



**2025 – 2026 CORONA GIRLS  
SOFTBALL ASSOCIATION**

**OPERATING RULES &  
REGULATIONS**

**Version 4/3/2026**

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## CGSA Operating Rules and Regulations

### ARTICLE 1: GENERAL INFORMATION

A copy of the CGSA Bylaws, CGSA Rules, and Official USA Rulebook shall be given to the Board of Directors and Team Managers before participating in league activities. CGSA Rules and Regulations may be obtained in an electronic format by visiting our website at [www.cgsasoftball.org](http://www.cgsasoftball.org). Copies of these Rules and Regulations are also available upon request.

The Board of Directors has the authority to establish policy or to rule on any point specifically or not specifically covered by current policy, rules, or bylaws of the Corona Girls Softball Association. Unless superseded or expanded on, the CGSA Rules and Regulations, this league will function under the current USA Softball rulebook.

#### Section 1.01 Divisions

1. Divisions: Age Division is determined by the age the player will be prior to September 1<sup>st</sup> of the current year. The teams shall be organized into the following divisions:
  - a. 6U – 6 and under, and at least 4 1/2 years old prior to September 1<sup>st</sup>
  - b. 8U – age 7 or 8
  - c. 10 – age 9 or 10
  - d. 12U – age 11 or 12
  - e. 14U – age 13 or 14
  - f. 18U – age 15 through 18

*Note: 14U through 18U divisions MAY be combined, if necessary, in order to fulfill adequate numbers of teams for the season.*

2. For the Spring Season, players must meet USA Yellow Book requirements regarding player eligibility, which distinguishes between a travel player and a recreational league player.
3. For the Fall Season, travel players are eligible to play, provided that the CGSA team they are drafted to is the first priority, regarding, but not limited to, practices, games, team events, league fundraising, and any end-of-season tournaments. Failure to meet these requirements could result in dismissal from the league and forfeiture of registration fees.
4. Divisions may be combined or divided into one or more subdivisions at the discretion of the Board of Directors.

#### Section 1.02 Play Up/Play Down Rule

- a. CGSA encourages players to reach the highest level of competition. However, CGSA leverages several factors to consider the eligibility of a player playing in a higher OR lower age division. Such factors include, but are not limited to, a player's ability as decided by managers and/or Division Coordinators, the number of players needed in each division, and the safety of players. Each player's status will be decided on a case-by-case basis.
  - a. Players wishing to move up or move down must notify the CGSA Player Agent and/or Division Coordinator in writing prior to each season's evaluations.

## Section 1.03 Seasons of Play

The new playing season begins with the Fall Season.

1. Fall Season
  - a. Fall Season is September 1<sup>st</sup> through December 31<sup>st</sup>.
  - b. Teams formed during Fall can include recreation league teams, select teams, & elite (select) teams.
2. Spring Season
  - a. Spring Season is January 1<sup>st</sup> through the end of national championship play.
  - b. Teams formed during Spring can include recreation league teams, all-star teams, & select teams.

## Section 1.04 CGSA Logo

All persons are strictly forbidden from using the CGSA Logo or its likeness without the expressed written consent of the Board of Directors. Unauthorized use of the CGSA Logo will result in suspension or expulsion from the league.

## ARTICLE II: REGISTRATION

### Section 2.01 General

1. Each Player must be registered by a Parent or Legal Guardian. First year CGSA registrants must present legal proof of Date of Birth at the time of registration. Returning Players must provide legal proof of Date of Birth at the request of the CGSA Registrar. The Registration fee for each season is set by the Board of Directors and based on projected expenses. The Registration fee may be waived for extraordinary circumstances by request to the CGSA Registrar and Board approval.
2. Priority of placement on teams, for late registrants, will be determined by the date of registration if the league cannot accommodate all registrants.
3. CGSA reserves the right to request a written medical release from a licensed physician for any player who is deemed injured at the time of registration/evaluations, if the Board deems it necessary.
4. CGSA will be covered by Liability Insurance and each team shall be covered by a Team Insurance Policy. (this is handled by the league and part of registration dues)

### Section 2.02 Payment Plans

1. Payment plans will be offered at the discretion of the Board of Directors. All payment plans are a privilege and can be withdrawn at any time. Payment plan agreements must be followed as instructed. Failure to comply with a payment plan may result in the withholding of player jerseys until the payment plan is paid in full.

### Section 2.03 Returned Check/Insufficient Funds

1. All bounced checks written to the league OR notices of insufficient funds will be accessed by the CGSA Treasurer.
2. Monies will become immediately due in CASH ONLY, with any league incurred bank charges added to balance.

### Section 2.04 Refund Policy

1. Requests for a refund must be in writing. Requests should be mailed or emailed to CGSA Treasurer, CGSA Registrar and/or CGSA Player Agent and submitted to the appropriate Division Coordinator for review by the Executive Board.
2. Refund Amount during Spring Season
  - a. Full refund prior to the draft.
  - b. No refund will be given after the draft.
3. Refund Amount during Fall Season
  - a. Full refund prior to the draft.
  - b. No refund will be given after the draft.

## ARTICLE III: PLAYING FIELDS AND DUGOUTS

All Board of Directors, General Membership, Volunteers, Managers, Coaches, Players, Parents, Umpires and any other party involved with CGSA, shall comply with all rules related to the CGSA fields.

### Section 3.01 Park usage

1. All league members must comply with all CITY OF CORONA MUNICIPAL CODES and provisions related to park usage. Failure to follow these codes may result in disciplinary action, including expulsion from the league. The City of Corona Municipal Codes can be found at the link provided below:

[https://codelibrary.amlegal.com/codes/corona/latest/corona\\_ca/0-0-0-33691](https://codelibrary.amlegal.com/codes/corona/latest/corona_ca/0-0-0-33691)

### Section 3.02 Dugout

1. Only managers and coaches may stand in the opening of the dugout to the field. Team personnel are asked to keep players away from the opening to help prevent possible injuries.
2. Teams will be limited to **no more than four (4)** personnel in the dugout during games (Manager/Coaches/Team parent or other official); one of said personnel must be a female over the age of 18. All must have a CGSA ID badge (if provided) at all team functions.
3. Failure to produce a CGSA ID badge (or regular ID to confirm Identity) may result in removal from the game or practice field.
  - a. First offense without a CGSA ID badge will result in a warning to the manager of the offending team.
  - b. Second time without a CGSA ID badge may result in ejection/removal of the manager of the offending team.
  - c. Third time without a CGSA ID badge will result in forfeiture of the game against the offending team.
  - d. Managers will also be responsible for keeping parents without CGSA ID badges off the field. The same penalty will apply to Managers if a parent without a CGSA ID badge is found on the playing field (pregame warm-ups).
4. Disposal of all trash in the dugout is the responsibility of the Team Manager. Violations of this rule may result in a one-game suspension of said manager.
  - a. The one-game suspension will take place at the next scheduled game.
  - b. Suspensions of this type are not appealable.

### Section 3.03 Outside Vendors

No food, drinks, or photos may be sold at any CGSA event without written consent of the Executive Board. NO EXCEPTIONS.

### Section 3.04 Smoking

1. The City of Corona Municipal Code prohibits ALL smoking at all city parks (including e-cigarettes, etc.), curb to curb. Violating the Municipal Code may subject you to penalties as enforced by the City of Corona.
  - a. Any CGSA board member can enforce this rule at CGSA-sponsored events.
  - b. Failure to follow any direction of a Board member may result in ejection from the premises and/or ejection of the manager(s).

### Section 3.05 Intoxicants

1. The City of Corona Municipal Code prohibits ALL intoxicants at all city parks, curb to curb. Violating the Municipal Code may subject you to penalties as enforced by the City of Corona.
  - a. Any CGSA board member can enforce this rule at CGSA-sponsored events.
  - b. Failure to follow any direction of a Board member may result in ejection from the premises and/or ejection of the manager(s).

### Section 3.06 Pets

1. Pursuant to the City of Corona Municipal Code, pets are allowed at any city park.
  - a. Pet owners who bring pets to Butterfield Park are asked to keep an appropriate distance from all CGSA fields.
  - b. All pets must always be kept on a leash.
  - c. Pet owners are responsible for cleaning up after their pets.
  - d. Pet owners whose pets are deemed to be a safety hazard will be asked to leave the area.
  - e. CGSA reminds pet owners of their full responsibility and liability regarding public and player safety at Butterfield Park.

## ARTICLE IV: RULES OF CONDUCT

CGSA adopts the USSSA/USA Softball Code of Conduct policy for all Board of Directors, Managers, Coaches, Players, parents, general membership, volunteers, umpires and any other party involved with CGSA in any capacity. A Code of Conduct form is required to be signed prior to the start of each season as directed by the CGSA registrar.

### Section 4.01 Complaints

1. Any member of the league who feels there has been a violation of the CGSA/USSSA/USA Softball Code of Conduct or wishes to file an official complaint must file a **written complaint to the Division Coordinator and the CGSA Player Agent**.
2. The complaint should include the details of the incident(s), names of those involved, names of any witnesses and any resolution that is being sought.
3. Complaints relating to an Umpire should be emailed to the CGSA Head Umpire, the CGSA Division Coordinator and the CGSA Player Agent.
  - a. Comments regarding an Umpire listed on an Official Score Card are not considered a Formal Complaint.
4. All complaints must be made in writing via email within **seven (7) days** of the date of the alleged offense.
5. All complaints will first be reviewed by the CGSA Division Coordinator and CGSA Player Agent for resolution.
6. Issues resolved by the CGSA Division Coordinator/CGSA Player Agent are to be reported to the Board of Directors via email, and details will be shared at the next regularly scheduled board meeting.
7. Issues not resolved by the CGSA Division Coordinator are to be directed immediately to the Executive Board via email by the CGSA Player Agent.
8. The Executive Board will decide, within 14 days, on any action that will be taken and presented to the Board of Directors for a majority vote.
9. The alleged offender may be subject to suspension of play for a period of time not to exceed fourteen (14) days, during the review by the Executive Board.
10. The person who filed the Complaint and the offender will be given notice verbally and in writing by the CGSA Player Agent of the final decision on the resolution of the complaint within thirty days (30) of receipt.
11. The CGSA Secretary will keep a record of all complaints and corresponding documents sent to the Executive Board and the resolutions.
12. Any persons determined to have violated the CGSA/USSSA/USA Code of Conduct may be subject to disciplinary action, ranging from admonishment to expulsion from membership with the league.
13. Prior to terminating membership, the offender shall be given no less than forty-eight hours' notice of a special meeting of the Executive Board and any selected Board Members to be informed of the general nature of the charges and be given an opportunity to appear at the special meeting to answer such charges.
14. Any individual who falsely accuses anyone of misconduct may face disciplinary action by the Executive Board. Said determination is final; it's not subject to appeal or protest.

15. Flagrant acts of misconduct will result in disciplinary action, up to and including expulsion from the league, and will be determined by the Executive Board. No previous charges or offenses need to be considered to invoke said disciplinary action.  
FLAGRANT MISCONDUCT IS DEFINED AS ACTION(S) BY PERSON(S) DEEMED BY THE BOARD TO BE WILLFUL OR NEGLIGENT ACTS WHICH BRING, OR ARE INTENDED TO BRING EMBARRASSMENT, RIDICULE OR DISRUPTION TO CGSA OR ANY OF ITS FUNCTIONS.
16. Flagrant misconduct also includes physical acts of violence of any kind; and the use of profanity at any game or CGSA sponsored event (including meetings, drafts, etc.)

## Section 4.02 Harassment

1. Harassment directed to any player, manager, coach, umpire or League Official by any team member or their spectators (spectators are defined as parents, guardians, aunts, uncles, siblings, friends of the team member's family or persons directly or indirectly related to a team parent, etc.) will not be tolerated. The manager is responsible for all team members and their spectators. The penalty for an infraction of this rule is as follows:
  - a. First offense – warning to manager of the offending team.
  - b. Second offense – ejection/suspension of the manager of the offending team.
  - c. Third offense – forfeiture of the game against the offending team.
2. Any member who feels they are being harassed may file a complaint with the CGSA Division Coordinator and the CGSA Player Agent for review by the Executive Board.

## Section 4.03 Discrimination

1. Managers, coaches and league officials shall at no time engage in the act of discrimination based upon age, race, sexual orientation or religion including acts of discrimination prompted in retaliation of any action taken by the Board of Directors. Violation of this rule could be ground for immediate suspension and/or expulsion from the league.
2. Any member of the league who feels they are being discriminated against may file a complaint with the CGSA Division Coordinator and the CGSA Player Agent for review by the Executive Board.

## Section 4.04 Zero Tolerance League (Violence, Bullying, etc.)

CGSA is committed to providing an environment free of all harassment, acts of bullying and violence. CGSA prohibits all harassment, acts of bullying and violence, threats or otherwise. This policy applies to all persons involved in the operation of CGSA, including the Board of Directors, General Membership, managers, coaches and players. This policy prohibits all harassment, acts of bullying and violence including, but not limited to, the following behaviors:

1. Physical conduct including assault, unwanted touching, and intentional blocking of normal movement.
2. Verbal conduct such as threats of violence, abusive, degrading or insulting language and any form of verbal bullying.
3. Online conduct, including but not limited to: social media, message boards, group chats, etc., where the League and/or any Board Member, Manager, Coach, Volunteer, Parent, or Player is the target of threats of violence, abusive, degrading or insulting language and any form of verbal bullying.

4. Retaliation for reporting or threatening to report prohibited conduct.
5. If a person believes they have been the subject of prohibited conduct, a written complaint must be submitted to the Division Coordinator and Player Agent via email as soon as possible after the incident. The complaint should include details of the incident(s), names of those involved and names of any witnesses.
6. All complaints will be reviewed by the Executive Board for possible immediate action, for a period not to exceed 14 days, during which time the Executive Board will review all documentation (including witness statements) regarding the incident(s) and determine any subsequent action.
7. Any persons determined to have engaged in prohibited conduct will be subject to disciplinary action, ranging from admonishment to termination of membership with the league. Prior to terminating the membership, the General Member shall be given no less than forty-eight hours' notice of a special meeting of the Executive Board and any selected Board Members, be informed of the general nature of the charges, and be given an opportunity to appear at the meeting to answer such charges. All decisions are final.
8. Any member of CGSA membership, including board members, who receive 2 suspensions for any violation of this rule, shall be expelled from the league for the remainder of the season.
  - a. The CGSA Secretary will keep record of all complaints and corresponding documents sent to the Executive Board and the resolutions.
  - b. CGSA reserves the right to move a player from a team at any time after the complaint process has concluded in order to maintain amity throughout the league. Any movements will be coordinated with the CGSA Player agent and will follow the rules outlined in Section 7.3 POST DRAFT.

## Section 4.05 Field Violations

1. Any CGSA Executive Board Member or on-duty Board Member has the right to suspend a manager, coach, player, volunteer, umpire, or spectator for unruly conduct occurring during a game. The suspension will be reported to the Umpire in charge immediately and will be reviewed by the Executive Board immediately.
2. Any manager, coach, spectator, or Team Member guilty of violating the Rules of Conduct on the field shall receive the following discipline:
  - a. First offense – ejection from the current game by the umpire and one-game suspension.
  - b. Second offense – ejection from the current game by the umpire, a one-game suspension, and the matter will be brought before the Executive Board for possible disciplinary action.
  - c. Third offense – ejection from the current game by the umpire, and the matter will be brought before the Executive Board for possible expulsion from the league.
  - d. The ejected persons, regardless of who that may be, must leave the playing field within one minute or less and remain 100 yards from the field, dugouts, bleachers, or any area where spectators could be in attendance for the remainder of the game.
  - e. Failure to leave the playing field may result in an immediate ejection of the offending team's manager, forfeiture of the current game, and/or the possibility of disciplinary action from the Executive Board.

- f. Ejection may be appealed to the Executive Board/UIC. All appeals must be submitted in writing and are to be delivered to the Executive Board/UIC via email within twenty-four (24) hours of the ejection, game suspension or expulsion.
- g. Written appeals will be acted upon immediately by the Executive Board/Chief Umpire to decide whether the ejection and suspension should be upheld or overturned.
  - i. A decision based on the written appeal, and/or any other written statements will be made within seven (7) days of receipt of the appeal.
  - ii. All decisions made are final and may not be appealed again.
  - iii. Notification of the final decision will be provided via email to the ejected person and the Division Coordinator.

## ARTICLE V: VOLUNTEERS

CGSA is always looking for Managers, Coaches, Team parents, and general volunteers; all are encouraged and welcome to apply. All Volunteers must complete all league-required background protocols.

### Section 5.01 Snack Bar Duty

1. CGSA asks that one volunteer from each family work in the snack bar during the season. During registration, a snack bar volunteer fee was paid for each family. In order to be refunded the volunteer fee, the family must do the following:
  - a. Sign up and schedule with the snack bar coordinator to provide a volunteer for the required number of shifts
    1. Fall season – one (1), two-hour shift
    2. Spring Season – Two (2), two-hour shifts
  - b. Provide a volunteer who is 16 years of age or older.

### Section 5.02 Fundraisers

The CGSA Board of Directors makes every effort to keep the league fees low from season to season while organizing the same fun events and raffles for our players and purchasing much-needed equipment from season to season. One of the many ways we accomplish this is through Season Fundraisers. ALL PLAYERS are asked to participate.

Team Moms will be notified at the start of the season about the fundraiser for that particular season and be given specific details on how to accomplish the fundraiser requirement for that season. The league's Team Parent Coordinator, Fundraiser Coordinator, and ANY MEMBER OF THE BOARD can assist with answering questions about the current season fundraising requirement. Every season, there is a buyout option that is equivalent to the minimum fundraiser requirement. For parents with multiple players, the max buyout or fundraiser minimum will be equivalent to two (2) players.

Failure to participate can affect players' eligibility to participate in our Select and All-Star programs.

### Section 5.03 Managers

1. All persons interested in becoming a manager (returning or new) must have their Application, Code of Conduct form, and USA Background Check Authorization form, along with a copy of his/her driver's license, (to be approved by USA Softball) submitted to the CGSA Registrar no later than the first day of evaluations.
2. No one under eighteen (18) will be permitted to be a manager. Junior coaches will be allowed with the approval of CGSA and/or USA Softball only.
3. Suspension may occur when the volunteer forms are not turned in by the final due date and may continue until all forms are completed.
4. Managers will be considered based on their experience, past performance, league involvement, support, and the ideals of CGSA. All potential managers should be in good standing with the league.

5. All manager applications will be reviewed, and “New” manager interviews will be conducted. Those applications will then be submitted to the Board of Directors to be voted on. The Board may exercise its right to approve or disapprove of any manager or coach at the discretion of the Board of Directors at any time. There will be no appeal process; all decisions are final.
6. No manager shall be permitted to manage more than one (1) team at any given time unless approved by the BOD. Coaching another team **must be approved** by the CGSA Board of Directors.

## Section 5.04 Manager and Coach Training

1. All managers and coaches must be concussion-certified once a year.
2. All managers and coaches are encouraged to attend the USA Coaches Clinic annually.
3. Field Maintenance Training is MANDATORY for all managers and coaches. This includes returning managers and coaches, as things are updated every season. Training will be scheduled prior to the beginning of each season.
  - a. Managers failing to comply with field maintenance requirements will result in lower priority of practice fields at the discretion of the Division Coordinator and may be subject to disciplinary action.

## Section 5.05 Manager Duties and Responsibilities

1. The manager is the primary link between the team and the league. The manager is responsible for money collected by the team, league equipment, team discipline, and general support of the league.
2. The manager is fully responsible for all personnel under his/her jurisdiction in all matters pertaining to the Corona Girls Softball Association.
3. Disciplinary action can be taken by the manager when deemed necessary. However, this cannot be done until it is reported to the Division Coordinator and Player Agent in writing.
4. Managers must be able to provide proof of player rotation every game or be subject to suspension for the next scheduled game. **Proof of rotation must be sent to the CGSA Scorekeeper at the end of the game (scorekeeper@cgsasoftball.org). Manager’s missing rotation sheets will be subject to suspension from their next scheduled game.**
5. A player cannot be benched during a game without notifying your Division Coordinator and Player Agent. If a manager benches a player and/or does not substitute following league rules, the Division Coordinator and Player Agent must be notified in writing within 24 hours.
6. Managers and Coaches should never be left alone with a single player. The CGSA Board of Directors requires that an adult female be present at all team functions.
7. Managers must never text players directly. Managers must include the player's parent or guardian in the text as well.
8. Managers should not give players rides to and from practices and/or games without another adult being present in the vehicle.
9. Managers must ensure that all trash in the dugouts, field areas, and bleachers after each practice and game is collected and thrown away.

10. Managers are to report any field issues to the CGSA Field Maintenance Coordinator, who will contact the City if necessary.
11. No manager is to contact any authorized City agent regarding any field(s) issue and/or to discuss allocations or rain delays.
12. Managers who fail to follow their duties and responsibilities will be suspended for one game. There are no appeals to this rule.
13. Any discourtesy to city staff or authorized agents will result in a one-game suspension. Suspension is not appealable.

## Section 5.06 Pre-Game Field Preparation

1. Both Team Managers and coaches are responsible for preparing the fields. Managers and coaches are responsible for preparing the field for the FIRST (1<sup>st</sup>) game of the day. If they deem it necessary to repair a field prior to their game, both teams will be responsible. Failure to do field preparation is as follows:
  - a. First offense – warning to the manager of the offending team;
  - b. Second offense – suspension of the manager of the offending team; Suspension is not appealable.  
(Exception: if the game is Interleague, CGSA will be responsible for ALL field preparation)
2. Field Preparation includes:
  - a. Watering the dirt infield prior to play (if needed)
  - b. Sweeping/dragging the infield (when necessary)
  - c. Chalking field and setting up bases/pitcher's mound.
  - d. Refilling chalk in bins when low
  - e. CGSA will provide a batter's box template, chalk, string, marker, an infield sweeper, hose (if necessary), and water.
3. The City of Corona Athletic Facility Use and Allocation Policy strictly enforces the maintenance and upkeep of all fields. Any violations suffered by the league from the city as a result of failure to follow this rule WILL result in expulsion from the league. Any fines the city imposes will be directed to the offending manager(s).

## Section 5.07 Post-Game Field Maintenance

1. Both Team Managers and coaches of the LAST game of the day are responsible for the maintenance of the fields for the following day's games. Failure to do post-game maintenance may result in the following:
  - a. First offense – warning to the manager of the offending team.
  - b. Second offense – suspension of the manager of the offending team.
  - c. The exception to (a) is if the game is an interleague game, in which CGSA is then responsible for all post-game maintenance.

2. The teams shall:
  - a. Re-pack the pitcher's circle and batter's boxes
  - b. Drag the field with the equipment provided by CGSA
  - c. Properly water the dirt infield.
  - d. Put the tools and equipment in the storage shed and field bin and make sure all storage bins and items stored in the dugouts are secured and locks are locked on equipment and equipment bin
  - e. Refill chalk in bins when low.

## Section 5.08 Post-Practice Maintenance

1. After each practice, ALL managers and coaches are responsible for maintaining the fields for the next practice or game. The post-game tasks shall also be completed during Post-Practice Maintenance by ALL managers who used the field that day.
2. Dugouts must be left clean by both teams. Managers and coaches must ensure that all trash in the dugouts, field areas, and bleachers is collected and thrown away.
3. Failure to do Post-Practice Maintenance may result in the following:
  - a. First offense - loss of practice privileges for one week to be served immediately following the non-completion of the maintenance.
  - b. Second offense - one-game suspension of manager for the next scheduled game. Suspension is not appealable.
4. The City of Corona Athletic Facility Use and Allocation Policy strictly enforces the maintenance and upkeep of all fields. Any violations suffered by the league due to failure to follow this rule WILL result in expulsion from the league. Any fines the city imposes will be directed to the offending manager(s).

## Section 5.09 USA Badges

The manager is responsible for ensuring that valid CGSA/USA Softball-issued badges are worn by all team personnel at all times. (if provided)

1. CGSA/USA Softball badges must be visibly displayed at all times by managers, coaches, and any volunteers who are on the field during practice and games.
2. Failure to produce, upon request, CGSA/USA Softball-issued badges may result in ejection from the field or dugout. Any on-duty CGSA Board Member or Umpire can issue ejections. This rule is not appealable.

## Section 5.10 Injury Forms

Should there be an injury during the game or practice, Managers are to fill out an Injury Form immediately and deliver it to the League's Player Agent or any other CGSA Board Member within 24 hours. Managers must ensure that all of the information is complete and the form is correctly filled out for a quicker response time. The injury form can be found on the CGSA website: [www.cgsasoftball.org](http://www.cgsasoftball.org). Managers should have a copy of the Injury Form at all team functions.

## ARTICLE VI: EVALUATIONS

Player evaluations are held to ensure an even distribution of player talent to each team. All managers must attend evaluations and may bring any coaching staff with them. Coaches and or a designee can attend for the manager when the manager is unable to attend. The Division Coordinator must be notified when a manager cannot attend an evaluation date.

### Section 6.01 Evaluations

1. In January (Spring Season) or August (Fall Season) all players in all divisions (except 6U) must participate in one of two player evaluation days.
2. Participants will be assigned an evaluation number for tracking purposes.
3. Players must attend any one (1), and only one (1), (unless called back) of these evaluations. The managers within their respective divisions will evaluate all of the players on their fielding, hitting, throwing, running, and pitching skills (pitchers only).
4. Players who are not able to attend either of the two evaluation dates because of extreme circumstances (i.e. family or medical emergency) will be placed in a blind draft.
5. In some situations, players who are injured may be asked to appear at the evaluation.
  - a. The Executive Board has the right to direct some kind of action (such as rolling a ball) in lieu of a full tryout.
  - b. Each situation will be evaluated individually by the Executive Board for any requirements by the injured player.
6. Any manager/coach who has a frozen player who does not attend either of the two (2) evaluation dates will be subjected to that player being automatically placed into the Draft's third (3<sup>rd</sup>) round
7. Frozen players must be provided to the respective CGSA Division Coordinator prior to evaluations in order for those frozen players to be noted on the draft board. The manager's daughter will be considered his first (1<sup>st</sup>) frozen player; #1 coach or person of interest's daughter is the second (2<sup>nd</sup>) frozen player; #2 coach or team mom or person of interest's daughter is the third (3<sup>rd</sup>) frozen player, #3 coach or team mom, if applicable. **CAP OF THREE (3) FROZEN PLAYERS IS THE MAXIMUM NUMBER OF REGISTERED PLAYERS PER TEAM IN EACH DIVISION. NO EXCEPTIONS.**
  - a. One (1) Impact Pitcher, one (1) Secondary rated pitcher, and one (1) rated catcher (if division has a catcher round) are allowed per team.
  - b. A cap of three (3) All-Stars is the maximum amount that may be frozen. Additional All-Stars may be added depending on the amount of registered All-Stars and teams in each division.
  - c. The CGSA registrar may utilize any means necessary to ensure these guidelines are followed.
  - d. If a frozen player is part of a sibling duo drafting to the same team, only one sister will be counted as a frozen player, not both.

## Section 6.02 Pitcher Evaluations

1. All players who wish to be pitchers must participate in the pitching process of the player evaluations.
2. The player will throw a minimum of two (2) pitches for their evaluations.
3. If a player wishes to pitch and did not participate in the formal pitcher evaluation process, the player must have Board approval after being evaluated by the Division Coordinator/Player Agent and one other Board Member who has no conflict of interest with the team or division, prior to the draft for the respective season.
4. Only players who have been evaluated in the pitching portion of player evaluations or are approved (as stated in section 6.02 (3)) will be allowed to pitch during the season.
5. After the initial evaluation, a selected pool of pitchers will be called back for a second (2<sup>nd</sup>) evaluation. At this second (2<sup>nd</sup>) evaluation, each participant will throw a minimum of five (5) pitches with a maximum of twenty (20) pitches.
6. The managers, along with their respective Division Coordinator/Player Agent, will identify all impact pitchers at a meeting held prior to each draft.
7. Impact pitchers are defined as those players who demonstrate exceptional pitching skills and depth of experience who can make a difference in the outcome of a game.
8. If any pitcher selected to return for the second evaluation does not attend, she will become ineligible to pitch for the entire season unless she satisfies the requirement of section 6.02 (3).
9. A list of ineligible pitchers will be provided by CGSA Division Coordinators, and all Division managers should note this at the draft when announced in the event they draft an ineligible pitcher.

## ARTICLE VII: TEAM FORMATIONS

The Board of Directors decides team formations based on the total number of players registered versus the number of Manager Volunteers.

### Section 7.01 Players per Team

The total number of players per team is as follows:

1. 6U through 14U: minimum of 9 players; maximum of 13 players.
2. 18U: minimum of 9 players; maximum of 14 players.

### Section 7.02 Team Names

1. Teams are allowed to pick their own team names. All teams must submit their selected team name to the CGSA Division Coordinator for approval.

### Section 7.03 The Draft (8U and Up)

All Managers from each respective division will meet on a date specified by the CGSA Board of Directors and draft players until all eligible players have been selected. The CGSA Division Coordinator/CGSA Player Agent of each respective division and the President or designee, will oversee the Draft and record the results. The CGSA Registrar and designees will also record results and place the appropriate player registrations in folders for each team.

1. The draft is conducted in “rounds”. Rounds are defined as the order in which that player was drafted (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, etc.), not by the original line in which that player appeared on the draft board (1<sup>st</sup> line, 2<sup>nd</sup> line, 3<sup>rd</sup> line, etc.)
2. Each manager will receive their team folder at the end of the Draft for review. A time limit of 10 minutes will occur. Trading of evaluated players will occur during this time – Blind picks may NOT be traded for any reason. Trade(s) will only be conducted on a ROUND-FOR-ROUND basis; for example, one manager may trade his 4th-round pick for another manager’s 4th-round pick. The Original registration forms/folder will be given to the Manager once the separation is completed. The Registrar will maintain the copy forms/folder for each division. TRADES must be made at Draft night BEFORE final manager folders are disbursed.
3. All-Stars from the previous **Spring Season** will be noted on the draft board. No more than three (3) or an equal balance of all-stars will be allowed per team. For draft purposes, a player is considered an All-Star if she is chosen to play during the Spring All-Star Season & participates in a minimum of one all-star team activity (activities include a team practice or a team game).
4. The drafting order will be based on a blind draw for the team number held on the day of the Draft. In the odd number rounds, managers will draft from the first (1<sup>st</sup>) to the last. In the even number round, managers will draft from the last to the first (1<sup>st</sup>).
  - a. If a manager or coach’s daughter and/or frozen player does not evaluate, they will automatically be chosen in the third (or whichever round is after pitching and catching) draft round. If they do evaluate, they must be chosen in their ranking round.
  - b. Only the Manager and one coach may attend the draft.

- c. Starting in the 3<sup>rd</sup> round (or whichever round is after pitching and catching) managers may draft one (1) level below the current draft round (i.e., in round #3, the manager may draft at that point from line #4, but not line #5, etc., as it permits with 2 lines/rows open at a time).
  - i. A draft line/row is considered closed if there are no available players. Frozen players, who will be drafted in the current or subsequent rounds, are considered not available.
  - ii. Frozen players must be taken in the round that corresponds to their evaluated draft line/row. If a manager has multiple frozen players on the same line, they must be taken in the following rounds before any other players.
- d. Each team will have one (1) impact pitcher only.
  - i. When both the manager and coach's daughters are identified as impact pitchers, one will be declared ineligible to pitch the entire season if they choose to remain on the same team.
  - ii. The league will identify all pitchers and catchers with experience based on evaluations and to the best of their knowledge.
  - iii. Impact pitchers will be drafted in Round #1, Secondary Pitchers will be drafted in Round #2, and Catchers will be drafted in Round #3 (if enough catchers exist in the given division to be equally dispersed among the number of teams/managers), and all other players each round thereafter.
- e. When a manager drafts a player with a sister, the sister will be drafted in the round they were placed from evaluations to the same team. In the situation where one sister is frozen, only the one frozen player will count as frozen – not both. In the case that siblings are all-stars, they are counted individually.
- f. Once all evaluated players are drafted, managers will choose from the blind draw.
  - i. Any players remaining without a team after the Draft is completed will be placed on a waiting list and assigned when a team is in need, beginning with the next team needing a player. Players eligible for the Draft will be determined by their registration date for the number of teams available.
- g. CGSA understands that many players participate in other sports and activities. If a player is designated as #1 or #2 Impact Pitcher but cannot commit to her team's games, the player will then be deemed ineligible and placed in the draft as a Utility Player.
  - i. The player will be ineligible to pitch for the season registered.
  - ii. Managers do not have to draft players who cannot commit to the team due to Travel Ball, other sports, etc.

## Section 7.04 Post Draft

1. If a team loses a player after the Draft, that player may be replaced by the next player on the waiting list if a waiting list exists for that division.
2. In the event that a player signs up after the Draft and a space exists on a team in the division that she signed up for, AND there are no waiting lists for the division, the player shall be placed on the team that would have been selected next in the Draft.

3. After the midpoint of the season, resigning players will not be replaced. If a team loses three (3) or more players after the midpoint of the season, the Board of Directors will decide, within three (3) days, on an action to keep the team solvent. If this is not possible, we will work with the parents/players to correct the situation of insolvent teams.

## Section 7.05 6U Team Formations

1. The CGSA Division Coordinator/CGSA Player Agent or CGSA Registrar will group the players by their school and/or geographical area. They will then form the rest of the teams manually. They will attempt to balance the teams with equal numbers of experienced and inexperienced players and equal numbers of older and younger players.
2. 6U ONLY may request a particular manager or team placement with a friend. To keep teams even, the Board may decide to only allow 5 manager requests if necessary.
3. A player may move up to the next division when registering. That player may not move down a division in the same season, once teams have been formed. That player may move down a division at registration the next season if age-qualified. A player moving up a division before age eligible, may be subject to staying in their previous division if safety concerns are an issue. Those concerns will be reported to the Player Agent, Division Coordinator, and, if necessary, the Executive Board for a final decision.
4. Any player who wishes to play 8U must be at least six (6) years of age as of August 31<sup>st</sup> of the previous year.
5. THE CGSA EXECUTIVE BOARD WILL HAVE FINAL APPROVAL ON ALL TEAM FORMATIONS

## Section 7.06 Practice Field Distribution

At the conclusion of the Draft, the last team to draft a team will be the first to get a practice day/time choice (pre-season). All other teams will then be allowed to choose their practice day/time as directed by the board member in charge of the draft. (This will take place AFTER the Manager attends the Field Maintenance meeting)

## Section 7.07 Players, Managers and Coaches that Quit the League

1. A player who quits must have their information sheet returned to their Division Coordinator/Player Agent with a note on why the player left the team. Any player who quits will NOT be eligible to play for the remainder of the current season.
2. If a player has missed FOUR (4) consecutive games/practices, the Manager must notify the Division Coordinator. The coordinator will work directly with our Player Agent to address the attendance issue and advise further action.
3. A manager or coach who quits a team is ineligible to return to ANY team for the remainder of the Season.
4. The CGSA Registrar will review any fees paid by a player who quits to determine if any refunds are due.

# ARTICLE VIII: TEAM RULES

## Section 8.01 General Rules

1. A woman eighteen (18) or older shall be present at all team activities.
2. Managers and Coaches shall hold scheduled practices only.
3. All practices must be held at CGSA-sanctioned practice fields. The team manager shall have a copy of each player's registration forms at all games and practices.
4. Managers and Coaches on Defensive should remain in the Dugout and, only one coach calling pitches may be at the opening of the Dugout (umpire will make final call).
5. Managers and Coaches on Offensive must remain in the Coaches' boxes WITHOUT interference. (Coaches should not engage with a player until the ball is DEAD)
6. Players must be uniform for ALL League scheduled games, **this includes Jerseys tucked in**, all proper equipment (cleats, helmet with mask, fielding mask if necessary)
7. Any manager found to be practicing at an unapproved field will be suspended for the next regularly scheduled game. This rule is not appealable.
8. Players should ATTEND and be on time for ALL practices and games. The Manager must notify their CGSA Division Coordinator if a player misses two (2) or more consecutive unexcused practices. Excessive tardiness is unacceptable and presents a safety risk to the player. The Manager reserves the right to sit the player out for one (1) or more innings or bench the player at the next game. The CGSA Division Coordinator and Player Agent must be notified when this occurs.
9. The Home Team will supply the Official Scorekeeper. Scores will be recorded, and standings will be published for the Spring season only. The official scorekeeper is responsible for submitting the **signed scorecard and proof of player rotation for both teams**.
10. Both Managers must inspect and sign the official score slip at the conclusion of the game to attest to the final score. Once signed, the score slip becomes official, with no exceptions. Any discrepancies must be resolved prior to signing. (Failure to sign the score slip will result in the score being accepted as official by the Manager).
11. At no time will a player be able to participate in any games or team practices while wearing a cast or prosthetic device. A player can resume participation upon written release from her physician. Supersedes USA Rule 3.6.e.
12. The penalty for managers for failing to comply with sections 2-5 is suspension of the Manager for the next scheduled game. Further consequences may be imposed by the CGSA Board, if non-compliance up to and including expulsion from the league. This will not be appealable.

## Section 8.02 Equipment

1. A \$100 check deposit for equipment and/or deposit of a \$20 check deposit for a key by Managers will be required at the beginning of each season. The deposit will be utilized at the end of the season if all equipment and keys have not been returned and/or are returned damaged to the CGSA Field Maintenance Coordinator.

2. The Manager/Coach is responsible for all CGSA equipment used by their team. The Manager/Coach must account for all CGSA equipment when returned at the end of the season. Managers/Coaches may be assessed the replacement cost for lost or damaged equipment. In addition, each Manager's Team Awards may be withheld until all equipment has been accounted for.
3. Teams are encouraged to have a non-expired first-aid kit in their possession at all practices and games. CGSA has a league-supplied first-aid kit, which is held in the snack bar.
4. Batting helmets shall be used for batting, base running, warming up in an on-deck circle, and by base-coaching players. Helmets must be worn at all times until the player returns to the dugout. For league play, CGSA requires that all batting helmets be equipped with face masks. Batting helmets may not be of a chrome/shiny nature on the exterior, per USA Softball Rules.
5. The USA Rules on altered bats will be strictly enforced with the following exception: Any altered bat will be confiscated by CGSA. Altered bats confiscated by CGSA will not be returned until the end of the season on Closing Day. USA Softball dictates that altered bats must be reported to USA Softball, as this is a criminal offense. There shall be no using heaters to warm up bats in cold weather conditions.
6. Keys will be handed out at the Manager's Meeting before practices begin.  
(we will work closely with the city on this as they supply/change locks frequently)

### Section 8.03 Practice and Game Sites

1. All practices and games must be held at CGSA-sanctioned fields. Failure to follow this rule will result in a 1 game suspension (next scheduled game) of the offending manager. Continued violations may affect the manager's status with the league.
2. All teams are allowed 3 events per week (games and practices). Failure to follow this rule will result in a 1 game suspension (next scheduled game) of the offending manager. Continued violations may affect the manager's status with the league.
3. Games and practices may not begin any earlier than 8:00 a.m. and must end no later than 10:00 p.m. pursuant to the City of Corona Athletic Use and Allocation Policy 6.4.

### Section 8.04 Scrimmages

Teams are permitted to scrimmage as long as the scrimmage occurs against players of similar age, and one of the teams is scheduled for field time on that day and that time.

1. CGSA will not pay for umpires during scrimmages.
2. A scrimmage can only occur after teams have conducted at least 2 practice sessions.

### Section 8.05 Team Sponsorship

1. Each team is required to obtain Team Sponsors (SPRING season only) in the amount of \$200. Any funds beyond the initial \$200 will be split 50/50 between the league and the team. Any team unable to obtain a Team sponsor must receive approval from the CGSA Sponsorship Coordinator to raise sponsorship fees amongst their own team.
2. All sponsorship fees are due on the date set by the CGSA Sponsorship Coordinator. The coordinator must approve extensions to this date. Only one (1) extension will be granted. Failure to submit Sponsorship fees will result in Spring Trophies being withheld. This rule is not appealable.

3. Team sponsors will be recognized by the league based on the amount of the donation:
  - a. All-Star Sponsorship (\$500+): Team Plaque, Website Recognition with Web Link, and 3x5 Banner displayed at fields throughout the Spring Season.
  - b. Platinum Sponsorship (\$400-\$499): Team Plaque, Website Recognition with Web Link.
  - c. Gold Sponsorship (\$200-\$399): Team Plaque and Website Recognition.
  - d. Individual (any amount): This may be used in combination with team players' donations.

## Section 8.06 Fundraising Participation

1. Although CGSA does not condone Team (or individual) fundraising efforts, CGSA does recognize that team (and individual) fundraising opportunities may arise due to specific circumstances (team parties, offsite batting practice, team spirit wear, etc.). The league does not support these individual efforts and takes no responsibility for managing the funds. CGSA outlines the teams and/or individuals' responsibilities below to avoid conflict with or undermine organized league initiatives.
2. Each Team (and individual) is expected to participate in the league-organized fundraiser (see Section 5.02 Fundraisers). During the execution of the league fundraiser, all team & individual fundraising must not compete, undermine, or interfere. It is highly recommended that they do not occur during the same time.
  - a. Participation in the League Fundraiser may include but is not limited to attending the event, volunteering in preparatory or operational activities, or contributing to the fundraising effort by selling tickets, goods, or services designated by the league.
  - b. The League Fundraising Coordinator or appointed committee will determine the fundraiser requirement per team and/or individual.
  - c. Should a Team (or individual) fundraising opportunity arise, the team's Manager and/or Team Parent must notify and coordinate with the League's Fundraiser Coordinator to avoid conflicts with existing league initiatives. The League Fundraising Coordinator or appointed committee may determine the validity of such participation in non-league-organized fundraisers(s).
  - d. Teams who fail to comply with these responsibilities may become ineligible to participate in the End-Of-Season Tournament.
  - e. Individuals (CGSA registered players) who fail to comply with these responsibilities may become ineligible to participate in our Select and/or All-Star programs for the current and/or immediately following season.
  - f. Ineligibility will be discussed and voted on by the Board of Directors.

# ARTICLE IX: PLAYING RULES

## Section 9.01 USA Softball Rules

Unless superseded or expanded in these CGSA Rules and Regulations, this league will function under the current USA Softball Rulebook.

## Section 9.02 Playing Rules Quick Reference

The chart below can be utilized to reference common rules, as further detailed in the following sections.

Division	Pitching Outs	Game Inning Limits	Time Limit No New or Drop Dead	Ball Size /Type	Pitching Distance	Base Path Distance	Infield Fly Rule	Drop 3 <sup>rd</sup> Strike in Effect	Home Plate Open	Mercy Rule Innings 3/4/5	Coach Pitch	Short Roster Rule In Effect
6u	N/A	N/A	1:00	10" RIF	10' Arc	60'	No	No	Closed	N/A	Yes	No
8u	6/9**	5	1:20NN 1:40DD	10" RIF	30'	60'	No	No	Closed	15/12/8	Yes	No
10u	9/12**	6	1:20NN 1:40DD	11" RIF	35'	60'	Yes	Yes	Open	15/12/8	No	No
12u	12	7	1:30NN 1:50DD	12" Dream Seam	40'	60'	Yes	Yes	Open	15/12/8	No	No
14u/18u	N/A	7	1:30NN 1:50DD	12" Dream Seam	43'	60'	Yes	Yes	Open	15/12/8	No	No

\*\* For Spring and Fall Seasons: 8U pitching outs shall begin the season at 6 prior to Mid-Season and change to 9 after Mid-Season. 10U is 9 prior to Mid-Season and changes to 12 after Mid-Season.

## Section 9.03 Game Times

1. All Spring and Fall season games will have the following time limits:
  - a. 6U 1 hr. Drop Dead
  - b. 8U 1 hr. 20 min. no new innings/1 hr. 40 min Drop Dead
  - c. 10U 1 hr. 20 min. no new innings/1 hr. 40 min Drop Dead
  - d. 12U 1 hr. 30 min. no new innings/1 hr. 50 min Drop Dead
  - e. 14U 1 hr. 30 min. no new innings/1hr. 50 min Drop Dead
  - f. 18U 1 hr. 30 min. no new innings/1 hr. 50 min Drop Dead

## Section 9.04 Players and Non-rostered Players

1. Only those players shown on the official roster will be allowed to play. Teams will bat all players present. No designated players (DP or Flex) will be used.

2. No player shall sit out of the game more than one (1) inning until all players on the lineup card have sat out at least one (1) inning, and no player shall sit out in consecutive innings. UNLESS the player is benched pursuant to Section 8.01 (8). Players deserve equal playing time as time allows. RULE DOES NOT APPLY TO DIVISIONS WITH UNLIMITED PITCHING OUTS (14U/18U)
3. Managers/coaches may openly perform defensive substitutions. Each player shall play at least one complete half-inning at an infield position by the end of the fourth (4<sup>th</sup>) inning. A half-inning is completed when the defensive team has made three outs, or the offensive team has met the inning's run rule. Managers must have in their possession a rotation chart that shows all players positioned in the infield by the fourth (4<sup>th</sup>) inning of each game.
  - a. The manager can make adjustments to this rule due to the illness of a player, safety issues (with board approval), and benching of a player.
  - b. Any adjustments must be presented to the Umpire and opposing Team manager/coach at the field meeting prior to the start of the game.
4. If a manager is found not to be rotating players, the following penalties may apply:
  - a. First (1<sup>st</sup>) Violation – one (1) game suspension
  - b. Second (2<sup>nd</sup>) Violation – two (2) game suspension
  - c. Third (3<sup>rd</sup>) Violation – suspension for the remainder of the season via board discussion and approval.
5. When a player is removed from a game due to injury, illness, or parental request, only their next at-bat will be declared an out.
6. If a player is ejected for any reason, each remaining at-bat will be declared an out.
7. The use of non-CGSA registered players is **not allowed for any reason**.

## Section 9.05 Shortened games

1. The judgment of the CGSA Chief Umpire, Executive Board Member, or ranking Board Member shall determine when games should be called due to field conditions or weather. Upon proper notification, the game will immediately end. Advanced cancellations will NOT be issued unless there are obvious safety concerns for the players (i.e. major storm, etc.).
2. To be considered a complete game, a shortened game due to field conditions and/or weather conditions shall have played two (2) innings in the 8U division and three (3) innings in the 10U, 12U, 14U, and 18U Divisions.
3. In the event a game in progress is called due to field conditions and/or weather and the game does not satisfy paragraph (b), then the game shall resume at the point where the game was called when rescheduled.

## Section 9.06 The 3/5-Up Rule

### 6U IS EXEMPT FROM THIS RULE

1. No team with the score tied or leading may score more than three/five (3/5) runs in the inning. Teams that are behind may score as many runs as needed to even the score and then go ahead by no more than three/five (3/5) runs. 8U follows the 3UP rules. 10U – HS follows the 5UP rule.

## Section 9.07 The Mercy or Run Ahead rule

### 6U IS EXEMPT FROM THIS RULE

1. **The umpire** will declare the game over, and the team ahead is the winner when the following situations exist:
  - a. Inning #3 – the team is fifteen (15) runs ahead.
  - b. Inning #4 – the team is twelve (12) runs ahead.
  - c. Inning #5 – the team is eight (8) runs ahead.

## Section 9.08 Courtesy Runner

1. A team may use a courtesy runner for the pitcher of record or catcher of record with two outs. When using a continuous batting order, this runner must be the player who made the last out. This rule is designed to speed up play by allowing the catcher/pitcher to get geared up. This applies to all divisions.

## Section 9.09 The Infield Fly Rule

### 6U AND 8U ARE EXEMPT FROM THIS RULE

1. An infield fly is “a fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first (1<sup>st</sup>) and second (2<sup>nd</sup>) or third (3<sup>rd</sup>) bases are occupied with less than two outs. (See USA Rule #1, pg. 27). Runners advance at their own risk and may be thrown out.

## Section 9.10 Dropped Third Strike (Batter May Run To 1st Base)

### 6U AND 8U ARE EXEMPT FROM THIS RULE

When the catcher fails to catch the third (3<sup>rd</sup>) strike before the ball touches the ground and there are:

1. Fewer than two (2) outs and first (1<sup>st</sup>) base is not occupied at the time of the pitch,
2. Any time when there are two (2) outs.

## Section 9.11 Home Plate Open or Closed

1. In 6U and 8U home plate is **closed**.
  - a. This means a runner may not steal home under any circumstances - the player must either advance by a walk (bases loaded) or via a hit ball.
2. 10U, 12U, 14U, and HS home plate is **open**. Runners may advance at any time.

## Section 9.12 Pitching

1. Pitchers may only pitch as many outs as listed in Section 9.02. Violating this rule will result in immediate forfeiture of the game being played. Violation of the pitching outs rule shall have occurred with the next out after reaching the maximum outs allowed for the pitcher of record.
2. When multiple pitchers are used on the same batter, and an out occurs, each pitcher shall be charged with a pitching out. A pitcher may not pitch more outs than listed for their respective division, including Championship Playoff games and Championship games.
3. A pitcher, when replaced during an active inning, may reenter the game in the same inning if she has outs remaining.

4. A pitcher's eligibility shall not be jeopardized if multiple outs occur on the play where her eligibility expires.
5. Pitching changes must be reported to the Umpire and Official Scorekeeper at the time of the change or prior to the next pitch.
6. If the defensive team fails to notify the umpire at the time of the change but corrects the error before the offensive team appeals to the umpire, the pitcher's eligibility will not be jeopardized, and no penalty will be imposed.
7. The last pitcher of record in the inning will be charged with the remaining outs of the inning when the Five-up Rule is utilized.
8. Illegal pitches, when called by the umpire, will be charged as a ball in the pitcher's count.
9. Pitchers may begin their pitch with a backward step and/or the back foot off the pitching rubber.

### Section 9.13 Uniforms

1. Uniforms remain the property of CGSA until they are distributed to players. The league may withhold uniforms for failure to pay league registration fees. Players may also be suspended from league play until monies are collected.
2. Only the official CGSA uniform shall be worn during a game. CGSA-provided jerseys/shirts will be worn and completely tucked in. Softball pants worn by each team's players must match in color and design (not provided by CGSA). Team Managers can select the color of their uniform's softball pants for the season. No jewelry is allowed for any reason (i.e. earrings, face piercings, necklaces, bracelets, etc.)
3. Metal cleats will be allowed for use by players in 14U and 18U only.

### Section 9.14 Line-Up Cards and Player Rotation Forms

1. Line-up cards must Be Completed at the Beginning of Each Game, Showing Each Player's Number, Name, and First (1st) Inning Position. In the case of a discrepancy, player NAME prevails over player NUMBER.
2. Player rotation forms must be completed during the game, showing fair rotation of all players. ALL PLAYERS MUST HAVE PLAYED AN INFIELD POSITION PRIOR TO THE END OF THE 4<sup>TH</sup> INNING. No one player may be benched twice before every player has sat once.

### Section 9.15 The Short-handed & Pickup Player Rule

Playing short-handed is beginning the game with fewer than the required number of players. The required number of players for all divisions is nine (9). **In all divisions**, the USA Softball Short-Handed Rule does not apply. The following rules outline subsequent rules in lieu of the short-handed rule.

1. Games may start and finish with a minimum of eight (8) players. A team with fewer than eight (8) shall forfeit.
  - a. If a player leaves the game (including ejection) and the minimum number of eligible players (8) cannot be met, the game will result in a forfeit.
  - b. Exception: If a player leaves for an injury and cannot continue in the game, the game will continue with the injured player(s) batting position(s) being skipped with no out recorded.

- c. If a rostered team player arrives, the player may be inserted immediately into the game and added to the bottom of the line-up.
2. Pick-up rule (regular season & tournament pool games only). REGULAR SEASON IS DEFINED AS ANY PRACTICES, GAMES, OR SCRIMMAGES THAT DO NOT OCCUR DURING TOURNAMENT PLAY [MID-SEASON, END-OF-SEASON TOURNAMENTS]. Please see the tournament rules for using substitutes in bracket play.
  - a. If a team only has 6 rostered players before a game begins, the manager may request that a player from another team join them for that game so that a total of 9 players is on the team. The CGSA Division Coordinator must approve the request for their division or an on-duty Board Member.
  - b. The player may be from the same division or the division directly below their division only.
  - c. If a team is playing short-handed and an eligible player/substitute arrives, the player must be inserted immediately into the game and added to the bottom of the batting line-up.
  - d. A limit of three (3) players added for all divisions will be allowed, with a total of nine (9) players for that game. Managers must list the vacant positions last in the batting order, and the additional players must play the outfield only. If the team drafted the limit of three (3) All-Star players, the team may NOT pick up an All-Star to complete the pickup for that day's game. (except 14u and 18u).
  - e. The age limit for any player being brought up from 6U is six (6) years old – younger than six (6) years may NOT be chosen.

## Section 9.16 Tiebreaker Rule

1. The Tiebreaker rule will be utilized if a game plays the required number of complete innings within the division's "No New" inning time interval and the score is tied.
2. There may be as many tie-breaker innings as required to break the tie as long as the tie-breaker inning begins within the respective division's "No New" time interval and concludes within the "Drop Dead" time interval for the subsequent divisions.
  - a. A completed tie-breaker inning is when the home team has had the chance to tie or go ahead in the bottom of said tie-breaker inning.
  - b. Any time the home team takes the lead, the tie-breaker inning and the game are complete.
  - c. If the last tie-breaker inning fails to meet the above criteria, the game reverts to the tie score of the last completed tie-breaker inning (or regularly completed inning if the first tie-breaker inning is not completed).
  - d. If it is determined that the Tiebreaker rule is to be applied to a tie game, then each team's pitchers will have three (3) extra outs for every other tie-breaker inning. The total number of remaining allowable pitching outs may result in the same pitcher throwing in more than one (1) tiebreaker inning.

## Section 9.17 The Overthrow Rule (8U – Highschool)

1. An overthrow occurs when a fair batted ball played by a defensive player is thrown and not caught by another defensive player.

2. **8U Division only** - An overthrow of the pitcher by the catcher does not constitute a play during an at-bat, and the base runner may not advance.
3. After an overthrow has occurred, a dead ball will be called once the pitcher has possession in the pitching circle.
4. **8U Division only - The ball shall be declared dead when a defensive player throws the ball to the pitcher inside the pitching circle (possession does not determine a dead ball).** Runners between bases will either advance to the next base or be returned to the previous base, whichever the runner is closest to when the play is ruled dead.

## Section 9.18 6U Supplemental Rules

Base paths of sixty (60) feet. The pitcher's rubber shall be thirty (30) ft. from home plate, surrounded by a sixteen (16) foot circle, ten (10) foot ARC. Balls hit inside the ARC will be considered foul.

1. The ball used in 6U is ten (10) inch RIF.
2. The player designated as the pitcher helper must maintain one (1) foot within the sixteen (16) foot circle until the ball is hit.
3. The length of the game shall be six (6) half innings or one (1) hour, whichever comes first.
4. No official umpires will be used for regular season games.
5. Batting: Once a game is in progress, players arriving late shall be added to the end of the lineup.
6. Batting: Each team will bat its entire line-up in each inning.
7. All players present will play defensive positions. All standard infield (6) positions, including the catcher, will be utilized.
8. All games shall be played with a Manager/Coach of the offensive team pitching underhand to the batters from inside the pitching circle. Managers' feet must remain inside the circle. If the manager steps outside the circle on a pitch attempt, the batter will be out if the ball is put into play.
8. No 6U ARC. Players will receive four (4) pitches from the Manager/Coach. If a batter fails to hit a fair ball by the fourth (4<sup>th</sup>) pitch (even if fouled tipped), a batting tee shall be placed in position, and the batter is given an additional four (4) attempts to hit a fair ball. If the batter fails to hit a fair ball within those four (4) attempts, or the batter will be out. ***Under no circumstances should a player be allowed more than the specific number of pitches and attempts.***
9. The ball will remain live if a batted ball hits a Manager/Coach pitcher. After the ball is hit in fair play, the Manager/Coach must immediately exit the playing field without interfering.
10. The ball shall be declared dead when a defensive player throws the ball to the circle. (Possession does not determine dead ball)
11. Batter-Runner & Runner(s) can advance one (1) base per hit. If the ball is hit to the grass (designated outfield), the batter/runner may advance one additional base after reaching first base, while runners on base can advance two (2) bases. The batter-runner and runners are advancing at their own risk and are in jeopardy of being put out.
12. Players can NOT advance on an overthrow.
13. Fielders should be encouraged to make a play to improve their skills and knowledge of the game and not just throw the ball back to the pitcher.

14. Outfielders should be set behind the baselines to begin each play.
15. No stealing bases. No leading off until the ball is hit.
16. No bunting.
17. The “infield fly” rule does not apply to this division.
18. **Players are not to exit the dugout to visit family and friends during the game.**
19. Base Coaches may not touch or assist runners advancing to the next base. If a coach touches or assists the runner, the runner will be out.

20. Coaches on Playing Field:

- a. Up to three (3) additional coaches may be on the edge of the dirt. All coaches and volunteers must be CGSA/USA Softball-approved Registered Coaches and complete and submit all required documents (USA Background, Concussion Training, and Code of Conduct).

## Section 9.19 8U Supplemental Rules

1. Shall field ten (10) players using six (6) infielders and four (4) outfielders – no rovers allowed.
2. Pitching
  - a. Pitching Shall be in effect as follows:
    1. First (1<sup>st</sup>) half-season Coach Pitching is in effect.
    2. Second (2<sup>nd</sup>) half-season (starting after MST) Modified Girl Pitch is in effect.
  - b. Coach Pitching
    1. A batter may be called out on three (3) strikes either by swinging at the pitch or by strikes called by the Umpire. Should the Umpire declare four (4) balls, the Coach of the batting team will pitch from the pitching rubber. The batter’s strike count will carry over from her at-bat. The batter will be given the number of pitches remaining from her strike count. Any foul ball hit after two (2) strikes will not count as a strike, and the batter may continue her at-bat. The Umpire will not call balls and strikes on the Coach’s pitches. Each Coach pitch will be considered a strike unless a batter with two (2) strikes fouls off the pitch.
    2. When a pitched ball hits a batter, the coach of the batting team will pitch it to the batter. The batter will assume a clean count with no strikes.
    3. Batters may not bunt during a Coach pitch. The batter must make a full swing. If she hits the ball and the Umpire determines that she did not take a full swing, the ball is dead, and a strike will be called on her. If she already has two (2) strikes, it is considered a foul ball.
  - c. Modified Girl Pitch
    1. When the batter reaches a count of four balls, the batter is awarded 1<sup>st</sup> base (walks allowed). Exception:
      1. Coach Pitching will be implemented if the bases are loaded (no bases-loaded walks).

- d. Pitching Outs
  1. First (1<sup>st</sup>) half-season pitching outs shall be six (6).
  2. Second (2<sup>nd</sup>) half-season pitching outs shall be nine (9) (modified girl pitch).
3. The ball shall be declared dead and the play over when the ball is attempted to be returned to the pitcher who was positioned with at least one (1) foot in the sixteen (16) foot pitcher circle (possession does not determine dead ball).
4. Base Runners
  - a. Base runners may only steal after the ball is released by the pitcher.
  - b. Home Plate is closed.
  - c. On an illegally attempted steal, the base runner is in jeopardy of being put out until safely touching Home Plate, whereupon the base runner will be returned to the third (3<sup>rd</sup>) base without penalty.
5. A play at a base during a steal, an attempted pick-off, or an overthrow of the pitcher does not release the runner from third (3<sup>rd</sup>) base.
6. Base runners may not advance when an overthrow is made of the pitcher by the catcher during an at-bat.
7. The Tie-Breaker Rule does not apply.
8. All other CGSA supplemental and USA Rules apply.

## Section 9.20 18U Division Supplemental Rules

18U Division Managers/Teams are allowed to freeze 6 players prior to evaluations.

## Section 9.21 Protests

Protests shall be filed in writing with the UIC within twenty-four (24) hours of the scheduled time of the contest with a \$100.00 protest fee. The \$100.00 fee is refundable ONLY if the protest is won. The protest must quote the CGSA or USA Rule that was violated. Judgment calls of the Umpire cannot be protested

## **ARTICLE X: TOURNAMENT RULES**

Tournament play shall follow rules of play for either the Spring or Fall season UNLESS specifically mentioned in the Supplemental Rules for the tournament. (See tournament rules)