

STANDING RULES OF MANSFIELD GIRLS SOFTBALL ASSOCIATION INTRODUCTION

The objectives of the Mansfield Girls Softball Association are to encourage all girls to play softball in a supervised, competitive, and athletic atmosphere; and to implant in the girls in the community ideals of good sportsmanship, honesty, loyalty, courage, and reverence so that they may be finer, stronger, and happier young people who will grow to be good, clean, and healthy adults. All participating adults should bear in mind, at all times that the attainment of exceptional athletic skill or the winning of all games is secondary and that the molding of future citizens is of prime importance.

Articles 1-7 pertains to Recreation League Fast Pitch Softball.

ARTICLE 1 – PLAYERS

1.A QUALIFICATIONS

A1.01 The Mansfield Girls Softball Association (MGSA) playing rules shall be in accordance with the rules and regulations issued by the League Affiliation, except as stated herein. League age will be determined using January 1st of the playing season as the cut off date.

A1.02 Any player meeting the age requirements (confirmed by birth certificate), who registers at the specified time and pays the fee, is eligible to participate in the Association.

A1.03 The Registration Form including the signed Medical Release must be completed and returned to the Association before a player can take part in any practice or game. *Signature is required by parent/guardian.*

A1.04 After registration, if a girl decides she does not wish to participate, she is ineligible to play on any other MGSA team the remainder of that softball season. Her registration fee is not refundable without approval of the Board of Directors.

A1.05 Players registered for Recreational Fast Pitch league play will not be allowed to withdraw their registration, in order to be added to a select team roster after the number of teams and coaches have been approved.

1.B PLAYER DRAFT / TEAM SELECTION

Remember, a good year is when the teams are well balanced and good competition exists.

B1.01 Managers (head coaches) shall determine selection order by drawing numbers, with the person drawing number 1 having the first selection, number.2 the second and so on. The order of selection shall be reversed in alternating rounds (i.e., 2,4,6), so that in such alternating rounds the person drawing number one will select last, the person drawing number two will select next to last, and so on. The process shall continue until the list of player candidates is exhausted.

- B1.02 The Player Agent will conduct the draft in an orderly manner. Each league will draft at a time established by the President and Player Agent. The Player Agent will coordinate with the league Commissioner and/or Vice President with regards to draft and/or scheduling of games for the league in which his or her daughter plays in or he or she coaches.
- B1.03 All recreational league players will be rated by their Seasonal coach and ratings must be approved by their league commissioner and other coaches in that league. Any coach may call for a vote to determine if the majority of the coaches in that league agree with a player's rating. These ratings will be utilized as a drafting tool only and are considered confidential. All players nominated for the 'A' All-Star Team must be rated as 'A' players. They shall be either an Older 'A' or a Younger 'A' depending on league age. A list of players on All-Star Teams and list of All-Star nominations shall be presented upon request at time of team drafting. The 'A' rating shall stand until rated after a new season.
- B1.04 Each head coach will be allowed to protect five (5) players, in addition to his/her daughter prior to the draft with the permission of each player's parents. Coaches on a team without their daughter will be allowed to protect six (6) players. No team will exceed a maximum of six (6) protected players. Coaches may only protect one (1) Select Player. A player is deemed Select if they are currently playing or have played for a Select Team within the last twelve (12) months.
- B1.05 Protected players must be submitted in writing (with the parent's signature) to the Player Agent prior to the draft. Sisters will count as individual protected players. Unless otherwise requested in writing by the parents, sisters will play on the same team and, if protected, each will count as a protected player.
- B1.06 Protection of players will determine when a team passes in the draft. Protections shall cause a coach to miss the number of beginning rounds equal to his number of protections.
- B1.07 Parent(s) not wanting a player(s) to play for a certain coach must submit notification in writing at time of registration. Parent statement and signature on Registration Form shall be adequate. Efforts to guarantee a particular coach shall not be allowed.
- B1.08 Late sign-ups will be assigned by Player Agent to the next team eligible in rotation to receive a player. Late sign-ups cut off will be seven (7) days after regular sign-ups have ended. No one shall be allowed to register after this without consent of the Board of Directors.
- B1.09 Ride problems will be handled on individual basis with every effort made to allow the player to participate.
- B1.10 If a team loses a player for the remainder of the current season, the Player Agent and/or Division Commissioner must be notified within forty-eight (48) hours or the team may forfeit their next game at the discretion of the Board of Directors. B1.14 Sisters can play on the same team at the parent's request provided the ages are

acceptable to league affiliation rules. In the case of half sisters playing in the same league, the Board of Directors will handle each case on an individual basis. If the Board of Directors approves such a situation, there must be consent from the primary custodian of the sister.

- B1.11 If a coach wishes to form a select team from the recreational league in order to play any sanctioned tournament he must go through that Tournament Director, or Regional J.O.

ARTICLE 2 - MANAGERS / COACHES

- 2.01 Adults being of good character, interested in promoting Association's "Objective" and helping the Association are eligible to serve in the capacity of director, commissioner, head coach, manager, or assistant coach as determined by demand and positions available.
- 2.02 Conduct of coaches must be exemplary. They must display sportsmanship; courtesy to all involved and all decisions should be based on the best for his players. I.e., Don't hold a personal grudge to the point where it hurts the team. Any coach who knowingly or willingly breaks a MGSA or League rule may be removed from the Association and not be allowed to participate in the Association for a time specified by the Board of Directors.
- 2.02A All recreational teams shall be required to have one coach attend the annual coaches' clinic.
- 2.03 Evaluation/Assessment of coaches -- The Board of Directors can, at any time and for any reason, give an evaluation of a coach and decide if it is good for the Association to allow the coach to begin coaching or to continue coaching. This applies to All-Star coaching also.
- 2.04 The Board of Directors will approve all coaches. Teams will be assigned to them based upon, but not limited to, a rating of the coaches, the coaches' tenure with MGSA, and a background check of each applicant. All potential head coaches of any team affiliated with MGSA must complete and return the MGSA coach's application background check authorization to the Board of Directors by the final day of registration. All assistant coaches of any team affiliated with MGSA that have not completed and returned such form by the last day of registration, must return the form to their Division Commissioner no later than 10 days after the team draft. If the assistant coaches are associated with a "select" team, then their forms must be in no later than the final day of registration. An annual background check utilizing public records shall be conducted on all coaches, whether new or returning, of any team affiliated with MGSA. A non-refundable application fee, as determined by the Board of Directors, may be required of all coaching applicants.
- 2.04.1 The background check shall be conducted by the President of MGSA, and one additional board member selected by the President, or the President may at his discretion appoint two board members, excluding himself or herself, to conduct the background checks.

- 2.04.2 All crimes against children, all sex related crimes, any felony crimes of violence against persons, any felony weapons crimes, any possession felony crimes, or felony crimes involving the manufacturing or distribution of illegal or controlled substances will automatically disqualify the applicant.
- 2.04.3 Misdemeanor crimes of violence against persons, misdemeanor weapons crimes or misdemeanor crimes involving the manufacturing or distribution of illegal or controlled substances will disallow the applicant from consideration for a term of ten (10) years from judicial disposition.
- 2.04.4 Crimes related to alcohol or substance abuse (including, but not limited to DWI and DUI) will disallow the applicant from consideration for a term of five (5) years from judicial disposition.
- 2.04.5 All other offenses will be reported to the board at the discretion of the two board members conducting the investigation, for a case by case determination of the applicant's suitability to serve as a coach. All members of the Board of Directors will undergo a background check utilizing the same criteria above.

ARTICLE 3 - UNIFORMS AND EQUIPMENT

- 3.01 All batters and runners must wear NOCSAE approved protective batting helmets and face guards with chin straps, regardless of league affiliation. MGSA players will wear protective gear regardless of where they are playing.
- 3.02 All bats must be marked "Official Softball" with the exception of the Shetland league, which may use bats marked "Tee Ball" or "Official Tee Ball". No titanium bats will be permitted in recreational league or tournament games. All equipment shall meet ASA current requirements.
- 3.03 MGSA will supply a team shirt for each registered player. Players must wear their MGSA uniform shirt at any games. Field Directors discretion applies in the event of a late order or missing uniform.
- 3.04 Each recreational team will be supplied catcher's equipment: Chest protector, catchers' helmet and mask, and shin guards. Team head coaches are responsible for all equipment issued by MGSA, if the equipment is not returned the head coach will be liable for the replacement cost assessed by the board.
- 3.05 Fielding facemasks are required for all Pitcher position players in 6U through 18U.

ARTICLE 4 - PLAYING RULES

Playing on Mansfield Girls Softball Association's fields is governed by the league affiliation rulebook, with the following additions and exceptions:

4.A THE GAME

- A4.01 Home team is the first team listed on the schedule and will occupy first base dugout.
- A4.02 All persons must clear the fields thirty (30) minutes before game time in order to allow fields to be marked.
- A4.03 Both teams in the first scheduled games on a field are responsible for lining and marking the field and setting the bases. Both teams in the last game of the day are responsible for taking up bases, returning the bases to storage, marking base hardware location and cleaning their dugouts.
- A4.04 The home team shall furnish the official scorekeeper and the visiting team shall furnish a co-scorekeeper/scoreboard controller to assist in keeping proper records of the game. They should sit together in the designated area. If the visiting team does not furnish a Co-Scorekeeper, no scoring protest will be allowed by that team. At the conclusion of the game, the Head Coach from each team will review and sign the official scorecard held by the Umpire. If the Head Coach does not sign the scorecard, no scoring protest will be allowed.
- A4.05 For all standings games, coaches shall not recruit or play any player that is not on their league roster. At no time, may they use a non-MGSA player. For non-standings games, coaches may recruit a player from another team only if they have less than the required number to fully field a team. 1st time offense will result in a team forfeit. A 2nd offense will result in a forfeit and Head Coach suspension.
- A4.06 Line up sheets for each team shall be turned in to the official scorekeeper and opposing manager at least ten (10) minutes before game time. Players whose names are entered on the line up sheet are to be officially in the game when that sheet is turned in to the official scorekeeper. The batting line-up must identify each player in the order they will bat by name and number on the back of their jersey.
- A4.07 A player arriving late may be added to the bottom of the line up at the coach's option.
- A4.08 Game time is forfeit time or five (5) minutes after previous game ends if it runs into overtime. A team with less than twelve (12) players on its roster can play with nine (9) players with no charged outs. Teams with twelve (12) or more roster players playing with nine (9) will be charged an out in the tenth spot of their lineup. No team shall play with less than eight (8) players. A team playing with eight (8) players will be charged an out if the roster size is less than twelve (12), two (2) outs if the roster size is twelve (12) or more. Teams with a roster of less than twelve (12) may play with eight (8) and be charged only one (1) out.
- A4.09 Each player must play one (1) defensive inning. Failure to play girls the required number of defensive innings may result in forfeiture of that game. Free substitution will be allowed in all ages. All players present and eligible to play

must be listed in line up. All players listed will bat. Pitchers must pitch to one (1) batter and the starting pitcher can return only once.

A4.10 If a player becomes sick or injured and leaves the game she cannot re-enter the game if she misses her turn at bat. No pinch runner will be allowed unless a player is removed from the game.

A4.11 Thrown bats will require a warning for each player and on second offense in a game the player will be ejected. A deliberately thrown bat or other equipment will mean ejection of player.

A4.12 Game time limits will be:

- 6U/8U: Fifty-five (55) minutes (finish the inning)
- 10U: Seventy-five (75) minutes (finish the inning)
- 12U and higher: Seventy-five (75) minutes (finish the inning)

A4.13 Five- (5) run limit per inning for all leagues.

A4.14 Any game with a run limit will be called when the losing team cannot catch up.

A4.15 All spring league games can end in a tie, after one (1), extra inning.

A4.16 Fast Pitch – Extra inning will utilize * ITB format(**International Tie Breaker- Last hitter of previous inning starts the extra inning as a base runner on second base.*)

A4.17 In 6U, on the initial throw from any infielder that results in an overthrow, base runners will not be allowed to advance any additional bases past last base safely attained. An overthrow is considered to be any ball thrown, landing in foul or fair territory, that is not initially playable by the intended target.

A4.18 In 8U, on the initial throw from any infielder that travels into foul territory, base runners may advance one additional base past last base safely attained, at their own peril. Additional throws after the initial throw are not considered new plays, and the one base maximum still applies. Base runners attempting further progress may be thrown/tagged out as part of the continuance of play; however, if ruled safe, the umpire shall move the runner(s) back to the maximum allowed base.

A4.19 The ball must be thrown and not rolled, and the umpire's judgment is final. Players will be given one warning and on the next infraction, the coach will be ejected. Batter runner or runner will be awarded the base.

A4.20 In 6U & Under A four-foot long line will be painted perpendicular to the first base foul line, in fair territory, five feet inside the base line and another four-foot long line will be painted perpendicular to the third base foul line, in fair territory, five feet inside the base line. All infielders must start the play behind this line with the exception of the pitcher and catcher. The umpire shall not place the ball on the tee until all players are in the proper position.

- A4.21 A four-foot long line will be painted perpendicular to the first base foul line, in fair territory, ten feet outside the base line and another four-foot long line will be painted perpendicular to the third base foul line, in fair territory, ten feet outside the base line. All outfielders must start play behind this line. The umpire shall not place the ball on the tee until all players are in the proper position.
- A4.22 In 6U & under it will be mandatory that batter boxes are marked on the field. It shall be the coach's responsibility to install the boxes.
- A4.23 League games for 8 & under Fast-Pitch will use a pitching machine. Machine speed shall be set at 35 mph.
- A4.24 In 8 & under teams will play with 10 fielders, 6 infielders and 4 outfielders. Refer to B4.07 for minimum roster size prior to taking an out.
- A4.25 In 8 & under the pitching coach shall not be allowed to communicate with players or other coaches during their offensive half of the inning.
- A4.26 In 8 & under a courtesy runner will be allowed for the catcher, the runner must be the player who made the last out. The catcher is defined as the player playing the catching position in the previous half inning. If no outs have been made a courtesy runner will not be allowed.
- A4.27 In 8 & under there will be no fake bunt slap. If the batter shows bunt she must bunt or take the pitch. A fake bunt slap will result in a dead ball and the batter being called out.
- A4.28 There will be a Field Director every day/night that games are scheduled. The Scheduling Director or Asst Scheduling Director will make Field Director's schedule.
- A4.29 No coach's agreements will be made at the plate; all games will be played per the standing rules.

4.B RAIN OUTS / MAKE UP GAMES

- B4.01 Rainouts or rescheduled games that are scheduled with more than one (1) week's notice will be treated as regular scheduled games. Scheduled game changes can only occur due to rain outs (to be decided by the Field Director that night), school conflicts (legitimate ones approved by Board of Directors) or lack of enough players to play due to injuries (approved by Board of Directors), or other reasons deemed appropriate by the Scheduling Director and the Division Commissioner.
- B4.02 Rainouts will be determined / declared when the Field Director determines it is unsafe to continue/start a game. Only the Field director can decide this, not coaches, parents, etc. In the absence of a Field Director, any director can call a game.

B4.03 Make-ups: Approved make up games will be scheduled as soon as possible. Necessities will be considered in this, not convenience.

4. C UMPIRES

C4.01 No person from a player's immediate family may umpire a game involving that player.

C4.02 All games will be played with the intention of having two (2) umpires. Games will be played if only one (1) umpire is available.

C4.03 Any problems with umpires should be reported to the Player Agent, Division Commissioner or Field Director in writing, giving the umpire's name or number. If in the simple opinion of the Board, that umpire is unfit to be used in our games, the Tournament Director will notify the Head Umpire in charge of scheduling for umpires.

4. D PROTESTS / DISPUTES

D4.01 Protests shall be considered only when based on a violation or interpretation of playing rules or use of an ineligible player. No protest of an umpire's judgment call will be allowed. A head coach must inform the umpire and scorekeeper immediately of his intention to protest when the infraction occurs. A written report stating reason(s) and citing rules must be filed with the President or Division Commissioner within twenty-four (24) hours of the game. A fifty-dollar (\$50.00) cash deposit must be included with the protest. If the protest is upheld, the deposit will be refunded. If not, the deposit will be deposited into the Association's bank account. All decisions will be final.

D4.02 If a player does not play due to disciplinary actions, the coach must inform the Division Commissioner or Field Director on duty that night, before the game begins. The official scorekeeper, umpire and opposing coach should also be notified. If a player arrives late the coach does not have to play that player. All disciplinary actions are subject to review by the Board of Directors. If the League Commissioner (or Field Director that night) is not notified before game time, the game will be reviewed by the Board of Directors. The coach will have to play the player if the Division Commissioner or Field Director is not notified before game time. If the coach does notify the Division Commissioner or Field Director and does not play the player, the Board of Directors has three (3) options:

- a. Force a forfeit of the game.
- b. Take action against the coach.
- c. Decide in favor of the coach and take no action.

D4.03 Any dispute of game rules will be brought immediately to the attention of the Field Director before next pitch is thrown. If this does not occur, the umpire's decision will stand. If the coach is not happy with the Field Director's interpretation, refer to Article D4.01. If the coach decides to appeal, the Board of Directors will hear the appeal. The Field Director who made the original decision cannot vote in this hearing, but can present his case. The appealing coach has to

be present. If the coach is not present, the appeal will be lost and the \$50.00 deposit will not be refunded.

ARTICLE 5 – MISCELLANEOUS

- 5.01 The president will be allowed to coach a team.
- 5.02 If a team interlocks, those rules will apply, unless all MGSA coaches in that league vote to change a rule when both teams are from MGSA.
- 5.03 First place trophies will be awarded in each recreational league and second place trophies will be awarded in leagues with four (4) or more teams, and third place trophies will be awarded in leagues with six (6) or more teams. Other players in age six and under, eight and under and ten and under may receive participation awards at the discretion of the Board of Directors. Trophies and/or other awards will be awarded during tournaments according to rules and/or guidelines specified by the tournament sanctioning body (ASA, PONY, USSSA, etc.) with final approval by the MGSA Tournament Director. All plaques representing Championships won are to be approved by MGSA Board.
- 5.04 Ties for first or second place at the end of the Spring season will be decided first by head to head record. If that is even, a one game playoff shall be scheduled and played within forty-eight (48) hours after last scheduled regular season game in that league. Time and inning limits from the regular season will apply with the following exception; games may not end in a tie and will follow ASA ITB rules if extra innings are required. NOTE: It will be the responsibility of each coach to stay abreast of the standings. Under no circumstances will a playoff game be rescheduled or not scheduled. If a team cannot show up for the game, it will be a forfeit.
- 5.05 Spring Season playoff formats, if any, shall be determined by the Scheduling Director prior to the start of the season and is dependent on the number of teams in each of the Age Divisions.

ARTICLE 6 - RULE VIOLATIONS AND SPORTSMANSHIP

- 6.01 The Board of Directors shall have the authority to discipline any coach, assistant coach, player or any other person whose conduct is considered detrimental to the best interests of the Association.
- 6.02 The Field Director can apply any disciplinary action it deems appropriate, this shall include ejection or recommendation to the Board of Directors for suspension. Ejection from any MGSA event is cause for suspension from the next scheduled game.
- 6.03 Any unsportsmanlike conduct at tournaments or in regular season by players or coaches will come to the attention of the Board of Directors. The Board of Directors can apply any disciplinary action it deems appropriate, including

suspension for rest of season or any MGSA sanctioned event. Reinstatement contingent upon outcome of MGSA Board of Directors review.

ARTICLE 7 - TOURNAMENT ALL-STARS (RECREATIONAL LEAGUE)

- 7.01 All All-Star teams will be responsible for a written account of all funds they acquire and spend. Each team must present the written report as well as all receipts to the Treasurer at the end of the All-Star season or at any time requested by the Board of Directors.
- 7.02 The Association will provide uniform shirts for All-Star teams based on funds available and pay fees based on funds with all ages given equal opportunity. Uniform shirts will be returned to MGSA as desired by the Board of Directors.
- 7.03 Coaches are responsible to meet with all potential All-Star nominees and their parents to review the requirements, commitment, and cost involved prior to the nomination of the players.
- 7.03A Coaches are responsible for meeting with all the parents prior to first practice with a Director present to explain responsibilities and requirements of All-Star parents. All coaches will be approved by Board of Directors prior to the first tournament and after all tournaments and may be subject to review at any time during the All-Star season.
- 7.04 Each league may have an All-Star team per affiliation(s) rules. The number of teams, if any, for each age division will be dependent on the interest and total of participants in that age group. All teams must be approved by the Board of Directors. The first place head coach will have first option and then second, third, etc. If the head coach chooses to relinquish his/her position as head coach of an All-Star team, the Board of Directors will approve the replacement. If a second All-Star team ('B' team) is desired in a league, the Board will decide if money is available. The second place coach will have the first option for the 'B' team, then the third, fourth, etc. If a 'B' team is approved, selection of its players must be after the 'A' team has completed its selection of players. If the 'B' team coach plays a girl on his team that was invited to play on the 'A' team and refused to do so, the coach can be suspended by simple majority vote of the Board of Directors. The only way this will not apply is if the 'A' coach gives MGSA a letter of consent for her to play on the other team.
- 7.05 All-Star players will be selected by a vote of coaches. Only head coaches or a designated team representative may vote for All-Star players and may not vote for members from their team. The first eight- (8) players will be selected by this method. The remainder of the team will be selected by the All-Star Coach. If a player that was voted onto the team declines, the All-Star Coach will fill this player's position. Any ties in the voting will be broken by a run-off vote.
- 7.06 Parents and coaches are expected to handle their responsibilities in fundraisers for All-Star teams. If a team does not fulfill their responsibilities, the team may not get their All-Star funds.

- 7.07 Conduct of All-Star Coaches will be the same as that for regular season coaches.
- 7.08 Conduct of All-Star players will be the same as in regular season play.
- 7.09 All-Star coaches must play at least 5 tournaments and at least one of those tournaments must have a travel distance of 60 miles or greater.

ARTICLE 8 - SELECT TEAMS

- 8.01 A select team is any team that is made up of players selected by a coach and not involved in the draft. Coaches will be responsible for completing the required paperwork. Select coaches will be required to submit all player documentation before they may be approved. The deadline for select team registration will be determined by the Board of Directors prior to the beginning of each season. Approval for select teams after that date will be at the discretion of the majority of the Fast Pitch Committee.
- 8.02 Prior to the beginning of each season, the Board of Directors will set fees and terms for select teams. The Fastpitch committee, as assigned by the President, shall create and govern the Select Team Agreement for each season of play.
- 8.03 Select teams will be responsible for any and all monetary fees required by MGSA or any sanctioning body in which the team elects to play softball including: registration fees, sanction fees, city mandated fees, traveling expenses, tournament fees, cost of equipment (including MGSA approved uniforms).
- 8.04 All sections of article (6) "Rule violations and sportsmanship" will apply to select teams. Any select team may have its sanction revoked upon review by the Board of Directors for poor conduct by players, coaches, parents, and/or fans.
- 8.05 The Tournament Director will oversee all the Select Teams.
- 8.06 MGSA will sanction Select Teams for PONY/ASA. If the select Team wishes to play in more associations, they will have to pay the sanctions fees themselves.
- 8.07 The Board of Directors will establish the league fee for Select Teams.
- 8.08 After the MGSA recreational league draft has been conducted for an age group, all of those players are considered recreational players for the remainder of the season. No Select Team Coach shall actively recruit a player from another team once that player has signed with another team. Both the player and Select coach will be dealt with on an individual basis regarding any violations of this rule. Players cannot move from a select team to a recreational team or vice versa.
- 8.09 Dependent upon their softball ability a select player playing in the recreational league may be required to play in an older age group. Select players playing in

recreational league play must consider their recreational team the priority when considering any possible scheduling conflicts.

- 8.10 Select teams may work MGSA hosted ASA tournaments.
- 8.11 Select teams may not conduct fundraisers at any MGSA function without prior approval of the Board of Directors. No Select Team shall use the names MGSA or Mansfield Girls Softball Association in conjunction with any fund raising activity without MGSA Board approval.
- 8.12 Select teams will be required to submit a financial statement to the Board of Directors upon request.

ARTICLE 9 - FALL LEAGUE RULES-

Objective

The same as previously stated in standing rules. In addition it should be noted that the Fall season will be played in a less competitive and more relaxed atmosphere than the Spring recreational league and Summer tournament play. The league will be organized and operated by the Standing Rules listed in Articles 1 through 6 with the following exceptions and additions.

9. A - Season Schedule

- A9.01 The Fall season will consist of 3 weeks of double headers and a 4th week end of season tournament. All teams will have the opportunity to play a minimum of 8 games.
- A9.02 Fall Standings will not be kept during the regularly scheduled games therefore teams will be seeded for the tournament by drawing lots.

9. B - Qualifications

- B9.01 League age will be determined using January 1st of the coming year. The Board of Directors, at their discretion, may waive this rule for specific fast pitch players during fall play.

9.C - Player Draft/Team Selection

- C.9.01 There will be no returning teams from any previous recreational or tournament play season for the Fall Season, you may only protect 6 players in the draft process.
- C9.02 All players will be rated by the last recreational coach they played for. Any disputes over draft ratings will be handled in accordance with Article 1 section B1.03.
- C9.03 Late registrations will be handled by the Division Commissioner concerned and the player agent. Players registering late will be assigned in order to the next team eligible for a player. Players may register up to (7) seven days after registration deadline. Every effort will be made for any girl to play without burdening a team with too many players. Players may be added for the Fall

tournament only if a team has less than ten players due to injury or player withdrawal.

9.D The Game

D9.01 During the Fall regular season only, a team having less than ten players for a game may recruit players from other teams within the Fall league until ten players is obtained. Players recruited may not be of age for an older division. Players may not be added to the team for the end of season tournament without Board approval prior to the tournament and must be due to an injury or player withdrawal that brings the team below ten players. Players playing other sports, out of town, or just plain don't show up will not be approved as a reason to add players.

D9.02 No player may sit out two consecutive defensive innings.

D9.03 Game limit will be (Fall Season – 1st 3 Weeks only). Regular season games can end in a tie score after the time limit has expired and the inning has been completed.

- 6U/8U: Forty-five (45) minutes (finish the inning) or six (6) innings.
- 10U: Sixty (60) minutes (finish the inning) or six (6) innings.
- 12U and higher: Sixty (60) minutes (finish the inning) or seven (7) innings.
- Games shall complete regardless of attainability.

9. E Protests/Disputes

E9.01 No official protests will be considered during the Fall regular season. Problems with umpires should be handled as specified in Article 4 section C4.03. Protests during tournament play will be handled immediately.

E9.02 NO disputes of an umpire's decision that delay the play of the game longer than 2 minutes will be considered. Umpire decisions will be final.

9. F Miscellaneous

F9.01 Awards will be distributed for tournament play only. 1st and 2nd place awards will be given to divisions with at least four teams. 3rd place awards will be given to divisions with six or more teams. Participation awards will be distributed to divisions with less than four teams at board's discretion.

THE BOARD OF DIRECTORS RESERVES THE RIGHT TO MAKE ADDITIONAL RULINGS CONCERNING ANY SITUATION OR RULE INTERPRETATION AS MAY BE REQUIRED. CERTIFICATE OF SECRETARY

I certify that I am the duly elected and acting secretary of the Mansfield Girls Softball Association and that the foregoing standing rules were adopted as the standing rules of the Association at a meeting of the Board of Directors held on June 1, 2014.

Jason Mayes, MGSA Secretary