

# ARTICLE I: OBJECTIVE

The objectives of this association shall be to provide the sport of softball to girls, to teach them to work as a team and to learn sportsmanship. Managers shall enforce good safety practices and strongly encourage sportsmanship, especially by example.

The current year's ASA/USA OFFICIAL GUIDE, as published by the Amateur Softball Association of America, 2081 NE 50th Street, PO Box 11436, Oklahoma City, Oklahoma 73111-7203, shall be the official rules of the RRGSA.

Should the current Association membership fail to act on the local rules prior to February 1st, those rules adopted during the previous year shall remain in effect.

This constitution or any section thereof may be amended or replaced by a two-thirds majority vote of the attending membership prior to February 1st of any given year.

# ARTICLE II: LEAGUE RULES

## SECTION 1

Managers, coaches, players, or spectators will be removed from a game or from the Association for disciplinary reasons that include:

- The use of any tobacco, alcohol, drugs, or controlled substances on the field or in the dugout during practice or games.
- No alcohol, drugs, or controlled substances will be allowed in the stands.
- Being under the influence of alcohol, drugs, or controlled substances at practice or games.
- The use of profanity at any time during practice or games
- Committing threatening actions or undue harm to umpires, managers, coaches, players, or spectators during practice or games.

**- A second offense of any of these reasons will result in the expulsion of participation for the remainder of the regular and post-season and removal from RRGSA.**

## SECTION 2:

Time will be called immediately when a player is hurt, and bases will be awarded at the umpire's discretion.

## SECTION 3

Coaches are responsible for providing lineups with jersey #'s to the official scorekeeper, with copies available for the umpire and the opposing team before each game.

## SECTION 4

Forfeit times are ten minutes after game time. Game time is set by the current year's schedule.

## SECTION 5

Three innings or 45 minutes will constitute a complete game in the event of weather or other uncontrollable situations. No more than 6 innings will be played (exception: during the end-of-season tournament.)

## SECTION 6

A team is allowed only 6 runs per inning in 6U and 8U and 5 runs per inning in 10U, 12U, or 14U.

## SECTION 7

Run (mercy) rule will be in effect. A game will be called completed when a team is ahead by:

15 after 3 innings  
10 after 4 innings  
7 after 5 innings

## **SECTION 8**

You may start or finish with only six players in 6U and 8U.  
You may start or finish with only eight players in 10U and up

Any player arriving more than 20 minutes after the start of the game MAY NOT enter that game.

## **PICK-UP PLAYERS:**

**Why:** If a team will not have enough players to field a full defensive team for a game, the Team Manager may request the use of not more than two pool players to field a full defensive team on the requesting team. Every request for a pool player must include the reason for absence, and the right to obtain a pool player must be approved by the Player Agent or the Division Representative in which the pool player is requested. No games will be rescheduled due to an absence of a player.

**How:** The Team Manager must use all efforts to notify the Player Agent no later than 2 pm the day of the game regarding the need to use a pool player(s). If you are aware of the need in advance, submit the request early. The approval of the pool player shall be made by the Player Agent without input from any Manager. This approval is given on a game-by-game basis and based on need. Any use of a pool player or substitute player that has not been assigned by the Player Agent or Division Representative shall result in a 6-0 forfeit by the offending team.

A Pool Player is an RRGSA registered player from the age division below the requesting team's age division (i.e., a 10U team may have an 8U player, a 12U team may have a 10U player or an 8U player...etc) in order to meet the minimum number of players allowed to take the field in a game. If a 6U team needs an additional player to meet the minimum number of players, the coach will need to get with the 6U Representative and Player Agent to have player(s) approved to be added for the game(s). The pool player must always play the outfield and bat last. The pool player must play at least six (6) consecutive outs and bat at least once. In the event a "rostered" player shows up after the start of a game but before 20 minutes have passed, the pool player must meet this rule, and then the regular player must be inserted into the lineup and the pool player removed. Pool players are not allowed if it means the team will have extra players on the bench or to just add batters to your lineup. No pool players are allowed for post-season tournament play.

## **SECTION 9**

The manager of each team shall have the responsibility of maintaining order, discipline, and good sportsmanship from all who are associated with or representing his/her team. Coaches are to wear issued coaches' shirts. Coaches shall not alter the uniform. Coaches must wear caps and visors correctly.

## **SECTION 10**

Players' shoes shall be closed-toe, with no metal spikes or metal cleats. Rubber cleats are acceptable.

Exception: Games exclusively held within the 14U division (NOT mixed 12/14U), are allowed to wear metal cleats. Ordinary metal sole or heel plates may be used if the cleats on the plates do not extend more than 3/4 of an inch from the sole or heel of the shoe. Shoes with round metal spikes are illegal. Shoes with detachable cleats that screw on are not permitted; however, shoes with detachable cleats that screw INTO the shoe are permitted.

## **SECTION 11**

No girl shall be allowed to play unless in proper uniform, which consists of only those items approved by the RRGSA, including but not limited to: Cleats or other appropriate footwear, Fielder's mask, softball glove, batting helmet with mask, & approved bat per USA Softball regulation. EXCEPTION: With the permission of the plate umpire.

## **SECTION 12**

If a player is being disciplined, she may be withheld from one or more games for the following reasons:

1. Two missed practices in a row or excessive absences from both practices and games. An example would be a No Show, No Call situation; EXCEPTION: An excused absence.

2. Unsportsmanlike conduct or any other activity that discredits the Rose Rich Girls Softball Association. This is based on the umpires', coaches', or board members' hearing and or seeing poor sportsmanship.

A coach is not allowed to take disciplinary action against a child player without the approval of the Executive Board, addressed through the Division Rep. Any instance will be addressed on a case-by-case basis and reviewed by the Executive Board.

### **SECTION 13**

Each team is responsible for the following:

#### **Cleanup:**

Each team is responsible for leaving the dugouts, fields, and spectator area clean after each game and practice. (See Penalty below) Litter and glass are strictly prohibited.

#### **Field Maintenance:**

RRGSA will schedule official workdays before opening day. Each team will provide at least two representatives on each workday. Failure to fulfill your obligations shall result in the suspension of the team manager for 2 games without a required repeat offense. Suspended managers shall not be present at games.

Scorekeeping: The home team will supply an official scorekeeper ~~at least 18 years of age~~.

Penalty: Unless otherwise noted, a first offense will constitute a warning to the manager. Repeat offenders MAY be suspended as outlined. Any team failing to fulfill its obligations shall result in the suspension of the team manager for two (2) games. Suspended managers shall not be present at games, or perform any of the above duties, and MAY be required to forfeit their next league game and four (4) scheduled practice times on the fields. The scheduler will find a replacement team for this forfeited game.

### **SECTION 14**

The catcher, batter, and base runners must wear all required protective equipment during all games and practice sessions. Appropriate catcher's gear is provided by the league to each team. Batters are required to have a batting helmet with a facemask and may be equipped with a chin strap. All fielders are REQUIRED to wear a facemask during the games and practices. When batting, **ALL** batters must have a helmet on their head, regardless of the type of ball being used. Bat in hand, Helmet on head – always. Please communicate this to **ALL** coaches and players.

### **SECTION 15**

All able players shall not sit out consecutive innings of play. Failure to play all girls, is an automatic out for the offending team when they start to bat the next inning.

Exception: Games not lasting four innings, Players being disciplined under SECTION 12, or Injured players no longer batting under SECTION 20.

### **SECTION 16:**

All leagues/divisions will have a minimum of one USA Softball-certified umpire for each game. However, every effort will be made to furnish two umpires per game. Umpires are prohibited from calling a game involving his/her daughter's division, or in his/her division he/she manages or coaches.

#### **EXCEPTION:**

The T-ball division will not have umpires.

One umpire for the JR PIXIE (6U) and PIXIE (8U) LEAGUES.

If both managers agree, an adult who is acceptable to both managers may umpire a game in the absence of a USA Softball umpire. The results of the game will be final, and no protests will be allowed.

### **SECTION 17**

All defensive players not on the playing field must remain in the dugout. All offensive players, other than the base runners, the batter, the on-deck batter, and the base coaches, must remain in the dugout. The umpire's discretion is used to determine the result of the infraction.

### **SECTION 18:**

No one except players, coaches, the team scorekeeper, Team Mother, or league-registered volunteers will be allowed in the dugouts. All dugout volunteers over the age of 18 must have a background check submitted to the league. All adult on-field volunteers must have completed SafeSport training. In the absence of a manager or coach, a temporary alternate assistant may be used.

**SECTION 19:**

The team at bat shall be responsible for retrieving bats from the playing field.

**SECTION 20:**

An injured player removed from the field shall take her at bat unless officially removed from the game. If removed from the game, the girl's position in the batting order will be skipped without penalty.

**SECTION 21:**

Girls are not allowed to leave the base they are on, in stealing, or lead off until the pitcher releases the ball. If a girl does leave prior to the time the pitcher releases the ball, the umpire may issue a warning or call the runner out. Based on the umpire's judgement.

**SECTION 22:**

"International Tie Breaker (ITB)" When a softball game is tied at the end of six innings, or time expires, the International Tie Breaker rule goes into effect. At the start of the overtime inning, a runner is placed on second and third base with one out. The assigned runners are the last to complete an at-bat. One full inning is played, allowing each team the same chance to score. If the score remains tied, then the game will be recorded as a tie in the standings.

End-of-season International Tie Breaker will have the same start as the regular season ITB in the first inning. If a second inning of ITB occurs, then each team will start with 2 outs, and ITB will continue until the game has a winner.

**SECTION 23: Pitching and Base Distances**

Bases for all divisions shall be 60 feet in length.

Pitching in the 10U division will be from 35 feet.  
Pitching in the 12U division will be from 40 feet  
Pitching in the 14U division will be from 43 feet

## **ARTICLE III: SPECIAL RULES**

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## **ARTICLE IV: DIVISION MODIFICATIONS**

**TEE BALL (AGES 3-4)**

An approved 9" softstitch ball (i.e., Incredi-Ball) T-Ball will be used.

Game time will be 45 minutes. No new inning will start after 45 minutes.

All players should be listed in the batting order.

A team must have 3 players to start a game.

There will be no score kept during the game.

No stealing or bunting.

Runners must stay in contact with the base until the ball is hit.

All balls are placed on the tee.

There are no strikeouts. All balls must be put in play.

A maximum of three coaches for each team on Offense and three on Defense are allowed on the field at one time.

Coaches may coach the bases on offense and coach the defense in the field. Coaches must make every attempt to avoid the players and the ball when aligning their defensive positions.

Prior to a ball being hit by a batter, no infielder will be positioned in front of the imaginary line extended diagonally across the infield between 1st base and 3rd base.

No run downs to first, second, or third base. Forceouts ran or thrown to base must be made to record an out. A force out at home may be made to record an out.

Any player may run the ball inside the circle to initiate a dead ball.

An inning is completed when all the players have batted once. If three outs are recorded, the bases are emptied, and the team batting continues to hit until the lineup is complete.

Coaches MUST rotate players, with each player playing at least one infield position for a full inning per game, to ensure that players receive experience at several positions and maintain a higher level of player and team enthusiasm.

Field dimensions are:

45' base paths,

30' from home plate to pitcher's plate,

63' 7-1/4" home to 2nd base,

Home plate to be at least 15' from the backstop.

A line or arc is to be placed 15' in front of the home plate from the 1st and 3rd base foul lines to designate a dead ball area. A batted ball must go beyond this area to be a fair ball.

There are no official Umpires for T-Ball. The game should be governed by the two managers of the teams. There will be no arguing between coaches and teams. Sportsmanship, learning the game at a basic level, and having fun shall be demonstrated at all times.

Safety and Positive Encouragement shall be displayed by all members of a team.

During the last three (3) games of the season, the pitching coach will give each batter 3 practice pitches before they hit off of the "T". No running or plays will be made during the practice pitches.

## **JR. PIXIE MODIFICATIONS (AGES 5 & 6)**

An 11-inch RRGSA Board-approved ball will be used. (Ex. AD STARR 5)

Game time will be one hour. No new inning will start after one hour. Time expires, finish the inning unless the home team is mathematically eliminated from the game.

The infield fly rule will not be in effect

A continuous batting order will be used. All players will be in the batting order. If a player arrives late, she will be put at the bottom of the lineup.

All players on the roster will play every inning. Infield positions will remain the same. All additional players will play in the outfield. A minimum of 6 players will start a game.

No stealing or bunting, but the base runner may lead off once the pitch has left the coach pitcher's hand.

Runners must stay in contact with the base until the ball is released by the coach pitcher.

Play is stopped when the ball is returned to the pitcher in the pitcher's circle, and control of the ball is shown. Displayed control of the ball is based on the judgment of the umpire. Play may also be stopped by tagging the lead runner with the ball while the runner is on base. The base runner, who has not yet crossed the HALFWAY mark between bases, will be sent back by the umpire. This is a judgment call and should not be argued.

#### **6U Batting Rules:**

A batter shall receive 3 pitches from the coach. If the batter does not hit after the 3 pitches, she may have 2 attempts off of the batting tee. A foul ball will be considered an attempt even if on the 3rd pitched ball or the 2nd attempt off the tee. When utilizing a tee, the batter will receive no more than 5 attempts to put the ball into play.

The coach pitcher has the option of pitching a total of 5 balls to the batter. The decision to continue without using the tee for the last two pitches must be announced to the Umpire after the third pitch. Once this decision has been made, there will be no reversing the decision. The batter must finish with the final two live pitches. If the batter does not swing at the 5th pitch or fails to connect with the 5th pitch, then the batter will be called out on strikes. The tee can be utilized in the first game by all players; a player must be removed from the tee every game following the first game. The number of players that must be removed from the tee will be the same for both teams and will be indicative of either the number of league gamedays that have occurred or the number of games played by either team, whichever is least. A tee will not be used in the EOS tournament. The coach pitcher will handle all pitching, and outs will be recorded. There will be no walks.

A player who is no longer utilizing a tee may receive up to 7 pitches if fouling the 5th and 6th pitch. A batter will receive no more than 7 pitches, even if the 7th pitch is a foul ball. All fair balls must be played. Bunts and deliberate half swings are ruled illegal and count as a pitch. A batter is out if they foul the 7th pitch. The batter will be called out if failing to swing at the 5th pitch or any pitch thereafter during an at-bat.

Pitching will be underhanded and performed by the team's own coach. The defensive player must take position on or behind the pitching rubber with both feet in the circle until the ball is hit. She may move outside the 8 ft. circle once the ball has been hit. The player-pitcher must do all of the fielding. The coach pitcher must make every attempt to get completely out of the field of play once the ball has been hit. If, in the umpire's judgment, the coach intentionally interferes, the batter is out, AND ALL RUNNERS WILL RETURN TO THEIR ORIGINAL BASE. Pitching will be done from 35 feet with at least one foot inside the pitching circle.

Errant Throws on initial play - When a ball is hit into play, on the initial play only, as soon as the ball has clearly been thrown by a defensive player past first base and the ball remains in Foul Territory, the ball becomes dead and play is stopped. The ball does not have to make contact with the fence to result in a dead ball. A ball thrown by a defensive player that gets by the first baseman and remains in Fair Territory is a live ball.

ONE base is awarded to all the base runners from their position at the time when the ball is thrown past first base. The base runners are awarded the base they were attempting to make when the ball is thrown past first. The batter-runner is awarded second base on the errant throw, and a force would be in effect to push any runners on second base to third base. For example, if there is a base runner at second base at the time of the pitch, a ball is hit into play and on that initial play, the ball is thrown by a defensive player past first base, and as the ball is thrown past first base, that runner makes an attempt to go home, that base runner is awarded home. If there was no attempt toward home, the base runner shall remain at third base while the batter-runner is awarded second base.

A maximum of three coaches for each team on Offense and three on Defense are allowed on the field at one time. Coach positions for Offense will be the pitcher, first, and third base. Coach positions for Defense will be first and third base coaches positioned on the grass behind the Offensive base coaches. The third Defensive Coach may be positioned behind the catcher and umpire to assist with past balls. This coach may hand the ball to the catcher or throw it back to the pitching coach. This is intended to speed the game up between pitches. All coaches must not interfere with a play, regardless of location on the field. Coaches must be in foul territory when coaching defense and offense, except for the coach-pitcher.

The defensive team will have the following positions on the infield (dirt): catcher, pitcher, 1st base, 2nd base, 3rd base, and shortstop. All outfielders, with the exception of the rover, must be positioned on the grass. The rover must be declared if asked by the umpire and start three feet behind the baseline, but may move in once the ball is pitched. Players may not start any closer to the batter than the halfway marks along the foul line.

THERE WILL BE NO UNASSISTED PUT-OUTS AT 1ST BASE BY THE PITCHER. SHE MUST THROW THE BALL TO 1ST BASE.

There will be no more than 6 runs or 3 outs per half-inning. Official scores will be kept for league standings.

### **PIXIE MODIFICATIONS (AGES 7 & 8)**

An 11-inch RRGSA Board-approved ball will be used. (ASA/USA requirements: " 11 in., 0.470 max COR, Yellow Optic Cover with Red Stitch, Compression 375.0 lbs max, Dynamic 9,500 lbs max" Ex.ASA Core 4795)

Game time will be one hour and ten minutes. No new inning will start after one hour and ten minutes. When time expires, finish the inning unless the home team is mathematically eliminated from the game.

The infield fly rule is not in effect.

A continuous batting order will be used. All players will be in the batting order. If a player arrives late, she will be put at the bottom of the lineup.

A minimum of six players will start a game, with a maximum of 10 on the field.

There will be no more than 6 runs or 3 outs per half-inning. Official scores will be kept for league standings.

No stealing or bunting, but the base runner may lead off once the pitch has left the pitcher's hand.

Runners must stay in contact with the base until the ball is released by the pitcher (player or coach).

Play is stopped and time is called when the ball is returned to the infield and is in control by the player pitcher in the 8 ft. radius pitcher's circle. Play may also be stopped by tagging the lead runner with the ball while the runner is on base. The base runner, who has not yet crossed the HALFWAY mark between bases, will be sent back by the umpire. This is a judgment call and should not be argued.

1st inning (player pitcher): The defensive team will have a player pitcher during the 1st inning. Pitching will be done from 35 feet with at least one foot inside the pitching circle. The player pitcher will pitch three pitches to each of the first 4 batters. Strikes are counted. If a batter is hit by a pitch, the batter will be awarded 1st base. A batter may hit the ball, and the ball will be considered a live ball. If the batter does not hit off the player pitcher, with their strike count intact, the coach pitcher will come in to pitch a maximum of 3 pitches to the batter. The batter is allowed up to 2 additional pitches if fouling off the third pitch. After 2 foul balls, the batter is out.

2<sup>nd</sup> Inning and thereafter (coach pitcher): A batter will receive a maximum of 5 pitches unless she incurs 3 strikes (and is out) or there is a foul on the 5th pitch. A batter will get a 6th pitch and a 7th pitch if they continue to foul the pitched balls. A batter will receive no more than 7 pitches, even if the 7th pitch is a foul ball. All fair balls must be played. Bunts, slapping, and deliberate half swings are ruled illegal and count as a pitch. A batter is out even if the player fouls the 7th pitch.

Pitching will be underhanded and performed by the team's own coach. The defensive player must take position on or behind the pitching rubber with both feet in the circle until the ball is hit. She may move outside the 8 ft. circle once the ball has been hit. The player pitcher must do all of the fielding. The adult pitcher must make every attempt to get completely out of the field of play once the ball has been hit. If in the umpire's judgment, the coach intentionally interferes; the batter is out, AND ALL RUNNERS WILL RETURN TO THEIR ORIGINAL BASE. Pitching will be done from 35 feet with at least one foot inside the pitching circle.

If a player is involved in a play at any base, the player must not intentionally initiate a collision. If a player is ruled to have intentionally initiated a collision an out will be charged or the run allowed to score, depending on which player is ruled the offending party. This is a judgment call and should not be argued.

A maximum of 2 defensive coaches are allowed on the field at one time and located in foul territory.

Coaches may coach the bases (1st and 3rd) on offense, and the coach pitcher from the pitcher's circle. The defensive team will have the following positions on the infield (dirt): catcher, pitcher, 1st base, 2nd base, 3rd base, and shortstop. All outfielders, with the exception of the rover, must be positioned on the grass. The rover must be declared if asked by the umpire and start three feet behind the baseline, but may move in once the ball is pitched. Players may not start any closer to the batter than the halfway marks along the foul line.

THERE WILL BE NO UNASSISTED PUT OUTS AT 1ST BASE BY THE PITCHER; SHE MUST THROW THE BALL TO 1ST BASE.

## **10 & UNDER MODIFICATIONS (AGES 9 & 10)**

ASA Class "B" rules will be in effect

A player-pitcher is used.

An 11-inch RRGSA Board-approved ball will be used (ASA/USA requirements: "11in., 0.470 max COR, Yellow Optic Cover with Red Stitch, Compression 375.0 lbs max, Dynamic 9,500 lbs max" Ex. ASA Core 4795)

Game time will be one hour and ten minutes. No new inning will start after one hour and ten minutes. Once time expires, finish the inning unless the home team is mathematically eliminated from the game.

The infield fly rule is **not** in effect.

The dropped third strike rule is in effect.

There is no limit to stolen bases. Stealing home is allowed.

A continuous batting order will be used. All players will be in the batting order. If a player arrives late she will be put at the bottom of the lineup.

A minimum of eight players will start a game. (9 maximum on the field)

There will be no more than 5 runs per half-inning or 3 outs. Official scores will be kept for league standings.

There will be NO coach pitch. The player pitcher will handle all pitching duties.

Play is stopped when the ball is back to the pitcher within the 8-foot radius pitching circle. (Look back or "hesitation" rule is in effect)

Bunting and slap-hitting are allowed.

If a player is involved in a play at any base, the player must not intentionally initiate a collision, and an attempt to slide should be made by the base runner. If a player is ruled to have intentionally initiated a collision, an out will be charged or the run allowed to score, depending on which player is ruled the offending party. This is a judgment call and should not be argued.

Walking a batter with first base open allows for the runner to continue "Jet" to second base. The runner and play will still be live and may be thrown out. If the Jet runner shows hesitation going to second base, then she may be called out. This is an umpire's decision and shall not be argued.

## **12 & Under, 14 & UNDER/OPEN MODIFICATIONS**

ASA Class "B" rules will be in effect.

A player-pitcher is used at this level.

A 12-inch RRGSA board-approved ball will be used at this level (ASA/USA Requirements: "12in., 0.470 max COR,



White cover/Yellow Optic Cover with Red stitch only, 275.0 – 375.0 lbs max compression, 7,500 lbs max Dynamic.  
Ex. ASA Core 4795)

Bunting, Slap Hitting, and Stealing home are allowed.

The infield fly rule IS in effect.

A continuous batting order will be used. All players will be in the batting order. If a player arrives late she will be put at the bottom of the lineup

Dropped third strike is in effect.

A minimum of eight players will start a game. Nine players will take the field on defense.

If a player is involved in a play at any base, the player must not intentionally initiate a collision and an attempt to slide should be made by the base runner. If a player is ruled to have intentionally initiated a collision an out will be charged or the run allowed to score, depending on which player is ruled the offending party. This call is made by the umpire and cannot be argued.

Game time will be one hour and ten minutes. No new inning will start after one hour and ten minutes.  
Time expires, finish the inning unless the home team is mathematically eliminated from the game.

There will be no more than 5 runs or 3 outs per half inning. Official scores will be kept for league standings.

Play is stopped when the ball is back to the pitcher in the 8-foot radius pitching circle. (Look back or "hesitation" rule is in effect)

## ARTICLE V: FALL LEAGUE RULES & MODIFICATIONS

International Tie Breaker is **NOT** in Effect. **EVERY DIVISION**

### JR. PIXIE MODIFICATIONS (AGES 5 & 6)

1. **ONE** base is awarded to all the base runners **from their position at the time of the throw**. The runner is only awarded the base they were attempting to make when the ball is thrown. For example, if the runner has not made an attempt to proceed to 2nd base before the ball is thrown, the runner is only awarded 1st base and may not advance to 2nd.
2. The "T" will be removed during a point in the season deemed appropriate by the division representative and discussion amongst the board.
3. Once the "T" is removed, the batter will receive a maximum of 7 pitches. A batter will receive no more than 7 pitches, even if the 7th pitch is a foul ball. All fair balls must be played; bunts and deliberate half swings are ruled illegal and count as a pitch. A batter is out even if player fouls the 7th pitch. The batter will be allowed 5 strikes during an at-bat. The batter will strike out or hit the ball fair.

### PIXIE MODIFICATIONS (AGES 7 & 8)

1. 1st inning (player pitcher): The defensive team will have a player pitcher during the 1st inning. The player pitcher will pitch from the 35 ft pitching plate. The player pitcher will pitch three pitches to each of the first 4 batters. Balls and Strikes are not counted. If a batter is hit by a pitch the batter will be awarded 1st base. A batter may hit the ball, and the ball will be considered a live ball. If the batter does not hit off the player pitcher, the coach pitcher will come in to pitch a maximum of 3 pitches to the batter, **with an existing 1 strike count**. The batter is allowed up to 2 additional pitches if fouling off the third pitch. After 2 foul balls, the batter is out.

### 10 & UNDER MODIFICATIONS (AGES 9 & 10)

1. No Different Modifications from the Spring

### 12 & Under, 14 & UNDER/OPEN MODIFICATIONS

1. No Different Modifications from Spring

## ARTICLE VI: FIELD MAINTENANCE DUTIES & EQUIPMENT USE

### General Field Use and Dugout Cleanliness

1. Both teams are responsible for cleaning and disposing of their trash in the trash can for their dugouts and the area around the bleachers and locking gates when they exit the field.

### Starting the Field Maintainer

1. Use of the maintainer requires approval from the Equipment Director or a Field Maintenance Director prior to use.
2. To start the maintainer, the pedal by your left foot has to be in neutral (Middle position). The pedal goes forward to advance the machine forward and back to go in reverse.
3. There is a choke on the left side of the steering column. Pull out to choke the machine if it is cold. Once it is started, push the choke back into its normal position.
4. The brake and gas pedal are by your right foot. The brake is identified with a red pedal and the accelerator is next to the brake.
5. All drags should be in their upright position while exiting or entering the bunker and traveling within the park. Caution: having a drag lowered while exiting or entering the bunker or traveling from one field to the other will damage the drags. \_

### Dragging the fields

The goal of dragging the fields is to return the playing surface to its original state by filling in low spots around the pitching area, batter's box and leveling the infield.

- It is not a race to see how fast you can drag a field and the dirt on the infield should stay on the infield, not drag off when exiting the infield.
- The preferred method is to fill in the low spots initially around the pitching area and batter's box, then circle the perimeter of the infield twice with the appropriate drag.
- Then start around the pitching area in a circular motion until all areas have been dragged.
- Do not attempt to drag a field if the field is wet enough where you cannot walk on it.

### There are two drags on the maintainer (Rake and a Rear Basket)

- Either hand rake or use the front blade on the field maintainer to fill in the low spots (divots) around the pitching area and batter's box. You can raise and lower the front blade with the adjustment lever on the right side of the field maintainer.
- The rear basket should be used if the ground conditions are dry (normal conditions). The adjustment is a hydraulic switch located left of the steering wheel. If dirt is piling up on the rear basket, raise the back drag and use the rake beneath the field maintainer only.
- The rake beneath the field maintainer should be used only if the ground is damp and the back drag cannot be used or if there are some ruts or major divots. The adjustment is a hand lever located on the right side of the seat. It will lower the rake beneath the field maintainer to a proper depth.
- Do not rake directly over home plate, the pitching rubbers, or chalk markers, as this will damage the rake, pitching rubbers, home plate, pull out chalk markers.
- Raise all drags **BEFORE** exiting the infield. **Always return field maintainer to bunker and lock doors.**

### Sprinkler Systems

Sprinkler systems are installed on fields 1-4. Please ask a board member to assist with all sprinkler systems, when needed.

## ARTICLE VII: NON-LEAGUE TOURNAMENT TEAMS, "SELECT TEAMS"

Select (Class A, B, or C) Teams will be a part of the Association. A Select team that is not registered will not be allowed to use the Association name, fields, or claim any connection to the same. In order for the league to sanction an "A" Team it must adhere to the following guidelines.

**SECTION 1** Class "A" Tournament teams will be sanctioned annually by the Association with Board-approved managers. Sanction fee for the year will be determined annually by the Board.

**SECTION 2** Managers hand-pick players. Non-League Class "A/B/C" (Select) teams are not allowed to recruit girls who are actively involved with an RRGSA league team. This includes Spring Season, All-Stars, Fall Season and any Winter Ball rosters. This includes in-person, phone calls, emails, text, and any form of social media. Failure to abide may result in forfeiture of sanctioning.

**SECTION 3** Registration fees for Class A Tournament teams will be determined annually by the Board of Directors.

**SECTION 4** Players that participate on a Class A team may not be eligible to play on any Class B or Class C (All-Star) Tournament Teams, but may play league ball.

**SECTION 5** All tournament fees, traveling expenses, uniforms, and equipment expenses are borne by the players and their parents.

**SECTION 6** The Association will provide Class A/B/C teams with practice fields. All practice times will be scheduled through the Association Scheduler.

**SECTION 7** Each Non-League tournament team will be insured under all Association insurance policies after a USA/ASA registration roster has been submitted and all applicable league fees have been paid in full.

**SECTION 8** Each Non-League tournament team will have the opportunity to request use of the complex to host two fundraising tournaments annually. All dates must be approved by the Board.

**SECTION 9** Each Non-League Tournament team will have the same responsibilities as any league team, including, but not limited to, participation in field and complex maintenance.

**SECTION 10** Within 21 days of completion of a tournament, the hosting Select team must submit documentation to the Board, in such format that is acceptable to the Board, along with any fees owed.

**SECTION 11** If any Select team is considered to have violated any of our by-laws or other rules and regulations of the Association, the Board shall have the right to either temporarily or permanently revoke the Manager's sanction and the Select team's affiliation with the league. In such a case, no fees shall be returned to the team, and all team funds deposited with the league shall be forfeited.

**SECTION 12** Sanction periods are from September 1st through August 31st of the following year.

**SECTION 13** All currently sanctioned RRGSA Select teams and any new potential Select Team candidates requesting sanctioning by RRGSA must submit player/parent commitment letters in person by the Team Manager at the time of sanctioning for **at least 7 committed players to be eligible for sanctioning by RRGSA.**

**SECTION 14** **All Select teams sanctioned at the August board meeting must have full payment, full roster, and completion of registration forms to the RRGSA Treasurer per above by October 1st.** Failure to pay on time will result in the RRGSA sanction being revoked. Should new players be added after this date, the form needs to be completed and emailed to the RRGSA Select Team Representative. Extensions past October 1st are allowed if agreed upon by the Executive Board.

**SECTION 15** All Select coaches must abide by rules regarding team fundraising and the use of such funds, to include the proper use of the RRGSA Tax ID number. **A copy of the sponsor/donation form must be approved by the league treasurer before distributing for collections. All Sponsor checks must be made payable to RRGSA and deposited into the league account.** The reason for this is that you are using the RRGSA 501 (c) (3) non-profit status. Failure to follow proper procedure can cause RRGSA to lose its 501 (c) (3) status. All sponsor money, money collected, donated, raised, etc., must be used for players and coaches only. It can be used to purchase equipment, uniforms, pay hotel expenses, meals for girls and coaches (NO ALCOHOL), tournament fees, and hitting/pitching lessons. It **cannot be used** to cover meals for parents, team parties, entertainment, or anything along those lines. You can use the tax number to purchase items such as equipment and uniforms and save the sales tax. You can also use the number at Texas hotels and save on room tax. Do not use for personal use. Misuse of the RRGSA 501(c)3 information for any other item(s) noted above could result in a loss of sanction. **Further, failure to post any and all sponsor/fundraising monies through the league account will result in a loss of sanction and suspension from the league and its fields.**

**SECTION 16** Financials are due **NO LATER THAN THE END OF THE FIRST WEEK IN OCTOBER** each year. The board may request a receipt and proof of financials at any time. They should always be made available for any parent on your team who may ask to see them. Part of the 501 (c) (3) status is that all books must be open to the public. You cannot deny a parent from knowing the financials. When a Select Team disbands, you need to notify the Select Team Representative and the Treasurer as soon as possible. You will still be sanctioned until August 31st of the respective sanction period, and at that time, your final financials, along with any leftover money, will be due to RRGSA.

**SECTION 18** Each Select coach must read, understand, and follow the by-laws of RRGSA. Any failure to adhere to these guidelines could result in loss of practice time, coaching privileges, and/or permanent suspension from RRGSA. Team Manager should ensure that all coaches, parents, and players understand these as well. He/She will be held accountable for the actions of the entire team.

**SECTION 19** All Non-League Tournament teams will have the opportunity to host fundraising tournament(s) at the RRGSA Complex. The Select Team Representative will keep the calendar, and requested dates must be approved by the Board. A fee of \$10.00 dollars per team will be due to RRGSA per tournament within 10 days of event's close.

Field dry is available for teams at a cost of \$10.00 per bag. **Teams are responsible for providing all paper products for the tournament.** No one under the age of 16 is to drive any of the field equipment at any time.

**SECTION 20** Prior to the tournament start, the head coach and a RRGSA representative will walk the complex. At that time, the team will submit a deposit of \$250.00 for damages. At the conclusion of the tournament, a walk-through will be repeated, and should no damages be reported, the deposit check will be returned to the team. Any and all damage to equipment, buildings, use of the field dry, and/or failure to clean the park will be taken out of this deposit.

**SECTION 21** All rules and regulations set forth by the RRGSA must be followed. It is the team manager/head coach's duty to inform all assistants of these guidelines and codes of conduct. When batting, **ALL** batters must have a helmet on their head, regardless of the type of ball being used. Bat in hand, Helmet on head – always. Please communicate this to **ALL** coaches and players.

**SECTION 22** Misconduct by any Select team coach or assistant such as being thrown out of 3 or more games in one season, may result in suspension for the remainder of the season and/or review by the RRGSA Board.

**SECTION 23** Being under the influence of alcohol or drugs while involved with the team results in permanent suspension as a coach.

**SECTION 24** Violating the posted practice schedule will forfeit your next practice at RRGSA. Use of another team's field **MUST** be approved with the RRGSA Scheduler, President, or Vice President by the head coach prior to usage. Any and all additional practice days must be approved and communicated through the RRGSA Scheduler.

**SECTION 25** RRGSA appreciates your support and pride in our organization and complex. Failure to abide by the RRGSA bylaws may result in the loss of sanctioning for the remainder of the season. A quarterly meeting will be set up with each sanctioned coach to review and discuss any issues, ideas, or comments.

## ARTICLE VIII: ALL-STARS TOURNAMENT TEAMS

**SECTION 1** All-Stars Tournament teams are selected via try-out. Starting with players from 6U Division through 14U.

**SECTION 2** Each player will pay a tournament team registration fee, which will be determined by the Board annually.

**SECTION 3** Only League Managers and Assistant Coaches are eligible to manage an all-star team. The managers of the same division will rate the players at all-star tryouts, including their daughter(s).

**SECTION 4** Parent/Player commitment letters must be turned in before being allowed to attend all-star tryouts. The player must participate in 60% of their team's regular season games to be eligible for all-star play and not have participated in any USA Softball tournaments with another team prior to All-Stars.

**SECTION 5** All-Star Tryouts will be invitational only from each manager per their respective division.

**SECTION 6** Managers give their list of recommended all-stars to the Player Agent prior to the initial Blue Manager selection meeting. The compiled list from all managers per division will determine who is invited to the all-star tryout. ~~(rev.2/17)~~

**SECTION 7** The managers per division will vote for and select the Blue Team manager at a meeting after approximately 3/4 of the spring season is completed. One vote allowed per team. The official date and time will be determined by the Executive Board. During this initial meeting, the coaches will nominate the Gold Team manager if there is enough interest from coaches and if the division has the pitching and catching talent. A follow-up second meeting of the managers will vote on the Gold manager being selected.

**SECTION 8** If a manager needs to add a player to the invitational list after the initial meeting, they must do so through the Executive Board.

**SECTION 9** Additional teams (after Blue and Gold) may be formed per division, but will not be considered an all-star team. They will be considered a league tournament team and will pay their own way.

**SECTION 10** There will be no fewer than 11 and no more than 14 players on a Tournament team.

**SECTION 11** The all-star manager may select 3 to 4 coaches based on board approval.

**SECTION 12** The all-star tournament team(s) can participate in various tournaments in the greater Houston area. Traveling beyond this area requires board approval.

**SECTION 13** They will participate in the Texas State Tournament and, upon qualifying, the National Tournament.

**SECTION 14** The Association will provide Tournament fees for the State, Regional, and National Tournaments for all RRGSA all-star Teams. Uniforms for all RRGSA all-star Teams will be selected and provided by the Association, the cost of which will be reimbursed to the league by each respective team.

**SECTION 15** Traveling expenses for their families and parents will be covered by the parents.

**SECTION 16** Outside play, including practices, cannot interfere with league play.

**SECTION 17** The President or Treasurer must be notified of all fundraising events held by an all-star team and such activity will be approved by the Board. These funds will be accounted for separately for each all-star team. All teams or individual expenditures must be in full compliance with the current IRS tax codes, and conform to rules and

regulations that may from time to time be established by the Board, so as not to jeopardize the Association's non-profit status. The team will be responsible for submitting all fundraising receipts for expenditures to the treasurer immediately. All excess funds will revert to the general fund of the Association at the end of the tournament season, which is on or before August 1st.

**SECTION 18** All-Star Team Managers and or treasurers will be required to maintain an accurate receipt of all funds collected (parent monies, sponsorship, fundraising, expenses etc.) during the duration of tournament play. **An accurate balance sheet is to be sent once a week to every parent of that all-star team, and a copy is also to be sent to the league treasurer.**

**Location:**

Dates and times for all-star tryouts will be determined annually by the Board.

**TRYOUT FORMAT:**

Any all-star candidate must attend tryouts. The division representative can only grant excused absences with the approval from the Executive Board on a case-by-case basis, with at least 24 hours' notice given. Excused absences need to be a doctor's written excuse or a note from the parent due to a death in the family and submitted to the division representative 24 hours prior to the tryout date.

Pitcher and catcher tryouts will be scheduled separately from general tryouts and will be scored independently. Initially, the pitchers will throw to a parent approximately ten pitches. They will be evaluated as a group at this time. Next, the catchers will catch 5 to 10 pitches from a pitcher, and the pitchers will rotate so that each catcher has the chance to catch each pitcher trying out. The catcher will then take their position behind the plate and catch a ball tossed by a parent and throw down to second base 3 times to a tryout volunteer.

**SELECTION AND FINALIZING TEAMS:**

**Selection of all-star teams shall be determined by each respective division's managers and elected Head Coach; the process will be as follows:**

**6U and 8U:**

The approved All-Star coach for the 6U and 8U Blue Team would be given the top-ranked eight (#1-8) players from tryouts, and the approved All-Star coach would then choose 3 to 6 more girls from the remaining pool of players, including players with an Executive Board-approved excused absence. A team must have a minimum of 11 players and no more than 14 players. Any successive teams would be selected by the division's managers and the elected head coach in order to field as many teams as talent and coaching allow.

**10U, 12U, 14U:**

The approved all-star blue team coach for each specific age group will be given the #1 and #2 ranked pitcher and the #1 ranked catcher from tryouts. From the overall rankings, the coach will be given the top 7 players and then allowed to choose 4 to 7 players from the remaining pool of players, including players with an Executive Board-approved excused absence. A team will have no more than 14 players. Any successive teams would be selected by the division managers and the elected head coach in order to field as many teams as talent, pitching, and coaching allow, with the direction and final approval being made by the Division Representative and Executive Board.

(i.e. Pitchers/Catchers)

**SANCTION CLASSIFICATION:**

All-star teams shall compete in the District 43 Regional Tournament, if it is held. At this tournament, the district commissioner shall determine and approve each all-star team's classification as a "B" or "C" sanctioned team. The breakout tournament location and date will be announced when determined by USA/ASA Division #43 representatives. The District 43 USA/ASA breakout tournament will establish the classification of B or C to determine which state tournament that team is eligible to play within.

**GENERAL GUIDELINES:**

- The All-Star fee is determined annually by the board and is a cost by the parent per player. This registration fee will include the purchase of (2) full uniforms.
- **League dues must be paid in full and have a zero balance to be eligible for all-stars.**
- If you have a player "plays up" a division, they are not eligible for their age-eligible "lower" division All-Star team. The player is eligible for the higher age division All-Star team that they played in that season.
- RRGSA pays the entry fee for the USA/ASA State tournament per team in each division.
- League-approved coaches should submit an All-Star Coach application indicating their interest in coaching an All-Star team, along with written qualifications to their division representative.
- Approved All-Star Managers must be USA/ASA ACE certified.
- Approved All-Star Managers do not determine assistant coaches until the All-Star draft concludes..
- Coach nominees presented to the Executive Board and division representative and will be approved by the RRGSA Board.
- Approved players, parents, and coaches shall follow and sign the established all-star guidelines.

- All potential all-star selections **MUST** put their league team duties **FIRST**. This includes all practices and games as all-star and league practice in case of overlap. If a player does not show for her league practices and games, then that child will be removed from her all-star team. It is a league-first mentality until the regular season is completed.

**NOTE: If a player chooses to leave an all-star team, that player forfeits All-Star play and the All-Star fee for that season. No Refund.**

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The selection process set forth may be subject to change as deemed necessary by the Executive Board.

## ARTICLE IX: LEAGUE TOURNAMENT TEAMS, NON-ALL-STARs

**SECTION 1** Tournament (Winterball, All-Stars, or otherwise) teams are selected via try-out. Starting with players from 6U Division through 14U.

**SECTION 2** Each player will pay a tournament team registration fee, which will be determined by the Board annually.

**SECTION 3** Only USA/ASA-licensed and ACE-certified coaches who are registered with the league are eligible to manage a league tournament team. League Managers and Assistant Coaches from the immediate previous season are primarily eligible to manage Winterball (or other league-affiliated) tournament teams. Approval of the Tournament Team manager and coaches is subject to the RRGSA Board, with expressed guidance by the respective Division Representative and the Player Agent. Selection of players for non-All-Star tournament teams is at the discretion of the approved manager and must consist only of currently registered players from the league who tried out.

**SECTION 4** Parents must complete and submit all team registration forms before players are allowed to attend tournament team tryouts. The player must participate in 60% of their team's regular season games to be eligible for tournament team play.

**SECTION 5** Tournament teams are recognized by the league and may use their logos and emblems, but will pay their own way after paying the required registration fees. Registration with the league ensures that tournament teams are eligible to be covered under the league insurance policy.

**SECTION 6** There will be no fewer than 11 and no more than 14 players on a Tournament team.

**SECTION 7** The tournament managers may select 3 to 4 coaches based on board approval.

**SECTION 8** If playing in the summer, they may participate in the Texas State Tournament if they are eligible, and upon qualifying, the National Tournament.

**SECTION 9** Uniforms for all RRGSA League Tournament Teams will be selected and provided by the Association, the cost of which will be reimbursed to the league by each respective team.

**SECTION 10** Traveling expenses for their families and parents will be borne by the parents.

**SECTION 11** Outside play, including practices, cannot interfere with league play.

**SECTION 12** The President or Treasurer must be notified of all fundraising events held by the league tournament team and such activity will be approved by the Board. These funds will be accounted for separately for each tournament team. All teams or individual expenditures must be in full compliance with the current IRS tax codes, and conform to rules and regulations that may from time to time be established by the Board, so as not to jeopardize the Association's non-profit status. The team will be responsible for submitting all fundraising receipts for expenditures to the treasurer immediately. All excess funds will revert to the general fund of the Association at the end of the tournament season.

**SECTION 13** League Tournament Managers and or treasurers will be required to maintain an accurate receipt of all funds collected (parent monies, sponsorship, fund-raising, expenses, etc.) during the duration of tournament play. **An accurate balance sheet is to be sent once a week to every parent of that league tournament team and a copy is also to be sent to the league treasurer.**

### **Location:**

Dates and times for league tournament team tryouts will be determined by the Board.

### **TRYOUT FORMAT:**

Any league tournament team candidate must attend tryouts. The division representative can only grant excused absences with the approval from the Executive Board on a case-by-case basis, with at least 24 hours' notice given. Excused absences need to be a doctor's written excuse or a note from the parent due to a death in the family and submitted to the division representative 24 hours prior to the tryout date.

### **SELECTION AND FINALIZING TEAMS:**

Selection of league tournament teams shall be determined by each respective division's approved tournament team Manager, and the process will be determined by the respective coaches themselves. These coaches will work with their respective division representative and/or player agent to devise what tryout format works best for them. Tryouts

will be conducted fairly and equitably for all registrants, but the format and procedures are fully at the individual league tournament team manager's discretion and may not be uniform across each division. Coaches will act in the best interest of the league in devising their fair tryout standards. Additionally, the selection of tournament team rosters is solely the discretion of the approved league tournament manager and coaches, with assistance and guidance from their respective division representative.

**GENERAL GUIDELINES:**

- The tournament team fee is determined annually by the board and is a cost to the parent per player. This registration fee will include the purchase of 1 league-designed jersey.
- **League dues must be paid in full and have a zero balance to be eligible for league tournament teams.**
- League tournament teams should consist solely of players who actively play in that age division in league play. There will be no "playing down" on league tournament teams.
- League-approved coaches should submit interest in coaching a League Tournament Team Coach through their division representative, and then be approved by the RRGSA Board.
- Must be USA/ASA ACE certified.
- Approved players, parents, and coaches shall follow and sign the established league tournament team guidelines.
- All potential lead tournament team selections **MUST** put their league team duties **FIRST**. This includes all practices and games, as tournament teams and league practices may overlap. If a player does not show for her league practices and games, then that child will be removed from her league tournament team. It is a league-first mentality until the regular season and end-of-season tournament is completed.

**NOTE: If a player chooses to leave a league tournament team, that player forfeits league tournament play and league tournament team fees for that season. No Refund.**

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The selection process set forth may be subject to change as deemed necessary by the Executive Board.

## ARTICLE X: PROTESTS

**SECTION 1** All protests will be handled by the Grievance Committee.

(See PART ONE BY-LAWS, ARTICLE XIV, A, SECTION 1)

Their decisions will be final and may not be overruled by the Board of Directors or any officer of RRGSA.

**SECTION 2** Playing rule protests will be per USA Softball rules and procedures. The protest must be in writing and filed within 48 hours with the League Commissioner.

**SECTION 3** The opposing manager will be given the opportunity to respond in writing to the Grievance Committee before a decision can be reached. He will be given 48 hours from notification of a protest to respond.

**SECTION 4** Judgment calls cannot be protested.

## ARTICLE XI: MAKE-UP GAMES

**SECTION 1** Make-up games consist of games missed due to weather conditions, or severe situation, which causes the league/division commissioner to cancel a scheduled game(s).

**SECTION 2** The commissioner of each league/division, along with the scheduler, must reschedule make-up games at the next open slot that is available to both teams. The scheduler shall notify the commissioner and managers involved no later than 48 hours prior to the rescheduled game.

## ARTICLE XII: LEAGUE STANDINGS IN CASE OF TIE

### SECTION 1

If 2 teams tie in league standings, the following tiebreakers will be used:

Tiebreaker 1: Head-to-Head Record

Tiebreaker 2: Total Runs Allowed

Tiebreaker 3: Total Runs Scored

If 3 or more teams tie in league standings, the following tiebreakers will be used:

Tiebreaker 1: Total Runs Allowed

Tiebreaker 2: Total Runs Scored

## ARTICLE XIII: SPORTSMANSHIP

**SECTION 1** Negative Cheering and Behavior: While RRGSA encourages positive cheering supportive of team play, negative cheering directed at or to distract the opposing players or team or the umpire will not be tolerated. The Umpire or Director-in-Charge is empowered to declare a forfeit, if necessary, after a team has been given a warning. A manager or coach ejected from the game for failing to enforce League Standard of Conduct Rules must come before the RRGSA Board of Directors at their next scheduled meeting. Failure to appear shall result in immediate dismissal from the league.

## ARTICLE XIV: AMENDMENTS

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