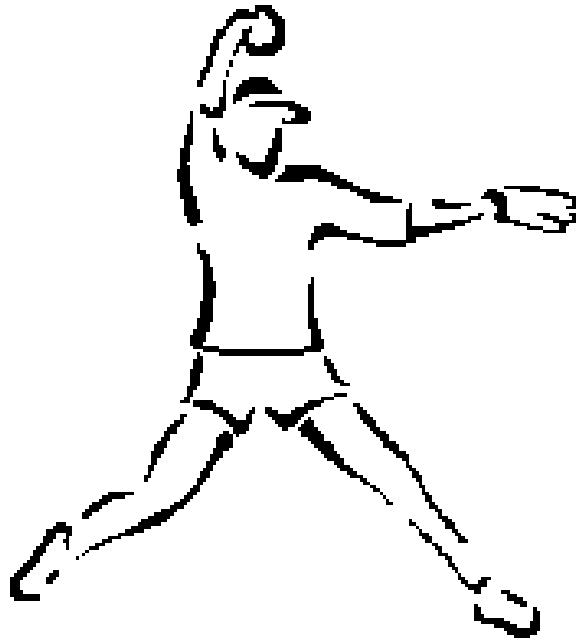


**Clinton-Macomb Girls
Fastpitch League
(C.M.G.F.L.)**



**By-Laws
Rules & Regulations**

**Adopted: 1984
Revised: 2011**

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Clinton-Macomb Girls Fastpitch League By-Laws
Adopted: 1984
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Article 1 – League Name

1. The name of this organization shall be Clinton-Macomb Girls Fastpitch League.

Article 2 – Purpose

1. The purpose of this organization shall be:
 - a. To provide fastpitch softball for members of our community.
 - b. To provide an opportunity for these members to learn and develop fastpitch softball skills thru off-season training, regular season play, tournaments, and playoffs.
 - c. To promote positive attitudes and good sportsmanship.

Article 3 – Members

1. Members are the governing board, managers, coaches, parents of players and any other CMGFL participating adults.

Article 4 – Executive Board Officers

1. The Executive Board shall consist of: President, Vice President, Treasurer and Secretary.
2. The Executive Board shall have the power to make decisions between general meetings.

Article 5 – Governing Board

1. The Governing Board shall consist of: President, Vice President, Treasurer, Secretary, Division Chairpersons, Sports Director, Equipment Director, Uniform Director, Training & Development Director, Website Administrator, Publicist, Field Maintenance Coordinator, Banquet Coordinator, Opening Day Coordinator, Super Saturday Coordinator, and Picture Day Coordinator.
2. The Governing Board shall be elected at the annual meeting in October each year and shall continue in office until their successors are elected and qualified.
3. As soon as a vacancy occurs in the office of the President, the Vice President shall succeed as President and a new Vice President shall be elected by the majority of the Governing Board.
4. In case a vacancy occurs in any other Governing Board position other than the President, a new Board Member shall be elected for the balance of the vacant term by a majority of the Governing Board.

Article 6 – Duties of the Governing Board Members

1. The President shall:
 - a. Preside at all organization meetings.
 - b. Appoint the appropriate officers with the assistance and approval of the elected officers.
 - c. Appoint special committees as necessary.
 - d. Provide dual signature with either the Treasurer or Vice President for all checks in excess of \$1,000.
 - e. Verify all IRS, tax, and non-profit organizations forms are filed annually.
 - f. Be ex-officio member all committees.
 - g. Work with the Field Maintenance Coordinator to secure all playing fields for each season.
 - h. Obtain insurance coverage for the league.
 - i. Oversee selection of the Dennis Raulerson Outstanding Service Award and Doug Heid Outstanding Manager Award.
 - j. Oversee and approve league budgets.
 - k. Working with the Vice President, will make final decision for rain out games.

2. The Vice President shall:
 - a. Preside at all organization meetings in the absence of the President.
 - b. Succeed to Presidency as soon as a vacancy occurs in that office for the remainder of the term.
 - c. Prepare practice schedules.
 - d. Provide dual signature with either the Treasurer or President for all checks in excess of \$1,000.
 - e. Chair the In-League Tournament.
 - f. Coordinate, publish and distribute By-Laws/Rules & Regulations to all managers at March meeting.
 - g. Be responsible for Divisional Drafts.
 - h. Run background checks for all managers, coaches and umpires.
 - i. Maintain and monitor league phone line.
 - j. Working with the President, will make final decision for rain out games.

3. The Treasurer shall:
 - a. Collect all monies and care for all league funds.
 - b. Keep accurate record of receipts and payments.
 - c. Pay all bills within 10 business days and submission of bills as approved by Executive Board within financial limitations.
 - d. Submit a financial report at each league meeting.
 - e. Submit annually a written financial report and back up documentation to the league accountant.

- f. Provide dual signature with either the President or Vice President for all checks over \$1,000.
4. The Secretary shall:
- a. Take minutes at all meetings and prepare copies prior to the next meeting.
 - b. Secure locations and times for all league meetings and walk-in registrations.
 - c. Handle all league correspondence including sending meeting notices.
 - d. Maintain registrations, team rosters, player database, and file teams with USSSA.
 - e. Order all trophies and awards for the league.
5. The Division Chairperson (for their respective division) shall:
- a. Assure that each team has a manager, a coach, a sponsor and equipment.
 - b. Communicate with each team regarding meetings, changes, points of interest, etc.
 - c. Handle complaints and problems and only bring those situations that are irreconcilable to the Vice President.
 - d. Compile a list of all-stars and most improved player from each team manager.
 - e. Ensure that all games scores are reported to the Website Administrator no later than Saturday of each week.
 - f. Attend the By-Laws/Rules & Regulations meeting.
 - g. Compile all player rankings and turn them into the Secretary by the banquet.
 - h. Assist Vice President with the in-league tournament.
 - i. In the 8 & Under and 6 & Under divisions, will handle on field game issues.
6. The Sports Director shall:
- a. Prepare league schedules for all regular season, playoff, tournament, and all-star games.
 - b. Reschedule all rain out games.
 - c. Schedule and handle all umpire issues.
7. The Equipment Director shall:
- a. Be in charge of distributing and receiving equipment to and from each team.
 - b. Keep a current and written inventory of equipment.
 - c. Be in charge of ordering new equipment.
 - d. Supply games balls for tournaments, playoffs, and regular season games.
 - e. Insure all equipment is stored in the designated storage facility at the end of the season.

8. The Uniform Director shall:
 - a. Be in charge of ordering, receiving and distributing all uniforms needed for the league.
 - b. Obtain uniform bids for Executive Board approval.
 - c. Be in charge of special uniforms ordering.
 - d. Collect sponsor information including fees and artwork (logos).
 - e. Collect orders and money for additional shirts.

9. The Training & Development Director shall:
 - a. Responsible for developing training programs for managers and coaches.
 - b. Responsible for developing, scheduling and executing training and development programs for all age divisions.

10. The Website Administrator shall:
 - a. Provide information about league meetings, calendar of events, registration, schedules, standings, weekly scores, league contacts, league news and any other pertinent information on the website.
 - b. Collect data and maintain updated league information.

11. The Publicist shall:
 - a. Recruit new and former players by memos to schools, ads in media and any other manner deemed necessary.
 - b. Provide copies and distribute all registration forms to former players and schools to promote our league.

12. The Field Maintenance Coordinator shall:
 - a. Maintain all fields including the creation of new fields if necessary.
 - b. Assist the President in securing all required fields with the schools and recreational departments.
 - c. Make sure each field has trash cans, equipment boxes and restrooms.
 - d. Be responsible for checking and stocking all equipment boxes once a week.
 - e. Assist the Vice President with field preparations for the in-league tournament.
 - f. Insure that all field equipment is collected and stored in the designated storage facility at the end of the season.

13. Other Coordinator Positions:
 - a. Banquet
 - b. Opening Day
 - c. Super Saturday
 - d. Picture Day

Article 7 – Meetings

1. Annual meeting shall be held the fourth Tuesday in October.
2. General meetings shall be held the fourth Tuesday of each month except for July, August, September and December. A December meeting will be held on the second Tuesday. General meetings may be cancelled or rescheduled within 72 hours of written notice with a majority approval of the Executive Board.
3. Rules meeting shall be held in November.
4. The President or three (3) Executive Board members with a minimum of a 24-hour written notice may call special meetings.

Article 8 – Bids

1. All expenditures must receive a majority approval of the Executive Board.
2. A minimum of two (2) bids must be submitted in writing before the Executive Board can approve any league expenditures in excess of \$500.

Article 9 – Parliamentary Authority

1. ROBERTS RULES OF ORDER shall govern the proceedings of this organization not herein provided for.

Article 10 – Playing Rules

1. This League shall play according to USSSA rules with the exception of the Rules & Regulations attached to these By-Laws.

Article 11 – Background Checks

1. The League requires all managers, coaches, and umpires to complete a background check form.

Article 12 – Accountant

1. The League will pay a Certified Public Accountant to review the books and file any necessary tax forms.

Article 13 – Amendment

1. These By-Laws may be amended by a two-thirds vote of the Governing Board at a general or special meeting provided notice was given at the previous meeting and a minimum of two days has elapsed since that meeting.

Clinton-Macomb Girls Fastpitch League Rules & Regulations

Adopted: 1984

Revised: 2011

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
 - g. 19 & Over (19O) Division - age 19 and over
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 Vice President. 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 before the first game. Waiting list order will follow date & time received by the league Vice President.
4. Each player is limited to register and play for only one regular season team within the same division.

5. No registrations will be accepted after the 7th game of the regular season. After the first game of the season, a manager has the option to decline the next registered player. If the manager declines, he/she will not be able to add another player to his/her team for the remainder of the 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 rules 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 by the banquet.
2. Managers not turning in rankings will receive the last pick of every round at the draft and may be suspended from managing the following year.
3. All girls on the team must be ranked on a scale of 1 to 5, with 1 being the best, in both fielding and hitting categories. Pitchers and catchers must also be ranked on a 1 to 5 scale. 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 Vice President 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 first available 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. In the 10U & 12U Divisions, teams with less than eight (8) protected players will pick first in their draft order. Once those teams reach 8 players, then all teams will begin to select players in draft order. Teams with more than 8 players will begin drafting in the round that all teams have an equal numbers of players. Example: A team with 11 returning players will not pick until the 12th round.
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. The following rules apply to team rosters:
 - a. If a manager returns to the same division with the same roster, he/she may keep the entire team.
 - b. 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. In the 14U & 18U Divisions, a manager can protect a full team (12 players). The balance of the team will be drafted if less than 12 players are protected.
12. 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 a team by the January general meeting and submit their name to the division chairperson.
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. In the 6U & 8U Divisions, managers must bring game/rule questions or disputes to the division chair during the game if available or immediately after.
8. Managers must exchange lineups listing the name and jersey number of all players prior to game time. The penalty for not submitting proper lineups at game time will result in the manager being ejected from the game.
9. The winning team shall input their scores on the website within 24 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 & 8U Divisions.
10. 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.
11. Managers (or a representative) are required to assist with field maintenance as determined by the Field Maintenance Coordinator.

12. Managers and two (2) coaches are required to wear league specified uniforms during all games. The league will provide uniforms and caps.
13. Managers are responsible for obtaining the sponsor fees.
14. 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. After the last game of the night, the visiting team managers must empty all trash cans and place trash in the dumpster.
- 15. 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 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. 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. Opening Day is at the discretion of the Executive Board and will be published in the Calendar of Events at the end of February.
2. In the event of a previously arranged school function, a manager may request a game to be rescheduled. The Executive Board and Sports Director must receive this request at least one (1) week before the scheduled game and will decide if it is necessary to reschedule. This will be strictly enforced.
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, spectator, or player ejected from a game for any reason may be suspended, ineligible, or banned from the playing field for a number of games to be determined by the Executive Board. The Executive Board, Division Chair, and Umpire in Chief may take further action with a majority vote of all 6 people. After an Executive Board hearing, an appeal can be made to the Governing Board requiring a 2/3 vote to overturn the decision.

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.**
5. Umpires are required to follow the code of conduct as outlined in the USSSA Rules & Regulations. Any violations need to be reported to the Sports Director.

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 timed 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. If a manager knows in advanced that he/she will have less than nine (9) players for a game, he/she is permitted to fill in players from the next lower division until nine (9) players are achieved. The player moving up cannot pitch. Managers must inform their division chair of the situation.
6. In the event a sanctioned umpire is not available for a scheduled game, one parent, a league officer, coach or sanctioned umpire 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.]

7. 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.
8. 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. In the 8U and 10U Divisions, if the game is called due to inclement weather, 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 12U, 14U and 18U Divisions, if the game is called due to inclement weather, 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. Games suspended due to darkness, will resume at point of suspension.
 - f. Tied games will not be replayed unless they are tournament or playoff games (see Paragraph Q & R).
 - g. If the game is tied after seven (7) innings and the time limit has not elapsed, teams are permitted to play an extra inning.
9. 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.
10. Each team must present their lineups per section I-7 by game time.
11. Field measurements are as follows:

<u>DIVISION</u>	<u>BASELINES</u>	<u>PITCHING DISTANCES</u>
6U	60 Feet	Tee Only
8U	60 Feet	Coach's choice
10U	60 Feet	35 feet
12U	60 Feet	40 feet
14U & 18U	60 Feet	43 Feet
12. 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.

13. 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.
14. 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 unless the player was ejected.
15. 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.**
16. 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. The entire team may wear black pants/shorts with Executive Board approval.
 - b. 12U, 14U & 18U Divisions:
 1. Uniform shirts and socks are mandatory.
 2. Uniform hats/visors are mandatory (except when a fielding mask is worn) for the 12U Division, and optional for the 14U & 18U Divisions.
 3. Uniform pants – Gray baseball pants or gray athletic shorts with sliding/compression shorts underneath. The entire team may wear black pants/shorts with Executive Board approval.
 - c. The league strongly recommends that pitchers wear a NOCSAE approved pitcher's mask.
 - d. Shoes with rubber cleats or soft-soled shoes must be worn. No metal cleats are allowed.
 - e. Jewelry of any kind is prohibited. Exception: new stud earrings may be taped.
 - f. 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.
 - g. The dress code will be strictly enforced by the umpire when approached by the opposing manager.
 - h. Catchers must wear a helmet, mask, chest protector and shin guards. Exception: 6U Division does not wear shin guards.

- i. All base runners and batters must wear helmets. In the 6U & 8U Divisions, the pitcher must also wear a helmet.
- 17. 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.
- 18. There will be no infield fly rule for the 6U, 8U & 10U Divisions.
- 19. 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. Any pre-existing injury should be disclosed before the game.
 - c. If the catcher is on base with two (2) outs, or four (4) runs have been scored where the 5 Run Rule applies, 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.
- 20. Intentional walks are not allowed.
- 21. 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.
- 22. Standings will be based on a point structure. 2 points for a win, 1 point for a tie, and 0 points for a loss.
- 23. 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. Home team will be decided by coin toss.
 - 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.
- 24. 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 matching, previously used game ball for the backup. The same balls furnished shall be returned after the game. **MANAGERS ARE NOT ALLOWED TO GIVE AWAY LEAGUE BALLS.**

25. During tournaments and playoffs, new balls will be provided and retained by the league.
26. 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.
- a. Base stealing will be allowed as follows:
 1. 10U & 12U Divisions – Four (4) attempted steals per inning per team.
 2. 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.
3. If there are no steals left, the runners attempting to steal will return to their bases and not be called out.
27. Special playing rules for the 10U & 12U Divisions not covered in the above rules are as follows:
- a. A runner can only steal one base at a time.
 - b. A ½ inning will be completed when 3 outs are obtained or one of the following occurs:
 1. The at bat in which a team scores their 5th run is the last play of that ½ inning. All runs scored during that play will count.
 2. 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 ½ inning. All runs scored during that play will count.
28. Special playing rules for the 12U Division that are not covered in the above rules are as follows:
- a. 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.
 - b. 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.)
 - c. 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.
29. Special playing rules for the 10U Division that are not covered in the above rules are as follows:
- a. The dropped third strike rule is not enforced.

- b. 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.
30. Special playing rules for the 8U Division that are not covered in the above rules are as follows:
- a. All players must play an infield and an outfield position every game.
 - b. The coach will make a maximum of six (6) pitches. If the batter has not hit a fair ball or been put out after receiving the maximum number of pitches without completing any of these situations, she will be called out. There are no walks.
 - c. Runners may advance one base on an overthrow if the player is running (not automatic). One overthrow per at bat.
 - d. If the runner is out, she needs to leave the playing field.
 - e. A ½ inning will be completed when three (3) outs are obtained or five (5) runs are scored.
 - f. Score will be kept, but the standings will not be posted.
 - g. The coach who is pitching will call the runners safe or out.
 - h. Two (2) coaches are allowed in the field to give instructions.
31. Special playing rules for the 6U Division that are not covered in the above rules are as follows:
- a. All players must play an infield and an outfield position every game.
 - b. There will be six (6) or seven (7) batters per inning, regardless of the number of outs made.
 - c. There are no strikeouts or walks.
 - d. All batters will hit off the tee.
 - e. 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.
 - f. If a batter hits the ball past the outfielders, the batter and base runners may advance a maximum of two (2) bases.
 - g. If the runner is out, she needs to leave the playing field.
 - h. 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.
 - i. Two (2) coaches are allowed in the field to give instructions.

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, Division Chairperson, and Umpire in Chief. Decisions 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 Umpire in Chief) 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 Umpire in Chief 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, except for the 10U, 12U, 14U & 18U Divisions' 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. Division championship games will be played in the 10U, 12U, 14U & 18U Divisions.
2. 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.
3. If there is only one (1) division/league, the 1st place team will play the winner of the playoff championship.
4. The team with the better record will be the home team.

S. Playoffs

1. Playoff games 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.
2. The Executive Board will determine the playoff schedule.
3. The home team for each game will be determined by a coin toss.
4. 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.

- 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.

T. All-Star Teams

1. One (1) All-Star game will be played per division. Does not apply to the 8U & 6U Divisions.
2. The home team for each game will be determined by a coin toss.
3. One (1) All-Star player is guaranteed per team. The Executive Board and Division Chairperson shall set the number of additional players per team and publish a game schedule. Additional players will be assigned based on standings. (i.e. 18 players per all-star team, 7 teams per league in the division, each team would receive 2 picks and the top four teams would receive a 3rd pick.)
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 1 hour 30 minute time limit.

U. Awards and Scholarships

1. Awards will be given at the banquet.
2. All 6U & 8U Division players will receive an award.
3. Individual and sponsor awards will be given to all 1st place teams in the 10U, 12U, 14U & 18U Divisions.
4. 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.
5. All-Star players will receive an award.
6. Each team will select a Most Improved Player and she will receive an award.

7. 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.
8. The Executive Board and Division Chairs will select one (1) manager each year to receive the Doug Heid Memorial Award for outstanding leadership and good sportsmanship.
9. Sponsors will receive a Certificate of Appreciation, two (2) tickets to the banquet, and a team picture.
10. The Executive Board will award up to three (3) annual scholarships of \$500.00 to qualified candidates (based on available funds). You must be a graduating senior to qualify. These recipients will receive a ticket to the banquet at no charge.

V. 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.

CMGFL Governing Board Members

<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
Cindy Mooty	Secretary	(586) 677-0987
Bob Ross	Sports Director	(586) 781-9450
Rick Kirsch	Equipment Director	(586) 286-8090
Brian Sayles & Doug Gostomski	Uniform Directors	(586) 226-8062 (586) 466-5715
Jason Szymanski	Training & Development Director	(586) 421-9668
Rick Tharrett	Website Administrator	(586) 247-8996
Matt Orr	Publicist	(586) 226-4049
Dave DeMartino	Field Maintenance Coordinator	(586) 610-1289
Sandy Acord	Banquet Coordinator	(586) 226-9356
Cindy Mooty	Open Day Coordinator	(586) 677-0987
Dave Toth	Super Saturday Coordinator	(586) 226-2273
Dave DeMartino	Picture Day Coordinator	(586) 610-1289
Janice Finkle	6U Division Chairperson	(586) 226-0567
John Finkle	8U Division Chairperson	(586) 226-0567
Dave Toth	10U Division Chairperson	(586) 226-2273
Scott Kolinski	12U Division Chairperson	(248) 495-4190
Jason Szymanski	14U Division Chairperson	(586) 421-9668
Doug Perry	18U Division Chairperson	(586) 292-1800
Rachel Wiedyk	19+ Division Chairperson	(586) 557-1248

League Information

Clinton-Macomb Girls Fastpitch League (CMGFL) P.O. Box 380176 Clinton Township, MI 48038-0061	(586) 610-3585 www.cmgfl.org
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