

Clinton-Macomb Girls Fastpitch League Rules & Regulations

Adopted: 1984

Revised: 2009

A. League Players

1. All players should conform to the following age limits as of January 1st of the playing year:
 - a. 6 & Under (6U) Division – age 5 to 6
 - b. 8 & Under (8U) Division – age 7 to 8
 - c. 10 & Under (10U) Division – age 9 to 10
 - d. 12 & Under (12U) Division – age 11 to 12
 - e. 14 & Under (14U) Division – age 13 to 14
 - f. 18 & Under (18U) Division – age 15 to 18
2. All games in which an illegal player participates may be declared a forfeit upon receipt of a proper protest, which can be filed anytime during the season.

B. League Boundaries

1. The league boundaries shall include Clinton Township and Macomb Township and all school districts within those townships.
2. All current players who move outside of the league boundaries can continue to participate in the league as long as a registration is received by the draft day for their eligible division.

C. Registration

1. Specific dates will be announced for registration through the Publicist.
2. Players registering after the final registration date may be placed on a waiting list according to the number of registrants made available to division drafting rules and charged a late fee.
3. Registrations after the draft dates for each division will be placed on a waiting list to be held by the Secretary. Assignment from the waiting list will be according to the team that was next to pick at the draft and follows there forward. A team may not pass on an assignment. Waiting list order will follow date & time received by the league Secretary.
4. Prior year CMGFL players registering after draft day will be considered new players and put on a waiting list per Paragraph C-3. This will create a break in that player's continuous participation.
5. Each player is limited to register and play for only one regular season team within the same division.
6. No registrations will be accepted after the 7th game of the regular season.

D. Fees

1. The registration fee is \$90.00 for the first girl in the family and \$70.00 for each additional girl registered in the league. No REFUNDS will be issued.
2. The late registration fee is \$10.00 with no exceptions.
3. The return checks fee is \$25.00.
4. The Sponsor fee will be determined at the annual meeting and will be voted on. The fee must be paid to the Uniform Director by the March general meeting. 14U & 18U Divisions are due at the April meeting.
5. The protest fee is \$25.00.

E. Team Names

1. Each regular season team in the league must have a unique name consisting of no more than 25 letters including blanks and spaces.
2. The Executive Board must approve all team names.
3. Team names used the prior year are the property of that team and cannot be used by another team unless the prior year team voluntarily changes its name.
4. If more than one team desires the same name, the manager with the most seniority will have first choice.

F. Team Assignment

1. All girls registered in the 10U, 12U, 14U & 18U Divisions shall be drafted according to the draft rules for her division.
2. 6U & 8U Division teams will be established by grouping players according to geographical locations and schools.
3. The Division Chairperson, team managers and an Executive Board member will meet to establish the 6U & 8U Division team assignments.
4. 6-year-old players may move up to the 8U Division if her parent is a manager or coach in the 8U Division, has had one year of experience in organized ball, and approved by the Executive Board.
5. 8-year-old players may move up to the 10U Division with Executive Board approval and meets one of the following criteria:
 - a. Parent is a manager or a coach in the 10U Division.
 - b. Is a protected player and has one-year experience in organized ball.
 - c. Has played two years in the 6U Division and one year in the 8U Division.
6. 10-year-old, 12-year-old, and 14 year-old players may move up to the next Division with Executive Board approval.
7. Teams in the 6U, 8U & 10U Divisions are allowed a maximum of 13 players.
8. Teams in the 12U, 14U & 18U Divisions are allowed a maximum of 12 players.
9. Teams will have a minimum number of players determined by the Executive Board.

G. Player Rankings

1. All managers in the 8U, 10U, 12U, 14U & 18U Divisions must turn in a ranking sheet to their division chairperson at the end of the regular season, but before the playoffs.
2. Managers not turning in rankings maybe suspended from managing the following year.
3. All girls on the team must be ranked: above average, average, or below average in both fielding and hitting categories. All-Stars, pitchers and catchers must also be noted. All players shall be ranked on a 'divisional basis' not on a team basis. The Executive Board will review all rankings in November.
4. The division chairperson shall give all player rankings to the Secretary who will hold them for the following year's draft.

H. Draft Rules

1. All girls registered by the draft day and not on the waiting list shall be drafted in her respective division.
2. Each team may only have the manager and one coach at the draft. No parents are allowed.
3. In the 10U & 12U Divisions, each team will be allowed to protect a maximum of eight (8) players and will draft the remaining players. A Player Protect form must be completed (including the player's parent signature) and given to the Vice President by designated date.
4. Protected players must include the manager's daughter.
5. If a sister is protected, her sibling will be placed in the second round. In the case of multiple siblings, the next sister will go to the next available round.
6. If a sister is drafted, her sibling will be placed in the last round available.
7. The draft order will be drawn for the first round. The order will reverse every round for the remainder of the draft. (The last pick in round 1 will be the first pick in round 2)
8. Teams with less than four (4) protected players will work with the Executive Board to pick up to four (4) players. Teams with less than eight (8) protects will get two (2) picks per round in regular drafting order until total players are equal to the other drafting teams.

# of Protects:	8	7	6	5	4
1st Round	9	8 & 9	7 & 8	6 & 7	5 & 6
2nd Round	10	10	9 & 10	8 & 9	7 & 8
3rd Round	11	11	11	10 & 11	9 & 10
4th Round	12	12	12	12	11 & 12

9. When it is a manager's turn to make a draft pick, he/she may select any player that has not been protected or already picked.
10. In the 14U & 18U Divisions, the following rules apply:
 - a. A manager must protect a minimum of eight (8) and a maximum of ten (10) players in order to obtain a team. The balance of the team will be drafted.
 - b. If a manager returns to the same division with the same roster, he/she may keep the entire team.
 - c. If a manager is required to move up a division, he/she may move up the entire team from the previous season. Girls may not play up an age division without Executive Board approval.
11. The Executive Board and the Division Chairperson must approve all trades.

I. Managers

1. **Managers and/or representatives are required to attend all General Meetings.**
2. Eligible returning managers must commit to taking their team by the January general meeting.
3. A manager must be at least 18 years old prior to the start of the scheduled season.
4. Any changes of the team manager must be filed in writing with the Division Chairperson including the new manager's name, address, and phone number, and presented within five (5) days after said change.
5. A game cannot be played unless the manager or adult coach is on hand to manage the team. The penalty will be forfeiture of the game.
6. **Each manager and coach must be familiar with these rules. Failure to do so does not constitute excuse for any violation. It is the manager's responsibility to inform the parents of all rules.**
7. Managers must exchange lineups listing the name and jersey number of all players prior to game time. The penalty for not submitting proper lineups may be forfeiture of the game.
8. The winning team shall input their scores on the website within 48 hours of game completion. In a tie game situation, the home team is responsible for inputting the score. The Website Administrator will update records on Wednesdays and Sundays. This rule does not apply to the 6U Division.
9. Managers shall be responsible for their equipment and will be asked to replace or provide compensation for all equipment that is lost or damaged through negligence. Equipment must be turned in as determined by the Equipment Director.
10. Managers (or a representative) are required to assist with field maintenance as determined by the Field Maintenance Coordinator.
11. Managers and two (2) coaches are required to wear league specified uniforms during all games. The league will provide uniforms and caps.
12. Managers are responsible for obtaining the sponsor fees.
13. The home team managers are responsible for setting up and taking down the fields. The visiting team managers are responsible for cleaning up the fields and dugouts after each game including trash removal (must empty all trash cans).
14. **Failure to comply with the above duties could result in the loss of team and/or manager suspension as determined by the Executive Board.**

J. Manager Selection

1. Division Chairpersons will submit a list of returning managers and prospective managers before February 1st to the Executive Board.
2. Appointment of managers will be made based on Executive Board approval, a background check, and the following guidelines:
 - a. A manager returning to the same division from the prior year.
 - b. Any other managers, coaches, board members according to their service and seniority in the league.
 - c. Parents of players currently on a team according to seniority in the league.
 - d. Parents of players registered in the league according to seniority.
 - e. Other interested adults.
 - f. All ties will be determined by a coin toss.
 - g. In the case of a new division, manager selection will be determined by continuous league service.
3. Selection of managers for All-Star teams will be as follows:
 - a. The managers of the 1st and 2nd place teams in a division will manage the All-Star teams. The managers from the other teams in the division will act as coaches.
 - b. If there are two leagues within the division, the first place team's manager will manage their respective league's All-Star teams.
 - c. In case of a manager's absence, the manager with the next highest team record will manage.

K. Coaches

1. A coach must be at least 18 years old prior to the start of the scheduled season.
2. Coaches will be selected by team managers except for the All-Star team (Paragraph J-3).
3. Coaches shall be assigned by the manager as 1st, 2nd, and 3rd and any change in coaching personnel must be filed in writing with the Division Chairperson including the new coach's name, address and phone number, within five (5) days of said change. A dropped coach cannot be reinstated during that year.
4. Official coaches will assist managers in running the team and be the manager's representative in his/her absence to attend a meeting, be present at a game or practice.

L. Playing Schedule

1. Playing schedule will be approved by the Executive Board and given to all players by May 1st of the regular season.
2. In the event of a previously arranged school function, a manager may request a game to be rescheduled. The Executive Board must receive this request at least one (1) week before the scheduled game and will decide if it is necessary to reschedule.
3. If there are two (2) leagues within a division, teams will draw to be placed in the American or National League.

M. Rain Outs

1. The league will provide a phone number to call for games that are postponed/cancelled due to inclement weather. For early games, a notice will be posted by 4:30 p.m. and late games by 6:00 p.m. If no notice is posted, both teams are to go to the field and be ready to play. It is then the umpire's decision to postpone/cancel the game. In the 6U & 8U Divisions, it is the responsibility of the managers to make the decision at the field to postpone/cancel a game.
2. The Sports Director is responsible to schedule make-up games. If an individual game is cancelled, the managers must contact the Sports Director to reschedule that game. Make-up games can be rescheduled Monday through Saturday.

N. Conduct

1. Any manager, coach or player ejected from a game for any reason may be suspended and ineligible for the next two (2) league games played and banned from the playing fields. The Executive Board may also take further action.
2. Any ejection must be reported to the President and affected Division Chairperson by the umpire.
3. Any behavior unbecoming the purpose of this league as spelled out in the By-Laws will not be tolerated. Failure to comply may result in a suspension.
4. Spectators connected with the program shall in no way interfere, ride or heckle any player for any reason at anytime. If undue heckling from a manager, coach, player, parent or spectator becomes overbearing, the umpire can forfeit the game to the opposing team. **Managers and coaches from both teams must assist the umpire in game control including clearing individuals from behind the backstop if required. Managers are responsible for controlling their spectators.**

O. Playing Rules

1. USSSA Rules will apply to this league except as changed or defined in these Rules and Regulations.
2. The fielding team for 6U, 8U & 10U Divisions shall consist of ten (10) players in a uniformed designated position with four (4) outfielders, four (4) infielders, a pitcher and a catcher.
3. The fielding team for 12U, 14U & 18U Divisions shall consist of nine (9) players in a uniformed designated position with three (3) outfielders, four (4) infielders, a pitcher and a catcher.
4. A game must begin at the schedule time or be forfeited. A team may start a game with seven (7) players. If a team has less than seven (7) players, they must forfeit. If both teams have less than seven (7) players, it will be a double forfeit with both teams receiving a loss in the standings. Forfeit time is game time.
5. In the event a sanctioned umpire is not available for a scheduled game, one parent from each team shall perform the umpiring duties and the game shall be played as scheduled. The home team parent will be the plate umpire for the first inning and alternating innings thereafter.
6. The time limit for each game is 1 hour 15 minutes from the starting time. Time is to be added for any injury time outs, time consumed by the umpire for a rule interpretation, or any other necessary delay as deemed by the umpire. **NO NEW INNING SHALL BEGIN AFTER THE TIME LIMIT HAS ELAPSED.** The time of the final out determines the start of the next inning, not when the team takes the field.
7. A regulation game consists of a minimum of four (4) innings and a maximum of seven (7) innings. The only exceptions are:
 - a. If the time limit has elapsed.
 - b. If at the end of four (4) or more innings a team is leading by 10 or more runs.
 - c. If the game is called due to inclement weather or darkness, the score will stand if three (3) [2 ½ if the home team is ahead] or more completed innings have been played. If not, the game must be replayed in its entirety.
 - d. In the 14U and 18U Divisions, if the game is called due to inclement weather or darkness, the score will stand if four (4) [3 ½ if the home team is ahead] or more completed innings have been played. If not, the game must be replayed in its entirety.
 - e. Tied games will not be replayed unless they are tournament or playoff games (see Paragraph Q & R).
8. Each team must keep score and the umpire must sign each score sheet at the end of the game (does not apply to the 6U Division). The 8U Division does not require score sheet signatures.
9. Each team must present their lineups per section I-7 by game time. Field measurements are as follows:

<u>DIVISION</u>	<u>BASELINES</u>	<u>PITCHING DISTANCES</u>
6U	60 Feet	Tee Only
8U	60 Feet	Coaches Choice
10U	60 Feet	35 Feet
12U/14U/18U	60 Feet	40 Feet
10. The extension of the backstop fence or baseline fence along the 1st and 3rd base lines are used as imaginary lines. Any ball past these lines is a dead ball.
11. The home team sits on the 3rd base side during regular season games. For playoff games, the team with the better record will sit on the 3rd base side. For in-league tournament games, the higher seeded team will sit on the 3rd base side.
12. All divisions shall have a continuous batting order. If it is necessary that a player be removed from the game, that player's spot in the batting order will be skipped without penalty. **IT IS NOT AN AUTOMATIC OUT.**
13. Unlimited foul balls are allowed for all divisions.
14. Each player must play in the field one (1) of the first three (3) innings, two (2) of four (4) innings, or three (3) of six (6) or more innings. **NO EXCEPTIONS!!! Any violations will be reviewed by the Executive Board and may result in a forfeit and/or manager suspension.**

15. All players are subject to the following dress code:
 - a. 6U, 8U & 10U Divisions:
 1. Uniform shirts, socks, and visors (except when a fielding mask is worn) are mandatory.
 2. Uniform pants – White baseball pants or white athletic shorts with sliding/compression shorts underneath.
 - b. 12U, 14U & 18U Divisions:
 1. Uniform shirts and socks are mandatory.
 2. Uniform hats/visors are optional, except for the 12U Division.
 3. Uniform pants – Gray baseball pants or gray athletic shorts with sliding/compression shorts underneath.
 - c. Shoes with rubber cleats or soft-soled shoes must be worn. No metal cleats are allowed.
 - d. Jewelry of any kind is prohibited. Exception: new stud earrings may be taped.
 - e. Players who are not in uniform on the field of play, or have not received a written waiver from the division chairperson prior to the start of the game, are disqualified from participating in the game. The opposing manager can file a formal protest.
 - f. The dress code will be strictly enforced by the umpire when approached by the opposing manager.
 - g. Catchers must wear a helmet, mask, chest protector and shin guards. Exception: 6U Division does not wear shin guards.
 - h. All base runners and batters must wear helmets. In the 6U & 8U Divisions, the pitcher must also wear a helmet.
16. A batter who throws the bat while in the act of swinging or hitting shall be given a warning by the umpire. The batter will be called out on the second occurrence and may be removed from the game at the umpire's discretion.
17. There will be no infield fly rule for the 6U, 8U & 10U Divisions.
18. League rules regarding base running situations are as follows:
 - a. Base coaches will be players, coaches or managers. Spectators are not permitted to be base coaches.
 - b. A courtesy runner is only allowed due to an injury. The batter who made the last out will replace the injured player.
 - c. If the catcher is on base with two (2) outs, a courtesy runner must be provided. The batter who made the last out will replace the catcher. This will allow the catcher time to put on the equipment and help speed up the game.
19. Intentional walks are not allowed.
20. No infield practice or warm-up pitches will be allowed for existing pitchers after the scheduled game time. This does not include players playing catch on the sidelines.
21. Teams that are tied in the standings at the end of the regular season will be decided as follows:
 - a. Teams tied for first place will have a one (1) game playoff.
 - b. Teams tied for any other position will be decided by records of games against each other. If that record is tied, it will be decided by runs against each other. If that record is tied, it will be decided by a coin toss.
22. Each team will be given a sufficient number of new balls for regular season games. These new balls are not to be used for practice. The home team will provide the new game ball and the visiting team will provide a good used ball for the backup. The same balls furnished shall be returned after the game. **MANAGERS ARE NOT ALLOWED TO GIVE AWAY LEAGUE BALLS.**
23. During tournaments and playoffs, new balls will be provided and retained by the league.

24. Special playing rules for the 10U, 12U, 14U & 18U Divisions not covered in the above rules are as follows:
- If a pitcher hits two (2) batters (hit by pitch as ruled by the umpire) in an inning, she cannot pitch again in that inning. If a pitcher hits four (4) batters in a game, she cannot pitch again in that game.
 - A runner attempting to steal a base may not advance past the base they were attempting to steal if the catcher overthrows the base when attempting to throw out that runner. Does NOT apply to the 14U & 18U Divisions.
 - A $\frac{1}{2}$ inning will be completed when 3 outs are obtained or one of the following occurs:
 - The at bat in which a team scores their 5th run is the last play of that $\frac{1}{2}$ inning. All runs scored during that play will count.
 - Teams losing by more than 5 runs are allowed to continue batting until the at bat that ties the score. The at bat in which the team ties the score will be the last play of that $\frac{1}{2}$ inning. All runs scored during that play will count.
 - The definition of a steal for the purpose of CMGFL is when a base runner advances on a runner-initiated play and when the ball is not put into play off the batter's bat.
 - Base stealing will be allowed as follows:
 - 10U Division – Three (3) attempted steals per inning per team.
 - 12U Division – Four (4) attempted steals per inning per team.
 - 14U & 18U Divisions – Unlimited steals per inning per team.
- NOTES: - An attempted double steal counts as two (2) steals.
- Advancing on a passed ball counts as a steal.
- If there are not steals left, the runners attempting to steal will return to their bases and not be called out.
25. Special playing rules for the 12U Division that are not covered in the above rules are as follows:
- On a dropped third strike, the batter may advance to 1st base under normal USSSA rules. Any other base runners advancing are counted as a steal.
 - On a dropped third strike with 2 outs, base runners that are forced to run are not counted as a steal. (i.e. The 1st base runner advances to 2nd base, while the batter advances to 1st base.)
 - When the catcher throws to any base attempting to get a player out who has extended their leadoff and the runner goes to the next base, it will be considered a steal.
26. Special playing rules for the 10U Division that are not covered in the above rules are as follows:
- The dropped third strike rule is not enforced.
 - The infield fly rule will not be enforced.
 - When the catcher throws to any base attempting to get a player out who has extended their leadoff and the runner goes to the next base, it will be considered a steal.
27. Special playing rules for the 6U & 8U Divisions that are not covered in the above rules are as follows:
- All players must play an infield and an outfield position every game.
 - No advancement of base runners on an overthrow at first and third base. Players are allowed one base on an overthrow at second if she is running (not automatic). Players must stop at the next base after the ball is thrown in or run into the infield.
 - If a batter hits the ball into the outfield, the batter and base runners may advance a maximum of two (2) bases.
 - Two (2) coaches are allowed in the field to give instructions.
 - If the runner is out, she needs to leave the playing field.
 - Last Batter Rule: The batting team must notify the opposing team when the last batter is up. The play shall proceed as if there are two (2) outs according to the normal rules of play. Exception: A defensive player with the ball can step on home plate to end the inning.
28. Special playing rules for the 8U Division that are not covered in the above rules are as follows:
- There will be eight (8) batters per inning, or three (3) outs, whichever comes first.
 - There are no strikeouts.
 - The coach will pitch the ball. Each batter will be allowed ten (10) swings. If the ball is not hit after ten swings, it is considered a walk and the batter will be awarded 1st base.
29. Special playing rules for the 6U Division that are not covered in the above rules are as follows:
- All players will play in the field each inning.
 - There will be six (6) or seven (7) batters per inning, regardless of the number of outs made.
 - There are no strikeouts or walks.
 - All batters will hit off the tee.

P. Protest

1. Protests based on rule interpretation, or a regulation infraction during the game, must be made at the specific time the alleged incident occurs. The manager must notify the umpire at the point of the infraction, prior to the next play or the next ball being pitched, and have the protest entered on the score sheet of each team. Umpires must allow the protest to be made without comment and then sign both score sheets after indicating the point in the game where the protest occurred.
2. Protests must be filed in writing with the Division Chairperson, or a member of the Executive Board if the Division Chairperson is not available, no later than 24 hours after the end of the game. A \$25.00 protest fee (check made payable to CMGFL) must accompany a complete protest letter covering the incident and the signed game score sheet. For in-league tournament and playoff protests, the \$25.00 fee is payable at the time of the infraction. The fee will be returned if the protest is upheld. If the protest is not upheld, the fee becomes property of the league.
3. All decisions will be made by the Executive Board and are final and binding except for in-league tournament and playoff games (see items 5 & 6).
4. Protests involving use of illegal players can be filed at any time.
5. In-League Tournament protests will be decided by the Vice President with proper filing at the time of the infraction. If the Vice President is involved in the protest, the protest decision will be made by the President. If the President is also involved with the protest, the Treasurer will be called upon to make the decision; then the Secretary; then any other Governing Board member. The game cannot continue until the protest has been decided on.
6. Playoff protests will be decided at the time of the infraction with the proper filing. An extra umpire (preferably the Head of the Umpires) will be on hand at all playoff games and rule immediately on the protest. This decision is final and the game will continue from that point. Playoff games cannot continue until the Head of Umpires or that person's designee makes the protest decision.

Q. In-League Tournament

1. An In-League Tournament will be played in the 8U, 10U, 12U, 14U & 18U Divisions.
2. The Executive Board will determine the tournament schedule.
3. The home team will be decided by a coin toss.
4. League rules will prevail for tournament games in the 8U Division.
5. League rules will prevail for tournament games in the 10U, 12U, 14U & 18U Divisions except for the Tournament Championship Game which have the following changes:
 - a. The game will be seven (7) innings with unlimited runs, except the "5 Run Rule" will apply for the 10U Division.
 - b. A ten (10) run lead after five (5) innings mercy rule will be in effect.
 - c. The game will not be subject to a time limit. Tie games must be played to a decision. A game called due to inclement weather or darkness will continue from where it was called.
 - d. The players from the 1st and 2nd place teams from each age division, who participate in the tournament, will receive an individual award at the end of the tournament.

R. Division Championship

1. If there are two (2) divisions/leagues (i.e. National and American), the 1st place team in each division/league will play in a championship game. Both teams will receive an individual and sponsor award at the banquet.
2. If there is only one (1) division/league, the 1st place team is the division champion and will receive an individual and sponsor award at the banquet.
3. Division championship games only are played in the 10U, 12U, 14U & 18U Divisions.

S. Playoffs

4. Playoffs will be played in the 10U, 12U, 14U & 18U Divisions for those teams that did not finish 1st in their division/league during the regular season.
5. The Executive Board will determine the playoff schedule.
6. League rules will prevail for playoff games except for the Playoff Championship Game which have the following changes:
 - a. The game will be seven (7) innings with unlimited runs, except the "5 Run Rule" will still apply for the 10U Division.
 - a. A ten (10) run lead after five (5) innings mercy rule will be in effect.
 - b. The game will not be subject to a time limit. Tie games must be played to a decision. A game called due to inclement weather or darkness will continue from where it was called.
 - c. The home team will be decided by a coin toss.

S. All-Star Teams

1. All-Star games will be played in the 10U, 12U, 14U & 18U Divisions.
2. The home team for each game will be determined by a coin toss.
3. The Executive Board and Division Chairperson shall set the number of players, the number of teams, and publish a game schedule.
4. A pitcher may only pitch one (1) inning until all other pitchers have pitched to at least three (3) batters.
5. All-Star games will be seven (7) innings or no inning shall start after a two (2) hour time limit.
6. There will be a ten (10) run limit per inning per team.

T. Awards and Scholarships

1. Awards will be given at the banquet.
2. All 6U & 8U Division players will receive an award.
3. All 10U Division players will receive a participation award.
4. Individual and sponsor awards will be given to all 1st place teams in the 10U, 12U, 14U & 18U Divisions.
5. Individual and sponsor awards will be given to the playoff champions in the 10U, 12U, 14U & 18U Divisions. If there are multiple divisions/leagues in an age bracket, an individual and sponsor award may be given to the 2nd place team.
6. All-Star players will receive an award.
7. Each team will select a Most Improved Player and she will receive an award.
8. The Executive Board will select one (1) adult each year to receive the Dennis Raulerson Memorial Outstanding Service Award for their service and contributions to the league. This individual should have at least four (4) years of league service.
9. The Executive Board and Division Chairs will select one (1) manager each year to receive the Doug Heid Outstanding Manager Award for their time and dedication to their team.
10. Sponsors will receive a Certificate of Appreciation, two (2) tickets to the banquet, and a team picture.
11. The Executive Board will award up to three (3) annual scholarships of \$500.00 to qualified candidates (based on available funds). These recipients will receive a ticket to the banquet at no charge.

U. Amendment

1. These rules may be amended or changed by a majority vote of the members attending the annual rules meeting.
2. Any changes to be made after the rules meeting must be approved by a two-thirds vote of the Governing Board.

2009 Clinton-Macomb Girls Fastpitch League Contacts

<u>Name</u>	<u>Title</u>	<u>Phone Number</u>
Angelo Acord	President	(586) 226-9356
Jennifer Kirsch	Vice President	(586) 286-8090
Doug Perry	Treasurer	(586) 292-1800
Tim Leblanc	Secretary	(586) 566-8789
Bob Ross	Sports Director	(586) 781-9450
Rick Kirsch	Equipment Director	(586) 286-8090
Jeff Collins	Uniform Director	(586) 741-6512
Vince Alessandrini	Training & Development Director	(586) 421-4765
Rick Tharrett	Website Administrator	(586) 247-8996
Lisa Hendren	Publicist	(586) 226-4088
Ken Wood	Field Maintenance Coordinator	(586) 463-6352
Sandy Acord	Banquet Coordinator	(586) 226-9356
Cindy Mooty & Dave DeMartino	Open Day & Super Saturday Coordinators	(586) 677-0987 (586) 610-1289
Dave DeMartino	Picture Day Coordinator	(586) 610-1289
Janice Finkle	6U Division Chairperson	(586) 226-0567
Tim Leblanc	8U Division Chairperson	(586) 566-8789
Jill Legeret	10U Division Chairperson	(586) 598-1422
Joe Impellizzeri	12U Division Chairperson	(586) 598-0140
Dave DeMartino	14U Division Chairperson	(586) 610-1289
Doug Perry	18U Division Chairperson	(586) 292-1800

League Information

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