to draw from the other age groups as follows:

- a. 2 “A” Options – draw from Pool C
 - b. 1 “A” Option and 1 “B” Option – draw from Pool C
 - c. 1 “B” Option – draw from Pools A and C
 - d. 1 “B” Option and 1 “C” Option – draw from Pools A, B, and C
 - e. No “A” Options – draw from Pools A, B, and C
- g) Order of selection for the draft will be determined at the pre-draft or draft meeting by all Managers drawing numbers from a “hat”, with the draft order being in order from low to high (1, 2, 3, etc.). Managers will draw based on the seniority points system. All Managers with zero seniority points will draw alphabetically by last name.
- h) All selections in the 6U draft, other than Options, will be done by Blind Draw.
- i) The player selection process will be conducted in three parts:
- a. Part one – prior to conducting the Blind Draw selections, the Player agent or his/her designee will place all declared Options on the appropriate team(s).
 - b. Part two – round one will be structured based on rank as described in paragraph (g) above. The Player agent will blind draw for each team in order as established in (g) and based on guidelines in paragraph (f) above.
 - c. Part three – once the first round is completed Managers will draw in successive rounds according to paragraph (f) until all 6-year-old players have been selected. Once all 6 year old players have been selected the Blind Draw will progress to the 5 year olds and 4 year olds in order, with the order of draw reversing in each round until ALL players have been placed on a team.

6. PRACTICE LIMITATIONS

REGULAR SEASON AND CITY TOURNAMENT

NOTE: A team practice or team activity is defined as three (3) or more players and one (1) Manager and/or Coach involved in any team activity.

1. The Manager or Coach of any team that holds an illegal practice shall appear before the Board to explain their actions. The Board may take any disciplinary action it deems appropriate, including the forfeit of the offending team's next game.
2. No practice session will last for more than two (2) hours.
3. There will be no more than one (1) practice session per day.
4. Practices on Wednesday or Sunday will only be during scheduled time slots.
5. The official season beginning date is the date of the Draft and the season ending date for each team is the date of their last regularly scheduled season game or tournament game.
6. These practice limitations apply to pre-season, regular season and city tournament practices.

ALL-STARS

All practices will be limited to three (3) hours per session, unless practice games with out-of-town teams are involved, then a maximum of two (2) six (6) inning games will be allowed. However, at the Manager's option, there may be two (2) practice sessions per day of two (2) hours each with four (4) hours rest between practice sessions. No practice on Wednesdays after 6:00 p.m. or Sunday before 1:30 p.m. or after 5:00 p.m.

7. UNIFORMS AND EQUIPMENT - PURCHASING

1. The League Equipment Manager and League President will be responsible for all equipment purchases. No equipment will be bought without the consent or approval of the League President or Equipment Manager. The Equipment Manager shall be responsible for controlling the issuance and the maintenance of all equipment.
2. The League Equipment Manager will issue all equipment and an equipment issue form will be signed for all issues. The Equipment Manager will keep this signed slip on file.
3. All uniforms are to be issued to the team Manager, or as otherwise directed by the Equipment Manager.
4. The player's number, team name and logo will be the only markings approved for the uniform in the League.
5. If equipment is not turned in as designated above or the equipment is misused, the Manager will not be approved as a Manager or Coach the following year and will be billed for the dollar amount of the value of the equipment. The value of the equipment is as set or adjusted by the League President and/or Equipment Manager.

8. TROPHIES AND AWARDS

1. The league will purchase trophies for the following:
 - (a) Individual trophies or medals for each participant on the League championship teams in all four divisions (16U, 12U, 10U, 8U, and 6U) are to be presented at the last regular season game or as soon as possible thereafter.
 - (b) Individual All Star award will be awarded to the players placed on the team roster(s) for 16U, 12U, 10U, and 8U.
 - (c) Individual trophies will be presented to each participant of the City Championship team in 16U,12U, 10U, 8U, and 6U divisions.
2. The Board before presentation must approve any other award to team players of any type, purchased by anyone other than the League. Violation of this rule may result in termination of the Manager and/or Coach(s) of the players involved from the League program. No individual and/or game awards will be allowed during the League season, to include "game balls", helmet stickers, etc. without the specific approval of the Board. If individual game awards are given, the team must purchase these materials with non-league money.

9. SCHEDULES, TIME LIMITS, & MAKE-UP GAMES

1. The Scheduler shall be responsible for preparing the practice and regular season schedule. These schedules are to be approved by the Board.
2. No games are to be scheduled on Wednesday night or at any time on Sunday without the approval of the League President.
3. The League President must approve all make-up games to be played on Wednesday and/or Sunday. Approved Sunday games will be scheduled between 1:30pm and 5:00pm.
4. USSSA RUN RULE is in effect for 12U, 10U, and 8U. A team leading by twelve (12) or more runs after three (3) full innings (2 1/2 innings if the home team is leading) shall be declared the winner.
5. 16U, 12U, 10U, and 8U games called because of curfew or act of God (example, rain, darkness, wind, lightning, or other severe weather) before they become regulation games shall be resumed from the point of termination with the same players, score, base runners, balls, strikes etc. until the game is a complete game (time limit or six innings).
6. Games shortened by reason of curfew, rain or other acts of God shall be regulation games provided both teams have batted four (4) times, or in the case of the home team leading when it has batted three (3) times.
7. Makeup games are to be made up on the earliest possible date as determined by the scheduler after consulting with the Umpire-in-Chief and the Managers involved. It will be attempted to reschedule in the same order as originally scheduled unless the League President Board approves special arrangements.

8.

	Game Time Limits	Days /Week	Practice Time Limits
16U	1 hour 15 min	4 per week	2 hours
12U	1 hour 15 min.	4 per week	1 hour 30 min.
10U	1 hour 15 min.	4 per week	1 hour 30 min.
8U	1 hour 15 min.	4 per week	1 hour 30 min.
6U	1 hour	4 per week	1 hour 30 min.

10. UMPIRES

1. The Board will approve the USSSA appointed Umpire-in-Chief of the League to the position. He/she shall be responsible for the training, directing, and game assignments of the Umpires.
 - a. The rate of pay for the Umpires and Scorekeepers will be paid as determined by the Board.
 - b. Two Umpires will be assigned for 16U, 12U, 10U, and 8U games.
 - c. One or two Umpire will be assigned to 6U games.
2. The League President or Designee, The Scheduler, and the Equipment Manager will make the final decision concerning the playing fitness of the field before a game.
3. The Chief Umpire (plate Umpire), with input from the League President or a Board member, will make the final decision concerning the playing fitness of the field during a game.
4. The Chief Umpire will review Umpire assignments with the League Scheduler. The League Scheduler will have the right of refusal.
5. No Umpire under seventeen (17) years of age will be allowed to call.

11. ALL STAR SELECTIONS

The purpose of All Stars is to assemble those players who have exhibited exceptional talent, sportsmanship and teamwork throughout the regular season to represent the league in Pre-Area, Area, state and national USSSA tournament competition.

PROCEDURE FOR SELECTION OF ALL STARS

1. Prior to the last Thursday of regular season play the Manager of each team will submit a list to the Player agent and League President of the eleven (11) league players, that he feels should be placed on the All Star team. Managers are to submit the names of the best available players for the team excluding his own child. The Board shall review the lists to ensure all deserving players are given consideration. All players with at least one nomination are part of the player pool.
2. The Player agent will review the lists and place all players receiving a unanimous number of votes on the All-Star team. A Manager's child will be considered a unanimous selection if her name appears on all lists but his own.
3. Only eleven (11) players shall be chosen for each All-Star team, with no alternates. If after review of the submitted lists the eleven (11) player roster is not filled the Player agent will call a meeting of the Managers to fill the remaining positions.
4. A secret vote shall be taken. Each Manager shall submit a written list based on the number of positions to be filled of players from the player pool that he feels should be considered for the All Star team. Each time a player's name appears on a list/ballot constitutes a vote for that player.
5. All players receiving a unanimous number of votes at this time shall be placed on the All-Star team. If the eleven (11) player roster is not filled on the first secret ballot, another ballot will be taken to fill the team roster.
6. If eleven (11) players have not been unanimously selected after three (3) ballots, another ballot shall be taken and the player(s) receiving the most votes will be added to the team. In the event of a tie for the remaining team positions, additional ballots will be taken using those players that tied for the positions. After two (2) tie ballots, it shall be at the discretion of the League President to cast the tie breaking vote. Before concluding the selection meeting the team will be reviewed and approved by the Board and by the Managers present.
7. Should a replacement be needed, the All-Star Manager with the assistance of the League President and the Player agent will select the replacement player from the remaining players in the "player pool". The "player pool" is any player receiving an All-Star vote.
8. Any Manager, or group of Managers or Coaches, who conspire or fix or attempt to fix the All-Star selection will be banned from the League program. Preseason rankings will be reviewed if there seems to be a threat of conspiracy.
9. Managers are to vote for the best players available for the team. The League President or player agent conducting the All-Star selection may declare the All-Star selection invalid for conspiracy, or if the vote was considered not in the spirit intended of the All-Star selection process. If declared invalid the League President will make the decision to either conduct a revote or have the team appointed by the Board.

10. Any player selected and accepts a position to the All-Star team which fails to fulfill their duties as a player on the All-Star team for any reason other than for a medical condition/illness, will be deemed ineligible and removed from consideration in future All-Star drafts for a period of two (2) years.
11. For All-Star selection, we will choose only eleven (11) players. Once the coach is selected, the coach can add a twelfth (12th) player. A max amount of twelve (12) players can be chosen for any All-Star team.

SELECTION OF ALL STAR MANAGER AND COACHES

1. After the All-Star team roster is complete, the Division Managers and the Board will vote to elect the All-Star Manager. All Division Managers are eligible. In the event a Division Manager is a member of the Board he shall vote as a Manager and a member of the Advisory Committee will be appointed to vote in his Board position. Final All-Star Manager selection must be approved by the Board. By winning the regular season championship, that team manager will receive a plus 1 in voting for the All-Star coach.
2. The All-Star team Manager will then select the team's two assistant Coaches from among any of the remaining Managers and Coaches of the League. The selections are subject to the approval of the Board.
3. In the event the All-Star Team Manager has a child which was not selected to the All-Star Team, the Manager may add their child to the All-Star Team roster.

Announcing All-Stars – Players who are selected to an All-Star team will be informed at a time determined by the Board. **NO INFORMATION CONCERNING ANY ASPECT OF ALL-STAR SELECTION WILL BE DISCUSSED AT ANY TIME (BEFORE, DURING , OR AFTER SELECTIONS ARE MADE) OUTSIDE OF THE PARTIES INVOLVED IN THE PROCESS AS PRESCRIBED ABOVE.**

12. TOURNAMENTS

League/Division Champion Criteria

The following criteria will be used to name the champion and runner-ups in each Division/league (16U, 12U, 10U, 8U, and 6U) starting with criteria (I) and proceeding down the list until the top two teams are determined.

QuickScores does all of tie-breaking scenarios for the League.

1. The City Championship playoff will be played under Tournament batting and pitching rules.
2. The current format for the City Tournament is a single elimination tournament.
3. Pairings and other details concerning the City Playoffs will be determined in a meeting to be called by the Board.
4. All-Star teams representing the leagues in 16U , 12U, 10U, 8U, and 6U divisions will participate in the sanctioned USSSA Tournaments.
5. The Board will make decisions regarding possible bids and bid amounts for hosting any USSSA events.

13. MISCELLANEOUS

1. All players are expected to attend and participate in all practices and games. It is the player's parent/legal guardian's responsibility to notify their respective Manager/Coach twenty-four (24) hours in advance of missing a scheduled practice or game due to non-school related functions, illness, or other reason(s). Missing scheduled practices or games without Manager's approval will result in lack of playing time in the next available game in which that player can participate and the requirements of section 13.7 shall not apply in this case.
2. If an official team function is held which involves the team and parents as a group, all players and parents must be invited to participate.
3. Rules Clinics will be held prior to opening of the season. All Managers, Coaches and Umpires are required to attend. The Rules Clinic will be held by each of the commissioners.
4. No bat person is allowed other than a team member.
5. All players will be listed in the batting order. Complete batting order rule will be followed.
6. ALL players on every team must play at least three consecutive outs on defense within the first three innings, with an additional three consecutive outs in a four inning game, and bat when their time comes up in the batting order in each game played by his/her team. Penalty for violation of this rule shall be forfeiture of the game, and the Manager must appear before the Board to explain the incident.
7. All games in which the minimum number of players are available to play for each team (8 for 10U, 12U, and 16U and 9 for 8U) will be played as scheduled, weather and field conditions permitting, with the following exceptions:
 - A. The Manager must notify the Scheduler twenty four (24) hours before the scheduled start of the game if possible if his team will have fewer than the minimum number of players. The names of absent players and the reasons for absence must be provided in writing to the Scheduler, and the Commissioner must approve any borrowing of players.
 - B. Local League rule for school functions: In order to receive consideration for rescheduling games, conflicts with school functions must be reported to the Scheduler. Two or more players must be involved. The names of the players and the school function must be sent to the Scheduler in writing a minimum of one week in advance of the event. Scheduling will be handled on case-by-case basis.
 - C. In the event a team has less than the minimum number of players (8 for 10U, 12U, and 16U and 9 for 8U) for a scheduled game the game will be forfeited, a player may be borrowed with help from commissioner, or if possible rescheduled unless both Managers agree to play with one or both teams' one player short.
 - D. To borrow a player, the manager must provide the scheduler and/or the commissioner for that league the names of the players that are absent and the reasons why in writing. The commissioner then will give the manager a list of players that are allowed to be contacted as replacements. The absent players' rankings from the draft will be averaged

together and used to determine who can be borrowed. The five players above and the five players below that average will be allowed to be contacted. No player can be borrowed twice by the same team in the same season.

8. Incomplete games shall be resumed from the point at which play was stopped.
9. If a team does not furnish a Team Parent or representative for the Team Parent meeting, the team will forfeit any scheduled practice time for the first week of the season, and will not be allowed to practice in any capacity, at any location, during that first week. If already restricted due to paragraph 10 below, the Manager will be suspended for the first game of the regular season.
10. If a team does not furnish representatives for the Field Work Day, the team will forfeit practice time for the first week of the season, and will not be allowed to practice in any capacity, at any location, during that first week. If already restricted due to paragraph 9 above, the Manager will be suspended for the first game of the regular season.
11. The Auxiliary Chairperson will supervise concession operations under the direction of the Treasurer and the Board.
12. The Auxiliary Chairperson, with Board approval, may either hire a Concession Manager to run the concession operation internally by the League, or contract the concession operation to a third party with the contract and third party to be approved by the Board.
13. The concession stand must open at least thirty minutes prior to the start of the first game during the regular season and city tournament, and remain in full operation until after the 2nd inning of the last game of the day.
14. The concession stand must open at least one hour prior to the start of the first game during any tournaments hosted by the League, and stay open until after the last out of the last game on each day of the tournament.
15. Each batter, runner, and on deck batter will be required to wear an approved helmet with a facemask.
16. The League promotes a tobacco -free work environment. Smoking, dipping, and/or chewing in any form through the use of tobacco products, or “vaping” with e- cigarettes is prohibited within the confines of Decatur Fastpitch fields, and includes the Press Box, Field House, Concession Stand, and Restrooms. The use of these products is ONLY allowed OUTSIDE THE WHITE FENCED AREAS.
17. No Soft toss with anything other than a Wiffle-style plastic ball is allowed against any fences at the Decatur Fastpitch fields.
18. Any player who *in the judgment of the Umpire* slings a bat will be called out. No warnings are required.
19. Any player wishing to play in a division other than their age appropriate division will be required to petition the Board in writing (or e-mail). The Board will schedule an evaluation of the player and render its decision on the petition in a timely manner after the evaluation. Any player approved to play in a division other than their age appropriate division will be considered part of

the approved age group they moved to. They will advance with the new age group throughout their Decatur Fastpitch career. Players who advanced to an older age group will be eligible for a 3rd year of play in the 12U division, at that time they will rejoin their natural age group. Players that are approved to remain in a division when their natural age group advances will be eligible for only one year of play in the 12U division. Players may petition the Board to rejoin their natural age group. The Board will render its decision based on the best interests of the player, the league and any safety concerns that may exist. The Board, at their discretion may reassign a player back to their natural age group with justification.

20. The Board shall be responsible for filing an annual federal tax return for the League within the federal guidelines and time requirements. The fiscal year ends on August 31 and the return must be filed by January 15 of the following year.
21. The Home team will be responsible for keeping the book and will be considered the official book. The home team (for 12U and 10U) will be responsible for having the book signed by the visiting manager including a pitching record.
22. The Visiting team will be responsible for getting the score pad from the concession and providing a scorekeeper for the game.
23. Both teams will send an email to the scheduler with the score of the game.
24. Every player in 6U, 8U, 10U, and 12U is required to wear a facemask at all times while playing defense. For 16U, it is optional only for the players playing in the outfield.

14. BATTING CAGES AND SOFT TOSS FENCE RULES

1. Prior to each game, each team has a maximum of thirty minutes reserved for using the batting cages and the soft toss fences. **Soft toss with anything other than a Wiffle-style ball is only allowed on the soft toss fences.**
2. The batting cage used shall be determined by which team is designated “Home” and “Visitor”; the cage numbers used will be the same as the field number on which the teams will be playing.
3. **No soft toss will be allowed into the backstop fences unless using Wiffle-style balls.**
Do not alter the foul lines drawn for the game.

15. APPEALS & PROTESTS

1. If a team wishes to discuss any aspect of the conduct of a game, the Manager may only ask questions to clarify a ruling by an Umpire. Once the Umpire has explained the ruling and reasoning for making that ruling the Umpire has satisfied his/her requirement to discuss the issue and will continue play. A Manager who wishes to have continued discussion of the same issue after the Umpire has explained his/her ruling is subject to ejection from the game by the Umpire. If a team disagrees with the ruling, the Manager may call “time” and notify the Umpire that the ruling is being protested, *provided the ruling is not a judgment call by the Umpire. Judgment calls by the Umpire may not be protested.* At that point, the Manager must pay a non-refundable one-hundred dollar (\$100) League protest fee and play will be suspended for no more than twenty

(20) minutes while the Review Committee reviews and rules on the protest. Once the Review Committee has ruled, play will resume and any other discussions relating to the same issue will result in the Manager/Coach being ejected from the game.

16. 16U, 12U and 10U LOCAL RULES

1. We will follow the USSSA rules for each age group unless they are specifically addressed in the following local rules.
2. ONLY players and approved Coaches or Managers are allowed in the dugout or on the playing field. If additional help is needed in the dugout, parents or other adults over the age of seventeen (17) may be used, provided they have completed a CREED and paid the required fee. These additional assistants DO NOT accrue League seniority points. The team Manager will be responsible for the conduct of the players, Coaches, and any Volunteers used to assist the team.

17. 8U LOCAL RULES

1. We will follow the USSSA rules for each age group unless they are specifically addressed in the following local rules.
2. There will be a maximum of 2 coaches on the 1st and 3rd base foul line during defensive play.
3. ONLY players and approved Coaches or Managers are allowed in the dugout or on the playing field. If additional help is needed in the dugout, parents or other adults over the age of seventeen (17) may be used, provided they have completed a CREED and paid the required fee. These additional assistants DO NOT accrue League seniority points. The team Manager will be responsible for the conduct of the players, Coaches, and any Volunteers used to assist the team.

17. 6U LOCAL RULES

1. We will follow the USSSA rules for each age group unless they are specifically addressed in the following local rules.
2. Base lines shall be fifty feet (60') in length.
3. There will be a maximum of 2 coaches on the 1st and 3rd base foul line during defensive play.
4. ONLY players and approved Coaches or Managers are allowed in the dugout or on the playing field. If additional help is needed in the dugout, parents or other adults over the age of seventeen (17) may be used, provided they have completed a CREED and paid the required fee. These additional assistants DO NOT accrue League seniority points. The team Manager will be responsible for the conduct of the players, Coaches, and any Volunteers used to assist the team.

5. For the 1st 3 weeks of the regular season, 6U will be coach pitch for the 1st four (4) pitches. If the player does not hit a fair ball with those four (4) pitches, the player has the option of using a tee for the 5th pitch. If the player uses a tee for the 5th pitch, on a successful hit, the batter and any base runner can only advance one base. A miss of the ball on the tee or a hitting of the tee constitutes a strikeout.
6. If a ball is hit in play by the halfway line between 1st and 2nd or to the left of that line, or a line to be determined by the 6U commissioner before the season starts, the ball must be thrown to 1st base.