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**REVISED FEBRUARY 2017
by the U.G.S.A. Rules Committee**

U.G.S.A. BOARD

President:	Heidi Tuttle 748 South 300 West Payson, UT 84651	801-465-5105 (H) <u>htuttle@utah.gov</u>
Secretary/Treasurer:	Corey Merideth 443 South 200 East Springville, UT 84663	801-489-2734 <u>cmerideth@springville.org</u>
Falcon Director:	Amy Johnson 45 West 100 South Santaquin, UT 84655	801-754-1952 <u>ajohnson@santaquin.org</u>
Filly Director:	Nancy Reed 443 South 200 East Springville, UT 84663	801-489-2730 <u>nreed@springville.org</u>
Fox Director:	Jeremy Alvey 1050 South Main Payson, UT 84651	801-465-6031 <u>paysoncityrecreation@live.com</u>

ADMINISTRATION

1. U.G.S.A., a non-profit corporation, was formed to make available for all girls in Utah, a softball program culminating in an annual state tournament. This program is not fielding an all-star team to go to the tournament and is administered separately for the following grades that they are completing:

Falcon League grades 3 & 4
Filly League grades 5 & 6
Fox League grades 7, 8 & 9

Any player who is home taught will be classified in the grade she would be in if she were in the public school system. Players must play within their league. Any girl playing in any other league will result in a forfeit. The ONLY EXCEPTION to this would be if there is no younger team available, in which case we will allow younger players to play up.

A. A player may only play in each league 2 years, 3 years in Fox League.

B. If a player academically advances in school they may remain in the league which they started play. League rule eligibility will still be in effect.

2. U.G.S.A. State Directors and Area Directors with U.G.S.A. President as chairman will administer the functions of U.G.S.A. The U.G.S.A. President will be an elected position. The State Falcon, Filly and Fox Directors will be an elected position. The State Secretary and Treasurer will be an appointed position.
3. Each community will be represented by one Area Director. The Area Director will have voting power at U.G.S.A. general meetings.
4. U.G.S.A. State Area Director must attend at least two U.G.S.A. official meetings per year, or send a representative, or they will be deemed inactive and will be replaced. The director must be notified in advance of their replacement.
5. Past presidents may remain on the Board of Directors having voting power.
6. U.G.S.A. State Area Directors will help with league organization, rule continuity, and all phases of the State Tournament, television and newspaper exposure, award presentation, etc.
7. The Utah High School Activities Association official rules will be used in governing the play for all leagues. U.G.S.A. regulations contain those exceptions to the official rules that are necessary in a youth program.

Any interpretation to these regulations or official rules must be requested from U.G.S.A. State Directors. State Tournaments will be governed by U.G.S.A. Rules.

MEETINGS AND IMPORTANT DATES

1. Winter Meeting - Late January / early February

To discuss new rule changes and conduct all unfinished business. To confirm tournament dates and accept bids for tournament hosts for the current year.

2. Important Dates

- A. First Friday in May – Report number of teams to U.G.S.A. President.
- B. May 26, 2017 – Early Payment Deadline. All team fees and rosters are due.
- C. June 2, 2017 – Drop dead deadline for team payment and tournament berth.
- D. June 16, 2017 – Tournament team names are due to U.G.S.A. Treasurer.

3. Post-Season Meeting

A post-season meeting will be held Tuesday August 29th, 2017 at 11:00 a.m. This meeting will be held at Spanish Fork Recreation Office, Lunch will be served. Area directors are asked to compile a season and post-season report of rules, tournament issues and needed amendments. These reports will be discussed at the meeting.

TEAM AND PLAYER ASSIGNMENTS

1. Organization of teams will be under the direction of each community. The selection and assignments of players will be on a fair and equitable basis. Each city must have their selection method approved by the State Board. Suggested methods to select or assign players are as follows:

- A. Lottery.
- B. Alternate free selection.
- C. Blind draft selection.

2. Players who may automatically be placed on a team without going through the normal draft process will be:

- A. The daughter of the head coach. Head coach cannot be a rotated position from year to year for the purpose of gaining players.

- B. The sisters of players who are presently on the team playing roster.
 - C. Leagues desiring to automatically place any other player must receive approval from U.G.S.A. at the February Meeting.
3. It is suggested that each team have 12 /13 players on their rosters. Each team roster must be filed with the grade and uniform number of each person during the past school year. Please mail to the secretary/treasurer by the June deadline with a registration fee for each team. (Area Directors must advise the treasurer of any roster changes as they occur.) When a player has been assigned to a team, she must remain on that team as long as she remains in that league. Exceptions to this rule must be approved by the Utah State Board of Directors. This includes organization of new teams. Registration fees for Falcon and Filly teams \$45/ **Fox \$55** if paid by May 26th, May 29th through June 2nd - \$55/\$65 per team.
- A. Cities or leagues may opt to re-draft teams each year. If a city chooses to re-draft, it will be done in all U.G.S.A. associated leagues that are offered by that city. It will be expected that once a city changes it's draft system, it will continue with the new system in future years.
4. Flagrant behavior of a player will result in her temporary dismissal from participation in the U.G.S.A. organization. Length of suspension will be determined by the community director.
5. All teams must be in matching jerseys. It is suggested that pants or shorts should be the same style and color. Uniform issues **will not** be grounds for protest.
- A. No denim cut-offs.
 - B. No metal spikes.
 - C. No jewelry.
 - D. No short-shorts allowed.
 - E. Pants or shorts must be worn at the waist.

SCHEDULES AND GAMES

1. All game scheduling and, where necessary, game rescheduling, will be community or area sponsored. To qualify for state tournament, each team must have at least ten league games.
2. When a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.
3. Regulation game times may be established by each community for league play. Time limits that will be used for U.G.S.A. State Tournament will be as follows:

LEAGUE	TIME LIMIT	INNINGS
Falcon	1 hour	6
Filly	1 hour 15 minutes	6
Fox	1 hour 15 minutes	7

4. Where there are no lights on the playing field, no new innings will start after sundown. Sundown is defined as that time when the sun goes behind the mountain. Where there are lights on the playing field, no games should start after 9:00 p.m. and no new inning should start after 11:00 p.m.
5. In all leagues if a team is leading it's opponent by at least 15 runs after three innings, 12 runs after 4 innings or 8 runs after five innings, the team in the lead will be declared the winner.

Mercy Rule Innings/Time	Runs Ahead	Visiting Team Innings Played	Home Team Innings Played
At 3 Innings	15	3	2½
At 4 innings	12	4	3½
At 5 Innings	8	5	4½

6. If the game is called for weather or other reasons, the team ahead is declared the winner if 4 or more equal innings have been completed in the Falcon and Filly leagues or 5 or more equal innings have been completed in the Fox league. It is suggested that suspended games due to weather, that have not met legal game standards (explained above), will resume at the point where the game was stopped.
7. There will be no designated hitter in the U.G.S.A.
8. There will be no automatic walks.
9. In Falcon and Filly Leagues, a batter may not advance on a dropped third strike.
10. The infield fly rule will not apply in Falcon and Filly Leagues.
11. The catcher must remain silent as soon as the batter steps into the batters box.
12. Only positive comments will be allowed from both teams. No negative comments or cheers toward the other team will be tolerated.
13. In Falcon League, bunting will not be allowed. If a bunt is attempted, play is dead and the pitch will be counted as a strike.

PROTESTS AND PENALTIES

1. It is left to the cities discretion to determine how many uniformed players must be fielded before a forfeit is declared for their own league play. It is also left to the individual cities to decide whether automatic outs will be used.
2. The playing of illegal players shall result in the forfeiture of games in which players have participated illegally. The game must be protested by the opposing team's coach within 24 hours of the game in question. In tournament play, the game must be protested and taken care of immediately. An illegal player is one who is not legally a member of the team because she does not meet the grade requirement, the proper residence area, or the registration requirements.
3. Penalty for the use of an ineligible player shall be the removal of the player from the line-up upon appeal by the opposing manager, notification by the official scorer or league official, providing the official scorebook or other league records verify the ineligibility of the player concerned. Such players may also be declared ineligible to play in the team's next game if such violation is determined deliberate on the part of the player or her manager.

An ineligible player is one who is legally a member of the league, but who is ineligible because of rule violation or has been declared ineligible for other justifiable cause. For the purpose of interpreting this rule, a player shall not be considered in violation of the rules until at least one legal pitch has been thrown after the violation has occurred.

4. In the event that a manager of an ineligible player refuses to remove the player in question from the line-up when the appeal is made and verified, the game is subject to a forfeit when it is protested properly.
5. A protest based on a play that involves umpire's judgment is not permitted.
6. In league play, the objecting manager must notify the umpire, the official scorekeeper, and the opposing manager of a protest of violation or rules at the time of the violation.
If an immediate decision cannot be reached, the game will continue in protest status and the objecting manager must file in writing with the League President within 24 hours. The following information is necessary:
 - A. What inning it is.
 - B. The score at the time of protest.
 - C. How many outs.
 - D. How many base runners and on what bases.
 - E. The count on the batter.
 - F. Who was pitching.
 - G. What happened and what rule was violated.

If the protest is upheld by the league director, the game in concern shall be played from the point of protest.

7. In U.G.S.A., protests should be discouraged on technicalities and it should be observed that, unless an illegal player is being used or commits some unusual or major violation, a game forfeiture should not be involved.
8. If a manager, coach, or player has been removed from the game and refuses to leave the playing field or ballpark, the game will be deemed a forfeit.

MANAGING AND COACHING

1. Two adult coaches may be used on the base line. Only eligible players in uniform may be used as base coaches or coaches if an adult is not used. Players occupying coaches boxes must wear a protective helmet.
2. A coach or coaches cannot switch coaching boxes during an inning. Players, managers, and coaches must remain in the dugout, on the bench, or in the prescribed coaching box areas throughout the game.
3. The use of tobacco, chew, smoking, alcohol or un-prescribed drugs in any form by players, coaches, or adult leaders in the dugout, on the bench, on the playing field, or any time during the game is not permitted and such offenders are ineligible for further participation in the U.G.S.A. for that year.
4. Flagrant behavior of any manager or coach will not be tolerated. If he or she is removed from the game, he or she will leave the ballpark without exception. If the behavior is extremely bad, the person will be asked to meet with his or her own community or area director. Coaches are responsible for their own crowd control during a game.
5. It is the responsibility of the umpire to keep the game moving along and not allow delay of game tactics.

CONFERENCES

1. Offensively, only one time out can be taken in a ½ inning. Coaches must give signs to all batters in a timely manner. Coaching players in between innings does not constitute a time out.
2. Defensive Conferences: The defensive team will be allowed a total of three conferences without penalty during a game. After three charged conferences in a game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher. A conference is not charged when a pitching change is made.

LEAGUES

1. Each community will determine the number of leagues in their respective communities and/or area and will also enforce league boundaries.
 - A. If there are no organized teams or leagues from a community, that area will be considered as an unincorporated area. Girls from unincorporated areas

will be allowed to join the league of a neighboring community. A neighboring community should be close in geographical proximity.

- B. League boundaries are defined as city boundaries or multiple city boundaries if more than one city is involved in forming a league. Unincorporated areas may not be included as part of league boundaries, but players from these areas may join leagues close in geographical proximity.
- C. Players should play within their boundaries. If, for any reason, a player wishes to play in another league outside of their boundary, they must:
 - 1. Obtain an application from current recreation department.
 - 2. Explain why and get the current league directors signature.
 - 3. Explain why and get the transfer league directors signature.
 - 4. Present application with both signatures to UGSA Board for approval.This must be done before player may register outside their league boundary.
- 2. It is suggested that each league be composed at least 4 teams. It is recommended that all leagues carry insurance for the personnel in their league.
- 3. Players must reside within league boundaries as of July 1st in order to be eligible to play. For late changes, the State Director must approve.
- 4. League boundaries are defined as city limits of participating communities. Cities, towns and rural areas, without their own league, are allowed to participate with the closest municipality to them.

SPECIAL RULES

PITCHING

- 1. The pitcher must start with the pivot foot in contact with the plate. U.G.S.A. will allow a pitcher to step backward from the pitching plate with the non-pivot foot while delivering the ball. Falcon/Filly - no such thing as a crow hop, Fox will be called as per ASA rules.
- 2. The pitcher must start pitching from inside the width of the pitching rubber. A staggered starting stance is allowed when starting to pitch.

BASE RUNNING

- 1. Filly/Fox only - When a pitcher is within the 8-foot radius or on the pitcher's plate with the ball in her possession (and not making a play on the runner), the base runner must **immediately attempt** to advance to the next base or return to previous base.

- A. Any Filly or Fox player, who receives a base on balls, may advance beyond first base at her own risk. They will be declared out, however, if they **stop** between bases while the pitcher is holding the ball within the 8-ft. radius circle.
2. The violation by one base runner shall affect all other base runners. If a base runner is out for leaving too soon, all other base runners must return to their bases occupied at the time of the dead ball call.
3. In the Falcon League only, there will be no stealing of bases.
4. In the Filly League, the base runners shall not leave their bases until the pitched ball has reached the batter. The ball will be considered as having reached the batter when it reaches the home plate. If the base runner leaves the base before the ball reaches the batter, the base runner is out. The pitched ball then becomes a dead ball.
5. In the Fox League, the base runners shall not leave their bases until the pitcher releases the ball to the batter. Any runners that leave too early will be called out. The pitched ball then becomes a dead ball.
6. We encourage all players to slide to avoid collisions and contact. If a player does not slide and the umpire feels that interference occurred as a result of such conduct, the runner is out. If the umpire believes that a player intentionally bulldozes or runs over another player, the offending player will be ejected. Any player ejected from a game will be suspended for the following game. All other base runners will return to the base last occupied at the time of infraction. Be smart and slide!
7. 90 second Rule: FOX League only: Teams have 90 seconds from the point when the last out occurs to when the first pitch is to be thrown to start the new half inning. This rule is to help pick up the pace of the game. Coaches are to teach players to hustle on and off the field, this will allow for more playing time and complete games.
 - A. Speed up runner for catcher only, must be **last out**.
 - B. If the pitcher is not ready at the end of 90 seconds, a ball will be called.
 - C. If the batter is not ready at the end of 90 seconds, a strike will be called.
 - D. In cold weather situations, the umpire should use good judgement in enforcing this rule and error on the side of safety for the players arms.

- E. If either the offense or defense waives their right to 90 seconds, the opposing team still has the option to utilize their time.

FALCON SPECIAL RULES

1. A “ball shagger” can be used to retrieve the ball and return it to the catcher. The catcher will then throw the ball back to the pitcher. This is meant to speed up play.
2. Since there is no stealing in Falcon League, a 12 year old or older person who shags the ball will not influence play. The shagger cannot be a coach. They are not to influence any player.
 - A. Ball shagger will not be used for the State Tournaments.
3. All play must stop (Dead Ball) when the pitcher is standing within the pitching 8 foot radius circle and the ball enters or passes through the circle—regardless of whether the pitcher catches it or not, or the pitcher carries ball into circle. Base runners must go to the nearest base.
Clarification-only applies to ball being thrown to pitcher, not if thrown ball passes through circle when trying to make a play on a base runner.

PLAYERS IN THE LINE-UP

1. All leagues will play with ten defensive players (if that many are available). It is recommended that **ALL** players bat during league, with 10 defensive positions and free defensive substitutions. The extra defensive player will be in the outfield. The four defensive outfielders must be arranged in an evenly spaced (umbrella type) position with each player being approximately the same distance from home plate. All outfielders must be in position in the grass of the outfield (if there is a dirt infield) if not, then they must maintain at least a 20-foot distance from the baseline. No rovers will be permitted.

EQUIPMENT AND PLAYING FIELD REGULATIONS

1. For dimensional details on playing equipment and the playing field, see page 13.
2. All teams must be in matching jerseys. It is suggested that pants or shorts should be the same style and color. Uniform issues **will not** be grounds for protest.
 - A. No denim cut-offs or short-shorts.

- B. No metal spikes.
 - C. No jewelry.
 - D. Pants or shorts must be worn at the waist.
3. Falcon, Filly and Fox League bats will be official fast pitch softball bats as approved by the U.G.S.A. Baseball bats are illegal and may not be used.
 4. The use of metal cleats will not be allowed by any U.G.S.A. player in the Falcon, Filly, or Fox Leagues.
 5. It is required that a catcher must wear a chest protector, face mask, throat protector, and shin guards. Catchers should be ready to take the field when the last out occurs of their team's offensive inning. If the catcher cannot warm up the pitcher, the coach should.
 6. Helmets MUST be worn by the batter, the on-deck batter, and by all base runners. If a youth player is being used as a base coach, then she MUST also wear the protective batting helmet. Helmets must remain on the head until the person reaches the dugout.
 - 7.

LEAGUE REGULATIONS		Falcon	Filly	Fox
PLAYING FIELD	Base Line Distance	60'	60'	60'
	Pitching Distance	35'	35'	43'
	Minimum Home Run	175'	175'	175'
	Home Plate to Backstop (opt)	30'	30'	30'
	Batter's Box Measurements	3' x 7'	3' x 7'	3' x 7'
REGULATION GAMES	Number of Innings	6	6	7
	Note: Number of innings can be modified by local city recreation discretion or time restrictions.			
BATS official fastpitch	Maximum Length	32"	32"	34"
	Maximum Diameter	2 1/4"	2 1/4"	2 1/4"
SOFTBALLS	Circumference	11"	12"	12"

8. Fox and Filly League safety rules: A chin strap must be worn and fastened on all helmets. All helmets must have a face mask that meets national safety standards.
9. Teams should do their pre-game warm ups outside the foul lines, especially if the field has just been prepared.
10. Bats must be wrapped with dull tape or have a hand grip that isn't torn, ragged, or loose. No duct tape or electrical tape will be allowed.
11. All bats must be one solid unit. No pieces may disconnect.
12. Fox pitching distance will be 43 feet, same as UHSAA. Falcon and Filly pitching distance will be 35 feet.
13. In all U.G.S.A. leagues and tournaments coaches are to remain in respective dugouts or coaching boxes. No coach at anytime is allowed to stand behind the backstop to gain an advantage in coaching their players or criticizing umpires.

STATE TOURNAMENT

1. Tournaments will be awarded only to those cities and/or leagues that can provide U.G.S.A. approved facilities. If the host city or league does not meet or does not follow the U.G.S.A. guidelines for the tournament, the host city or league shall be placed under investigation to see if the city can host another tournament. All U.G.S.A. rules as stated will be in affect for state tournaments.
2. Minimum requirements for a city or league hosting a U.G.S.A. tournament is that there are an adequate number of playing fields.
3. Playing fields must meet the following specifications:
 - A. Dimensions as listed in the U.G.S.A. Supplement.
 - B. Infield must be a level surface cleared of rocks and other debris.
 - C. Bases which are properly secured to the playing surface.
 - D. Home plate level with the playing surface.
 - E. Proper size pitching rubber in place.
 - F. Infields to be wet down & relined after each game; groomed after two games.
 - G. Outfields should have no holes in the surface or other obstructions that could injure a player or interfere with play.

- H. The grass should be properly mowed.
 - I. Outfield or homerun fence should be in place.
 - J. Foul lines and/or poles clearly visible.
 - K. All game balls must be yellow in color.
 - L. Host cities must have U.G.S.A. and High School Federation Rule Books at tournament sites.
 - M. Tournament placement will be based on travel distance of the mass majority. Travel will be a defining factor.
 - N. For safety reasons, No children will be allowed in dugouts or on playing field before or during games.
4. Each playing field must have trained scorekeepers, umpires, and announcers for each game of the tournament.
 5. 1st through 4th place teams will receive award medals, 1st and 2nd place Falcon, Filly and Fox will also receive championship T-shirts.
 6. Official size, first grade, fast pitch softballs must be used in all games with at least one new ball to start each game. No slow pitch balls shall be used.
 7. Advance tournament bracketing will be mailed to each city or league.
 8. A fee to non-players to attend the tournament games will be charged. This fee should not exceed \$2.00 per person age 12 and up, per day. No fee should be charged to coaches, their spouses, or team members. Only two coaches per team should be allowed.
 9. U.G.S.A. will pay for the umpires. The U.G.S.A. will purchase the awards for the tournaments.
 10. The State Director and Area Directors should help cities hosting the tournament.
 11. The U.G.S.A. Board will appoint an Umpire in Chief (Fox tournament only, Falcon and Filly host cities will provide their own umpires) who will then get the umpires for the tournament. The State Fox Director will meet with the umpires before the tournament starts to go over the U.G.S.A. Rules of Play.
 12. The 2017 State Tournament will be held the July 11th - 13th.

13. Each team will travel at their own expense and the tournament committee can in no way be held responsible for any injury to players, managers, or spectators.
14. U.G.S.A. teams that qualify for the tournament, may pick up 1 additional player. **THE PICK-UP PLAYER MUST PLAY IN THEIR OWN UNIFORM FOR THE TOURNAMENT OR BE DISQUALIFIED FROM THE TOURNAMENT.**
15. Pick-up player must be registered and approved before the tournament and cannot be changed or replaced after the tournament begins. Pick-up player must have played in 50% of their league games to be eligible for State Tournaments.
16. **PICK-UP PLAYER.** Pick-up player can play in any position and must play in their own team's uniform.
17. If a team loses one game and then does not show up for the second game, they are disqualified from the tournament. If a team does not show up for the first game, they do not get to play the second game. The coach of the team will not be eligible to coach any team in the U.G.S.A. without approval of the Board of Directors.
18. Five warm-up pitches or one minute will be allowed for pitchers between innings or for relief pitchers.
19. Pick-up player must be in their own uniform when playing in the tournament. Intentionally changing a pick-up player's uniform or status is considered cheating and will result in team disqualification.
21. Any team failing to field at least 8 uniformed players (including pick up player) within 10 minutes of the scheduled starting time of the game shall forfeit the game. When both teams fail to field a team, it will be considered a double forfeit and both teams will be assessed with a loss.
22. Any team failing to field at least 9 uniformed players (including pick up player) will be assessed an automatic out. (An automatic out will only be assessed to teams fielding 8 uniformed players. Teams fielding less than 8 players shall forfeit the game).
23. All teams must check in at least one hour before their first game or they will be ineligible to play.

24. In all leagues if a team is leading it's opponent by at least 15 runs after three innings, 12 runs after 4 innings or 8 runs after five innings, the team in the lead will be declared the winner.

Mercy Rule Innings/Time	Runs Ahead	Visiting Team Innings Played	Home Team Innings Played
At 3 Innings	15	3	2½
At 4 innings	12	4	3½
At 5 Innings	8	5	4½

25. **LINE-UPS: In State tournament play ALL PLAYERS WILL BAT, with 10 defensive positions and free defensive substitutions.**
- A. Batting order must remain the same for the entirety of the game.
 - B. In case of injury/illness and player is removed from the game, team will not be required to take automatic out unless they fall under 9 players. Player is not eligible for the remainder of the game.
 - C. Players who arrive late to the game must be added to the lineup. Said player must be added to the next available spot at the bottom of the lineup
26. In the Falcon and Filly Leagues, a batter may not advance on a dropped third strike.
27. Home team will be determined by a coin toss fifteen minutes before each game. Dugouts will not be assigned. Teams may occupy whichever dugout is open upon their arrival to the field.
28. At the end of regulation in tournament play, if the game is tied then the international tie-breaker will be used. In Falcon League the runner will start at 3rd base, in all others the runner will start at 2nd base. Runner will be the last **out** of the previous inning, said base runner will have no affect on batting order.
29. Falcon League: The first two innings of play will be governed by a 6 run offensive limit. The last play will be live. This may allow more than 6 runs to be scored. Once the play is completed teams will switch.

30. In the championship game, the home team will be the undefeated team. There will not be a coin toss. No time limit will be used in first championship game.
 - A. If an "if game" is necessary, home team assignment will go to winning team of first championship game.
 - B. All "if games" will be played with a time limit. Time limits will be the same as previously stated for each league.
31. Weather Issues and rescheduling: In the event of inclement weather that results in game cancellation or postponement, tournament host will be required to play games on the next available calendar day that the fields are playable, excluding Sunday. Host city will determine day and time according to field playability.
32. Team Selection For State Tournament:
 - A. Each league will send approximately 40% of their teams to state tournaments. League teams and percentage will be based on the number of teams paid for.
 - B. State awards / bids should be first awarded to league champions. Additional awards may be determined by each individual league. Other ways of selecting teams may include: ① second and third place league finishers, ② city tournament champions, or ③ other at large bids awarded in playoff games or league organized tournaments.
 - C. Leagues should send a copy of all team rosters, game schedule & appropriate fees for each of their teams to U.G.S.A. Secretary by the first Thursday of June. Address is located in the front of this rule book.
 - D. Teams / players that are not associated with a U.G.S.A. Sanctioned League are not eligible for participation in state tournaments.
 - E. State Tournament locations will be determined by the U.G.S.A. Board and Members. With multiple tournaments, leagues will have more than one tournament site to send teams. Teams will be assigned a site by the tournament committee. Directors need to submit teams in the order they finished in their league.

PROTESTS AND PENALTIES

1. A protest based on a play which involves umpire's judgment is not permitted.
2. In U.G.S.A., protest should be discouraged on technicalities and it should be observed that unless an illegal player is being used or some unusual or major violation committed, a game forfeiture should not be involved.
3. If a manager or coach has been removed from the game and refuses to leave the playing field or ballpark, the game will be deemed a forfeit.
4. Coaches should be notified of a rule violation he/she is making at the time and point in the game that it is made and noticed by anyone.
5. All protests must be made at the time of the infraction, before the next pitch is thrown, and will be handled quickly by the tournament director and the host committee of at least two additional people (3 total). Game clock will stop, however, no undue game delay will be allowed for lengthy protest procedures. If possible the tournament director can get the State Director or any other Board member on the phone to take care of the protest.

ILLEGAL PLAYERS

6. The play of illegal players shall result in the forfeiture of game in which players have participated illegally if the game is protested by any of the league managers or officials within the next calendar day of the game or games in question. (an illegal player is one who is not legally a member of the team because she does not meet the age or grade, or the residence, or the registration requirements).
7. Penalty for the use of an ineligible player, due to prior disciplinary action, shall be the removal of the player from the line-up upon appeal by the opposing manager, or notification by the official scorer or league records to verify the ineligibility of the player concerned. Such players may also be declared ineligible to play in the team's next game if such a violation is determined deliberate on the part of the player or his manager.
8. In the event a manager of an ineligible player refused to remove the player in question from the line-up when the appeal is made and verified, the game will result in a forfeit and team will be disqualified for remainder of tournament.
9. The official scorer should notify the umpire concerning an ineligible player who is about to be used in the game, but their failure to do so does not change the rules, but can have the effect to the participants removal from the game.

10. Awarding of State Bids: On June 2nd, 2017, each city/league will be notified of their allotted number of teams for State Tournament play. On June 16th, 2017, team names must be submitted to U.G.S.A.

11. Declining of State Bids: Once brackets are scheduled, players may only play for that team. If team cannot attend tournament play, all players from that team are ineligible to be selected as pick-up players for any other team. If a team cancels or declines to come to State Tournament for any reason, once the brackets have been completed, there will be a cancellation fee. This fee will cover all costs of the scheduled games and must be paid before any other teams from that city will be allowed to play in tournaments.