

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



**By-Laws
Rules & Regulations**

Adopted: 1984

Revised: 2025

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

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

Article 2 – Purpose

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

Article 3 – Members

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

Article 4 – Executive Board Officers

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

Article 5 – Governing Board

1. The Governing Board shall consist of: President, Vice President, Treasurer, Secretary, Division Chairpersons, Sports Director, Equipment Director, Uniform Director, Field Maintenance Coordinator.
2. The Governing Board shall be elected at the annual meeting in October each year and shall continue in office until their successors are elected and qualified. Individuals may only hold one Governing Board position unless there are openings at the December League Meeting.
3. Only one individual from a travel tournament ball organization, with the exception of the current CMGFL affiliated Macomb Shock, may hold a governing board position. Individuals from these organizations are not eligible for a seat on the Executive Board.
4. As soon as a vacancy occurs in the office of the President, the Vice President shall succeed as President and a new Vice President shall be elected by the majority of the Governing Board.
5. In case a vacancy occurs in any other Governing Board position other than the President, a new Board Member shall be elected for the balance of the vacant term by a majority of the Governing Board.

Article 6 – Duties of the Governing Board Members

1. The President shall:

- a. Preside at all organization meetings.
 - b. Appoint the appropriate officers with the assistance and approval of the elected officers.
 - c. Appoint special committees as necessary.
 - d. Provide dual signature with either the Treasurer or Vice President for all checks in excess of \$5,000.
 - e. Insure all IRS, tax, and non-profit organizations forms are filed annually.
 - f. Be ex-officio member all committees.
 - g. Secure all playing fields for each season.
 - h. Obtain insurance coverage for the league.
 - i. Oversee selection of the Dennis Raulerson Outstanding Service Award and Doug Heid Sportsmanship Award.
 - j. Oversee and approve league budgets.
 - k. Working with the Vice President, will make final decision for rain out games.
 - l. To identify at least two bids for Picture Day vendor to present at the February league meeting.
2. The Vice President shall:
- a. Preside at all organization meetings in the absence of the President.
 - b. Succeed to Presidency as soon as a vacancy occurs in that office for the remainder of the term.
 - c. Prepare practice schedules.
 - d. Provide dual signature with either the Treasurer or President for all checks in excess of \$5,000.
 - e. Chair the In-League Tournament.
 - f. Coordinate, publish and distribute By-Laws/Rules & Regulations online by the January meeting.
 - g. Be responsible for Divisional Drafts.
 - h. Run background checks for all managers, coaches and umpires.
 - i. Working with the President, will make final decision for rainout games and maintain league rainout line/app.
 - j. Prepare and collect player ratings sheet.
3. The Treasurer shall:
- a. Collect all monies and care for all league funds.
 - b. Keep accurate record of receipts and payments.
 - c. Pay all bills within 10 business days and submission of bills as approved by Executive Board within financial limitations.
 - d. Submit a financial report at each league meeting.
 - e. Submit annually a written financial report and back up documentation to the league accountant.
 - f. Provide dual signature with either the President or Vice President for all checks over \$5,000.
4. The Secretary shall:
- a. Take minutes at all meetings and prepare copies prior to the next meeting.
 - b. Secure locations and times for all league meetings.
 - c. Handle all league correspondence including sending meeting notices.
 - d. Maintain registrations, team rosters, player database, and file teams with USSSA.
 - e. Order all trophies and awards for the league.
5. The Division Chairperson (for their respective division) shall:
- a. Assure that each team has a manager, a coach, a sponsor and equipment.

- b. Communicate with each team regarding meetings, changes, points of interest, etc.
 - c. Handle complaints and problems and only bring those situations that are irreconcilable to the Vice President.
 - d. Compile a list of individual player awards from each team manager and send to the Banquet Coordinator.
 - 1. Individual awards will consist of "MVP", "Best Offensive Player", "Best Defensive Player" & "Coaches" Awards.
 - 2. A player may only win one award season.
 - e. Ensure that all games scores are entered online no later than Saturday of each week.
 - f. Attend the By-Laws/Rules & Regulations meeting.
 - g. Assist Vice President with the in-league tournament.
 - h. In the 8 & Under and 6 & Under divisions, will handle on field game issues.
 - i. 8U Division Chairperson will run in-league tournament.
6. The Sports Director shall:
- a. Prepare league schedules for all regular season, playoff, tournament, and fall season games.
 - b. Reschedule all rain out games.
 - c. Schedule and handle all umpire issues.
 - d. Schedule Picture Day times with Clinton-Macomb Classic tournaments.
7. The Equipment Director shall:
- a. Be in charge of distributing and receiving equipment to and from each team.
 - b. Keep a current and written inventory of equipment.
 - c. Be in charge of ordering new equipment.
 - d. Supply games balls for tournaments, playoffs, regular and fall season games.
 - e. Ensure all equipment is stored in the designated storage facility at the end of the season.
 - f. Ensure all teams will receive a first aid kit in the equipment bags
Teams bringing in their own equipment are responsible for providing their own first aid kit.
8. The Uniform Director shall:
- a. Be in charge of ordering, receiving and distributing all uniforms needed for the league for both the Spring and Fall Seasons.
 - b. Obtain uniform bids for Executive Board approval.
 - c. Be in charge of special uniforms ordering.
 - d. Collect orders and money for additional shirts.
 - e. Collect sponsor information and logos.
 - f. Collect sponsor fees
 - g. Provide sponsor info to Banquet Coordinator & Executive Board.
 - h. Coordinate with Vendor to make sure sponsor logos are included on uniforms or banners.
9. The Field Maintenance Coordinator shall:
- a. Maintain all fields.
 - b. Make sure each field has equipment boxes and restrooms.
 - c. Be responsible for checking and stocking all equipment in the field boxes once a week.
 - d. Assist the Vice President with field preparations for the in-league tournament.
 - e. Ensure that all field equipment is collected and stored in the

designated storage facility at the end of the season.

Article 7 – Meetings

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

Article 8 – Bids

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

Article 9 – Parliamentary Authority

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

Article 10 – Playing Rules

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

Article 11 – Background Checks

1. The League requires all managers, coaches, and umpires to complete a background check form. Background checks will be conducted on any individuals who will be in the dugout, annually.

Article 12 – Accountant

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

Article 13 – Fees

1. The registration fee is determined by the Executive Board. Team Registration fees will be offered and determined by the Executive Board. No REFUNDS will be issued.
2. The late registration fee is \$10.00 with no exceptions.
3. The return checks fee is \$30.00.
4. The Sponsor fee will be determined by the Executive Board. The fee must be paid to the Uniform Director by the March general meeting. The 18U Division fees are due at the April meeting. The sponsor fee is waived for those teams who provide their own uniforms.

5. The protest fee is \$25.00.

Article 14 -- Concussion Training

1. All managers and coaches are required to take concussion training annually.
2. Parents or Guardians must sign a consent form indicating they have received concussion awareness information.

Article 15 – Amendment

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

Clinton-Macomb Girls Fastpitch League Rules & Regulations

Adopted: 1984

Revised: 2024

A. League Divisions

1. All players should conform to the following age limits as of Sept. 1st (according to USSSA website) of the playing year:
 - a. 6 & Under (6U) Division (Tee-Ball) – age 4 to 6
 - b. 8 & Under (8U) Division (Coach Pitch) – age 7 to 8
 - c. 10 & Under (10U) Division (35' FastPitch) – age 9 to 10
 - d. 13 & Under (13U) Division (40' FastPitch) – age 11 to 13
 - e. 18 & Under (18U) Division 1 (43' FastPitch) – age 15 to 18
 - f. 18 & Under (18U) Division 2 (43' FastPitch) – age 14 to 18

***The Executive Board will ultimately decide which divisions will be available each Season depending on enrollment and field availability.

2. Division 1 (Major) and Division 2 (Minor) will be established in the 10U, 13U and 18U age groups. The league reserves the option of adding a third division if there are at least 18 teams in an age division with at least 6 teams per division.
3. All games in which an illegal player participates may be declared a forfeit upon receipt of a proper protest. An illegal player is defined as: A player not registered with the league, playing in a lower age division, or not rostered according to league rules with the exception of the substitution rule. If found guilty the manager is immediately suspended indefinitely until the Executive Board can meet to discuss.

B. League Boundaries

1. The league boundaries shall include Clinton Township and Macomb Township and all school districts that service those townships.
2. The Executive Board will hear exceptions on boundary rules.
3. All current players who move outside of the league boundaries can continue to participate in the league as long as a registration is received by the deadline for their eligible division.

C. Registration

1. Specific dates will be announced for registration through the Vice President.
2. Players registering after the final registration date may be placed on a waiting list according to the number of registrants made available to division drafting rules and charged a late fee.
3. Registrations after the draft dates for each division will be placed on a waiting list to be held by the Vice President. For teams that participated in the draft, assignment from the waiting list will be according to the team that was next to pick at the draft and follows there forward. A team may not pass on an assignment before the first game. Waiting list order will follow date & time received by the league Vice President. This does not apply for Division 1 teams that did not participate in the draft.
4. Each player is limited to register/roster and play for only one regular season team within the same age division.

5. No roster adds will be accepted after the 7th game of the regular season, with the exception of injury with a doctor's note, or other circumstances which will both be subject to Executive Board review and approval. After the first game of the season, a manager has the option to decline the next wait listed player. If the manager declines, he/she will not be able to add another player, with the exception of injury, to his/her team for the remainder of the season. If a player is added to a team after the first game of the season, the division chairs will notify each of the managers in their age division of the change.

D. Team Names

1. The Executive Board must approve all team names.
2. Team names used the prior year are the property of that team and cannot be used by another team unless the prior year team voluntarily changes its name.
3. If more than one team desires the same name, the manager with the most seniority will have first choice.

E. Team Assignment

1. All girls registered in the 10U, 13U & 18U Divisions shall be drafted according to the draft rules for her division.
2. 6U & 8U Division teams will be established by grouping players according to geographical locations, schools & requests.
3. The Division Chairperson, team managers and an Executive Board member will meet to establish the 6U & 8U Division team assignments.
4. 6-year-old players may move up to the 8U Division if her parent is a manager/coach in the 8U Division, OR is approved by the Executive Board.
5. In order for a player to move up early to the next age division, she must be protected. Does not apply to 6-year-olds (see above). Teams in the 6U, 8U & 10U Divisions will target a maximum of 13 players.
6. Teams in the 13U & 18U Divisions will target a maximum of 12 players.
7. Teams participating in the draft will have a minimum number of players determined by the Executive Board.

F. Player Rankings

1. All managers in the 10U, 13U and 18U Divisions must turn in a ranking sheet to the Vice President by the 1st playoff game. 8U managers must turn in the ranking sheet by the end of the regular season.
2. Managers are encouraged to seek input from their coaches.
3. All girls on the team must be ranked on a scale of 1 to 5, with 1 being the best, in both fielding and hitting categories. Pitchers and catchers must also be ranked on a 1 to 5 scale. All players shall be ranked on a 'divisional basis' not on a team basis. Individual awards for players must also be noted. The Executive Board will review all rankings in November.

G. Draft Rules

1. All girls registered by the draft day and not on the waiting list shall be drafted in her respective division.
2. Each team may only have the manager and one coach at the draft. No parents are allowed.
3. Placement of teams in either Division 1 or Division 2 will be decided by the Executive Board.
4. In the 10U & 13U Divisions, Division 1 managers can roster a full team. The balance of the team will be drafted, if necessary. Division 1 managers may opt out of the draft.
5. In the 10U & 13U Divisions, Division 2 managers can protect up to the designated age division maximum. However, they must participate in the draft if necessary. A Player Protect form must be completed (including the player's parent signature) and given to the Vice President by designated date.
6. Protected players must include the manager's daughter.
7. If a sister is drafted, her sibling will be placed in the last round available.
8. The draft order will be drawn for the first round. The order will reverse every round for the remainder of the draft. (The last pick in round 1 will be the first pick in round 2)
9. In the 10U & 13U Divisions, teams with less than ten (10) protected players will pick first in their draft order. Once those teams reach 10 players, then all teams will begin to select players in draft order. Teams with more than 10 players will begin drafting in the round that all teams have an equal number of players. Example: A team with 11 returning players will not pick until the 12th round.
10. When it is a manager's turn to make a draft pick, he/she may select any player that has not been protected or already picked.
11. The following rules apply to regular season team rosters:
 - a. If a manager returns to the same division with the same roster, he/she may keep the entire team.
 - b. If a manager is required to move up a division, he/she may move up the entire team from the previous season. Girls may not play up an age division unless they are protected.
 - c. If a parent, or player, signs a team roster, the parent/player must provide written notice to be released from that roster.
12. In the 18U Division, a manager can roster a full team. The balance of the team will be drafted if necessary.
13. The Executive Board and the Division Chairperson must approve all trades.

H. Managers

1. **Managers and/or representatives are encouraged to attend all General Meetings.** Teams that have a representative at meetings will be given preferential treatment when selecting practice fields.

2. Eligible returning managers must commit to taking a team by the January general meeting and submit their name to the division chairperson.
3. A manager must be at least 18 years old prior to the start of the scheduled season.
4. Any changes of the team manager must be filed in writing with the Division Chairperson including the new manager's name, address, and phone number, and presented within five (5) days after said change.
5. A game cannot be played unless the manager or league approved team representative is on hand to manage the team. The penalty will be forfeiture of the game.
6. **Each manager and coach must be familiar with these rules. Failure to do so does not constitute excuse for any violation. It is the manager's responsibility to inform the parents of all rules.**
7. In the 6U & 8U Divisions, questions/disputes must be resolved on the field between the two managers. Then immediately after the game, the managers must email the questions/disputes to the division chairperson for clarification/resolution.
8. Managers must exchange lineups listing the name and jersey number of all players prior to game time. The penalty for not submitting proper lineups at game time may result in a verbal warning and starting the first inning at bat with an automatic out (rule does not apply to 6U or 8U).
9. The winning team shall input their scores on the website within 24 hours of game completion. In a tie game situation, the home team is responsible for inputting the score. This rule does not apply to the 6U & 8U Divisions.
10. Managers shall be responsible for their equipment and will be asked to replace or provide compensation for all equipment that is lost or damaged through negligence. Equipment must be turned in as determined by the Equipment Director.
11. Managers (or a representative) are required to volunteer with field maintenance as determined by the Field Maintenance Coordinator at least one day per season..
12. Managers and field coaches are required to wear team apparel during all games.
13. Managers are responsible for obtaining the sponsor fees.
14. The home team managers are responsible for setting up and taking down the fields. Both team managers are responsible for cleaning up the fields and dugouts after each game including trash removal. After the last game of the night, both team managers must empty the dugouts and place trash in the dumpster.
15. **Failure to comply with the above duties could result in the loss of team and/or manager suspension as determined by the Executive Board.**

I. Manager Selection

1. Division Chairpersons will submit a list of returning managers and prospective managers before February 1st to the Executive Board. 18U Chairpersons must

submit the list before March 1st.

2. Appointment of managers will be made based on Executive Board approval, a background check, and the following guidelines:
 - a. A manager returning from the prior year.
 - b. Any other managers, coaches, board members according to their service and seniority in the league.
 - c. Parents of players currently on a team according to seniority in the league.
 - d. Parents of players registered in the league according to seniority.
 - e. Other interested adults.
 - f. All ties will be determined by a coin toss.
 - g. In the case of a new division, manager selection will be determined by continuous league service.

J. Coaches

1. A coach must be at least 18 years old prior to the start of the scheduled season.
2. Official coaches will assist managers in running the team and be the manager's representative in his/her absence to attend a meeting, be present at a game or practice.

K. Playing Schedule

1. Playing schedule will be approved by the Executive Board and given to all players a week prior to opening day. Opening Day is at the discretion of the Executive Board and will be published in the Calendar of Events at the end of February.
2. In the event of a previously arranged school function, a manager may request a game to be rescheduled. Games will only be rescheduled if a team has less than the minimum of seven (7) players. The Executive Board and Sports Director must receive this request at least 48 hours before the scheduled game and will decide if it is necessary to reschedule. If the request is not made 48 hours prior the scheduled game(s), those game(s) will be forfeited. This will be strictly enforced.

L. Rain Outs

1. The league will provide a phone number to call for games that are postponed/cancelled due to inclement weather. For early games, a notice will be posted by 4:30 p.m. and late games by 6:00 p.m. If no notice is posted, both teams are to go to the field and be ready to play. It is then the umpire's decision to postpone/cancel the game. In the 6U & 8U Divisions, it is the responsibility of the managers to make the decision **at the field** to postpone/cancel a game.
2. The Sports Director is responsible to schedule make-up games if an individual game is cancelled. Make-up games can be rescheduled Monday through Sunday with a 48 hour notice with the exception of the last week of the season and the playoffs.
3. All make-up games must be played before playoffs begin. Any games that cannot be made up due to extenuating circumstances will be cancelled.

M. Conduct

1. All players and coaches will be expected to behave in a sportsman like manner at all times. Any player, coach or parent/spectator whose conduct is unbecoming or abusive will be removed from the playing field or stands at the discretion of the League Official or Umpire(s). Foul or abusive language will not be tolerated **under any circumstances**. This includes a team forfeiting a game.
2. A coach, player, or other bench personnel shall not:
 - a. Use words or actions to incite spectators to demonstrations.
 - b. Use intimidation tactics, engage in baiting, or taunting. Behave in any manner not in accordance with the spirit of fair play.
 1. The CMGFL disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin.
 - c. Use tobacco products in any form on school, or Township property.
 - d. Charge an Umpire.
 - e. Argue ball and strike calls, or other Umpire judgment calls.
 - f. Curse or use profanity.
 - g. Initiate malicious contact.
 - h. Engage in a fight.

PENALTY: The Umpire shall eject the offender & may eject the manager from the game.

The offender and/or coach who is/are ejected shall leave the vicinity (out of sight and out of sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of the game. The ejected offender and/or coach must sit out the remainder of the game. In the event of a double header, it is the Umpire's discretion when the ejected party(s) may return for the second game. The coach, spectator, or player ejected from a game for any reason may be suspended, ineligible, or banned from the playing field for a number of games to be determined by the Executive Board and Umpire in Chief. The Executive Board, Division Chair, and Umpire in Chief may take further action with a majority vote of all 6 people. After an Executive Board hearing, an appeal can be made to the Governing Board requiring a 2/3 vote to overturn the decision.

3. Any ejection must be reported to the President and affected Division Chairperson by the Umpire in Chief.
4. Any behavior unbecoming the purpose of this league as spelled out in the By-Laws will not be tolerated. Failure to comply may result in a suspension.
5. Spectators connected with the program shall in no way interfere, ride or heckle any player for any reason at any time. If undue heckling from a manager, coach, player, parent or spectator becomes overbearing, the umpire can forfeit the game to the opposing team. **Managers and coaches from both teams must assist the umpire in game control including clearing individuals from behind the backstop if required. Managers are responsible for controlling their spectators.**
6. Umpires are required to follow the code of conduct as outlined in the USSSA Rules & Regulations. Any violations need to be reported to the Umpire in Chief..

N. Playing Rules

1. USSSA Rules will apply to this league except as changed or defined in these

Rules and Regulations.

2. The fielding team for 6U, 8U & 10U Divisions shall consist of ten (10) players in a uniformed designated position with four (4) outfielders, four (4) infielders, a pitcher and a catcher. For 6U & 8U Divisions, the outfield is defined as ten (10) feet behind the baseline.
3. The fielding team for 13U & 18U Divisions shall consist of nine (9) defensive players.
4. A game must begin at the schedule timed or be forfeited. A team may start a game with seven (7) players. If a team has less than seven (7) players, they must forfeit. If both teams have less than seven (7) players, it will be a double forfeit with both teams receiving a loss in the standings. Forfeit time is game time.
5. If a manager knows in advance that he/she will have less than nine (9) players for a game, he/she is permitted to fill in players from a lower matching division until nine (9) players are achieved. A team may only have a maximum of 3 fill in players for any one game. Managers must inform their division chair of the situation. If there is a conflict of game times, the player must play for the team they are originally rostered with. A fill in player must wear the uniform of the team they are rostered with.
6. In the event a sanctioned umpire is not available for a scheduled game, one parent, a league officer, coach or sanctioned umpire, shall perform the umpiring duties and the game shall be played as scheduled. [The home team designated individual will be the umpire for the first inning and alternating innings thereafter.]
7. The time limit for each game is 1 hour 15 minutes from the starting time. NO NEW INNING SHALL BEGIN AFTER THE 1 HOUR AND 15 MINUTE TIME LIMIT HAS ELAPSED. The time of the final out determines the start of the next inning, not when the team takes the field.
 - a. For FALL BALL ONLY, games will have a 1:20 drop dead time limit.
8. A regulation game consists of a minimum of four (4) innings and a maximum of seven (7) innings. The only exceptions are:
 - a. If the time limit has elapsed.
 - b. If at the end of three (3) innings a team is leading by 15 or more runs, by 10 or more runs at the end of four (4) innings or by 8 or more runs after five (five) innings.
 - c. For divisions where the "5 Run Rule" is in effect, if a team is losing by more runs than they can conceivably score, the game is over when the time limit is reached.
 - d. In the 8U and 10U Divisions, if the game is called due to inclement weather or darkness, the score will stand if three (3) [2 ½ if the home team is ahead] or more completed innings have been played. If not, the game will resume at point of suspension.
 - e. In the 13U and 18U Divisions, if the game is called due to inclement weather or darkness, the score will stand if four (4) [3 ½ if the home team is ahead] or more completed innings have been played. If not, the game will resume at point of suspension.
 - f. Tied games will not be replayed unless they are tiebreaker, elimination tournament, or playoff games (see Paragraph Q & R).
 - g. If the game is tied after seven (7) innings and the time limit has not elapsed, teams are permitted to play an extra inning using the International Tie-breaker.

9. Each team will keep score using a traditional scorebook, or an electronic app on a smartphone/tablet. The home team's scorebook/app are the official record for the game. (does not apply to the 6U or 8U Divisions, except for the 8U Tournament)..

10. Field measurements are as follows:

<u>DIVISION</u>	<u>BASELINES</u>	<u>PITCHING DISTANCES</u>
6U	60 Feet	Tee Only
8U	60 Feet	Coach's choice
10U	60 Feet	35 feet
13U	60 Feet	40 feet
18U	60 Feet	43 Feet

11. The extension of the backstop fence or baseline fence along the 1st and 3rd base lines are used as imaginary lines. Any ball past these lines is a dead ball.
12. The home team sits on the 3rd base side during regular season games. This does not apply for doubleheaders, the In-League Tournament, or Fall Ball where dugouts are first come, first serve.
13. All divisions shall have a continuous batting order. If it is necessary that a player be removed from the game, that player's spot in the batting order will be skipped without penalty. IT IS NOT AN AUTOMATIC OUT unless the player was ejected.
14. Each player must play in the field one (1) of the first three (3) innings, two (2) of four (4) innings, or three (3) of six (6) or more innings. **NO EXCEPTIONS!**
Any violations will be reviewed by the Executive Board and may result in a forfeit and/or manager suspension.
15. All players are subject to the following dress code:
- Teams may purchase their own uniforms with Executive Board approval.
 - For all divisions:
 - Uniform shirts and socks are mandatory.
 - Uniform pants must comply with team designated color. Pants will not be provided by the league.
 - The league strongly recommends that pitchers and all infielders wear a NOCSAE approved pitcher's/fielding mask.
 - Metal cleats are only allowed in 13U D1 and 18U divisions. All younger divisions must wear rubber cleats or soft-soled shoes.
 - Jewelry of any kind is prohibited. Exception: new stud earrings may be taped.
 - Players who are not in uniform on the field of play, or have not received a written waiver from the division chairperson prior to the start of the game, are disqualified from participating in the game. The opposing manager can file a formal protest.
 - The dress code will be strictly enforced by the umpire when approached by the opposing manager.
 - Catchers must wear a helmet, mask, chest protector and shin guards. Exception: 6U Division does not wear shin guards.
 - A batter who doesn't have a helmet on while on the field shall be given a warning by the umpire. The batter will be called out on the second occurrence and may be removed at the umpire's discretion.
 - All base runners, batters and players in batting on-deck circle must wear NOCSAE approved helmets w/cages. In the 6U & 8U Divisions, the pitcher must also wear a helmet w/cage, or an approved protective

face mask.

16. A batter who throws the bat while in the act of swinging or hitting shall be given a warning by the umpire. The batter will be called out on the second occurrence and may be removed from the game at the umpire's discretion.
17. For 10U & 13U (D2 only): if a pitcher hits 4 players per inning they are removed from pitching at that time. They may resume pitching later in the game.
18. There will be no infield fly rule for the 6U, 8U & 10U Divisions.
19. League rules regarding base running situations are as follows:
 - a. Base coaches will be players, coaches or managers. If a player is a base coach, they must wear a helmet. Spectators are not permitted to be base coaches.
 - b. A courtesy runner is allowed due to an injury. The player who made the last out will replace the injured player. Any pre-existing injury should be disclosed before the game.
 - c. If the catcher of the upcoming inning is on base with two (2) outs, or four (4) runs have been scored where the 5 Run Rule applies, a courtesy runner must be provided. The player who made the last out will replace the catcher. This will allow the catcher time to put on the equipment and help speed up the game.
 - d. A courtesy runner is allowed for the current pitcher and catcher. The runner will be the last out.
20. Intentional walks allowed in all age groups, except 6U & 8U.
21. No infield practice will be allowed after the first inning. Pitchers are allowed 5 warm up pitches in the first inning. Any pitcher who enters or re-enters a game are allowed 3 warm up pitches. This does not include players playing catch on the sidelines. No practice is allowed on the infield prior to the first inning. 10U and up: Pitchers are allowed one practice pitch/catchers are allowed one throw down each inning at the umpire's discretion.
22. Standings will be based on a point structure. 2 points for a win, 1 point for a tie, and 0 points for a loss.
23. Teams that are tied in the standings at the end of the regular season will be decided as follows:
 - a. Teams tied for first place will have a one (1) game playoff. Home team will be decided by coin toss. If there are 3 teams tied, there will be a random draw of two of those teams to play an elimination game, the third team will have a bye. The loser of that game will be the third seed in the playoffs. The winner of that game will play the third team to determine the first place champion. The loser of that game will be the second seed in the playoffs.
 - b. Teams tied for any other position will be decided by records of games against each other. If that record is tied, it will be decided by a coin toss.
24. Each team will be given a sufficient number of new balls for regular season games. These new balls are not to be used for practice. The home team will provide the new game ball and the visiting team will provide a matching, previously used game ball for the backup. The same balls furnished shall be returned after the game. **MANAGERS ARE NOT ALLOWED TO GIVE AWAY LEAGUE BALLS.**

25. During tournaments and playoffs, new balls will be provided and retained by the league.
26. The definition of a steal for the purpose of CMGFL is when a base runner advances on a runner-initiated play and when the ball is not put into play off the batter's bat.
 - a. Base stealing will be allowed as follows:
 1. 10U Division 2 – Unlimited steals. Runners may only advance once base at a time. No advancing on an overthrow of an attempted steal.
 2. 10U Division 1, all 13U Divisions, and all 18U Divisions – Unlimited steals.
27. Special playing rules for the 10U & 13U Divisions not covered in the above rules are as follows:
 - a. A $\frac{1}{2}$ inning will be completed when 3 outs are obtained or one of the following occurs:
 1. The at bat in which a team scores their 5th run is the last play of that $\frac{1}{2}$ inning. All runs scored during that play will count. If during that play, if any out is made at any base, the play is dead and no further runs may score. If the 5th run is scored as the result of a walk, the play is dead and no further runs may be scored.
27. Special playing rules for the 10U Division that are not covered in the above rules are as follows:
 - a. The dropped third strike rule is not enforced for Division 2. It will be enforced for Division 1.
28. Special playing rules for the 8U Division that are not covered in the above rules are as follows:
 - a. All players must play an infield and an outfield or catcher position every game within the time limit.
 - b. The coach will make a maximum of five (5) pitches. If the batter has not hit a fair ball, struck out, or been put out after receiving the maximum number of pitches, they will be called out unless they have fouled off the 5th pitch. All foul balls on or after the 5th pitch will extend the at-bat one more pitch until the ball is not contacted or batted fair.
 - c. Runners may not advance any bases on an overthrow.
 - d. A $\frac{1}{2}$ inning will be completed when three (3) outs are obtained or five (5) runs are scored.
 - e. The coach who is pitching will perform umpire duties.
 - f. No lead-offs or steals are permitted.
 - g. All outfielders must be positioned 10 feet behind the baselines. All infielders must be within 10 feet of the baselines.
29. Special playing rules for the 6U Division that are not covered in the above rules are as follows:
 - a. All players must play an infield and an outfield or catcher position every game within the time limit.
 - b. You may bat up to $\frac{1}{2}$ of your lineup each inning with a minimum of six batters.
 - c. There are no strikeouts or walks.
 - d. All batters will hit off the tee.
 - e. No advancement of base runners on an overthrow at first and third base. Players are allowed one base on an overthrow at second if she

is running (not automatic). Players must stop at the next base after the ball is thrown in or run into the infield.

- f. If a batter hits the ball past the outfielders, the batter and base runners may advance a maximum of two (2) bases.
- g. If the runner is out, she needs to leave the playing field.
- h. **Last Batter Rule:** The batting team must notify the opposing team when the last batter is up in each inning. The play shall proceed as if there are two (2) outs according to the normal rules of play.
Exception: A defensive player with the ball can step on home plate to end the inning.
- i. Two (2) coaches are allowed in the field to give instructions.

O. Protest

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

P. In-League Tournament

1. Clinton Macomb Classic Tournaments (aka In-League Tournaments) will be played in the 8U, 10U, 13U & 18U Divisions. Division 1 and Division 2 teams will be seeded separately based on random draw.

2. The Executive Board will determine the tournament schedule.
3. The home team will be decided by a coin toss in pool play. In bracket play, the higher seed chooses home team (if teams are the same seed, a coin toss determines home team).
4. League rules will prevail for tournament games, except for:
 - a. the "5 Run Rule", which will not apply in 13U Division 1
 - b. Elimination games (excluding the Championship Games) will use the International Tiebreaker for all new innings after the time limit has expired.
5. The 8U, 10U, 13U, & 18U Divisions' Tournament Championship Games have the following changes:
 - a. The game will be seven (7) innings (8U will be five (5) innings & 10U Division 2 will be six (6) innings) with unlimited runs, except the "5 Run Rule" will apply for the 8U & 10U Divisions.
 - b. The game will not be subject to a time limit. Tie games must be played to a decision. A game called due to inclement weather or darkness will continue from where it was called.
 - c. The players from the 1st and 2nd place teams from each age division, who participate in the tournament, will receive an individual award at the end of the tournament.

Q. Playoffs

1. Playoff games will be played in the 10U, 13U, & 18U Divisions. Teams will be seeded according to standings in the regular season. Division 1 teams will only play Division 1 teams. Division 2 teams will only play Division 2 teams.
2. The Executive Board will determine the playoff schedule.
3. The higher seeded team will be the home team for each game with one (1) being the highest seed.
4. League rules will prevail for playoff games except for the Playoff Championship Game which have the following changes:
 - a. The game will be seven (7) innings (10U Division 2 will be six (6) innings) with unlimited runs, except the "5 Run Rule" will still apply for the 10U Divisions 1 & 2.
 - b. The game will not be subject to a time limit. Tie games must be played to a decision. All innings after seven (7) innings will use the International Tiebreaker. A game called due to inclement weather or darkness will continue from where it was called.

R. Awards and Scholarships

1. Awards will be given at the banquet.
2. All 6U & 8U Division players will receive an award.
3. Separate individual and sponsor awards will be given to all 1st place teams in the 8U, 10U, 13U & 18U Divisions for the regular season.
4. Separate individual and sponsor awards will be given in the 10U, 13U & 18U Divisions for division champion and runner up based on playoff standings.
5. Four individual players per team will receive an award at coaches discretion.

6. Each team will select a Coaches Award, Best Offensive Player, Best Defensive Player and Most Valuable Player and they will receive an award.
7. The Executive Board will select one (1) adult each year to receive the Dennis Raulerson Memorial Outstanding Service Award for their service and contributions to the league. This individual should have at least four (4) years of league service.
8. The Division Chairs and Umpire in Chief will submit nominations to the Executive Board for the Doug Heid Memorial Award for outstanding leadership and good sportsmanship. One (1) manager will be selected.
9. Sponsors will receive a Certificate of Appreciation, two (2) tickets to the banquet, and a team picture.
10. The Executive Board will award up to five (5) for a maximum of \$1,500 of annual scholarships to be divided equally to qualified candidates (based on available funds). Eligibility is as follows: Graduating high school senior, have a minimum of 4 years played in the league, have a minimum of 3.0 cumulative grade point average, and be a current player in the league. Parental involvement is a consideration, but not a requirement. The application must be received by July 1st.

S. Amendment

1. These rules may be amended or changed by a majority vote of the members attending the annual rules meeting(s).
2. Any changes to be made after the rules meeting(s) must be approved by a two-thirds vote of the Governing Board at a special meeting where all Board members must be present. A change to a specific rule will only be considered one time per league season.

CMGFL
Governing Board Members

<u>Name</u>	<u>Title</u>	<u>Phone Number</u>
Kelly Pare	President	(586) 329-8992
Scott Roberts	Vice President	(586) 855-8104
VACANT	Treasurer	
Erin Schneider	Secretary	(248) 508-0218
Jason Pare	Sports Director	(586) 265-6906
VACANT	Equipment Director	
VACANT	Uniform Director	
Mike Scott	Field Maintenance Coordinator	(586) 940-0152
Olivia Gonzolez	8U Division Chairperson	(586) 464-7182
Adam Misuraca	10U Division Chairperson	(586) 907-7894
VACANT	13U Division Chairperson	
Aaron Biroth	18U Division Chairperson	(586) 255-7647

League Information

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