

Columbia Girls Fast-Pitch Softball
League Rules and By-Laws
Revised 05/12/2017

1. BY-LAWS

- 1.1 The name of this league shall be Columbia Girls Fast-Pitch Softball League, further referred to in these Rules and By-Laws as **C.G.F.P.** and shall be governed by these Rules and By-Laws and the Sanctioning Association rule book.

Officers

- 1.2 A board of coaches, consisting of one representative from each team, shall make nominations and elect five officers for the following year. This should occur no later than sixty days after the last league game of the spring season.
- 1.3 The five elected executive officers of this league shall be President, Vice President, Player Agent/Scheduler, Secretary, and Treasurer. These officers shall be known as the Executive Board. These officers shall serve a term of one year. The President shall vote only in the event of a tie. Members of the outgoing Executive Board may attend the first two meetings of the newly elected Executive Board to serve in an advisory capacity.
- 1.4 After election, the Executive Board may appoint up to nine additional board members to serve for the following year.
- 1.5 The Executive Board shall also appoint a Concessionaire to serve the league for either the following season of play or the following year (*the length of appointment is at the Executive Board's discretion*). The Concessionaire and Treasurer shall not be the same person or members of the same immediate family.
- 1.6 No two members of the same immediate family shall serve on the Board of Directors at the same time.
- 1.7 The Board of Directors shall have the authority to amend or change any rule or take any action deemed appropriate in the best interest of the league. Such changes shall be enacted by a simple majority of attending board members providing a minimum of two-thirds of the Executive Board is present at said meeting.

Coaches

- 1.8 The Board shall appoint coaches for each team. Coaches must be at least eighteen years old and shall submit a back ground check for approval.
- 1.9 The Board shall reserve the right to approve and/or disapprove all coaches and assistant coaches as needed. Any base coach or dugout manager shall be considered an assistant coach and must be approved.
- 1.10 Any team, player or coach failing or refusing to comply with any provisions of the C.G.F.P Rules and By-Laws shall, upon investigation and conviction by the current Executive Board, be subject to suspension from the League for that season and will have to request permission from the incoming Executive Board to rejoin the league next season.

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Umpires

- 1.11 The Board shall formulate and enter into a contract with the U.I.C. (*Umpire-In-Charge*) prior to each season of play. This contract will outline payment and responsibilities of the U.I.C. In the event of discrepancies between the contract and C.G.F.P Rules and By-Laws, the contract shall take precedence.
- 1.12 Umpires shall wear sanctioning association approved apparel while performing the duties of umpire in all games and in all divisions. Non-association apparel during games shall be prohibited.
- 1.13 Umpires shall turn in the Official Score book to the U.I.C. after the conclusion of the final game of the day. Each game recorded in the Official Score book shall be signed by the umpire(s) and one coach from each team prior to submittal to the U.I.C. Failure to sign each game worked may result in forfeiture of pay for that game.
- 1.14 The home plate umpire shall notify the coaches and scorekeeper of the official start time.
- 1.15 Umpires are to report to the field at least five minutes before game time.
- 1.16 C.G.F.P shall pay umpires according to the following scale:
 - 1.16.1 6U division shall have one umpire per game paid at \$32 per game.
 - 1.16.2 8U division shall have one umpire per game paid at \$32 per game.
(A second Umpire may be added at league discretion)
 - 1.16.3 10U, 12U, 14U, 16U & 18U divisions shall each have one field umpire and one plate umpire each game each paid at \$32 per game.
- 1.17 The U.I.C. shall, upon receipt of the Official Score book, register all games worked by each umpire. The U.I.C. shall turn in a master sheet to the Treasurer each Monday listing all games worked by each umpire during the previous week (Monday - Saturday). Paychecks shall then be disbursed the next day on Tuesday.
- 1.18 Umpires shall be certified by the league Sanctioning Association. Any umpire not having association certification will not be permitted to work any game for C.G.F.P until such certification has been obtained according to association regulations.
- 1.19 Umpires must provide at least 6 hours notice to the U.I.C if unavailable to call a scheduled a game. Failure to notify the U.I.C will result in possible termination.

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Concessions

- 1.20 The duties of the Concessionaire shall consist of but not be limited to inventory management for all food, drink, serving products, receipt and stocking of all concession stand product, cleaning and preparation of concession stand, opening and closing the concession stand, cooking and preparation of food and drink products, serving of food and drink products, opening and closing the cash registers, recording the day's sales, and if so designated by the Treasurer, making the bank deposit for the day's sales.
- 1.21 The Executive Board shall formulate and enter into a contract with the Concessionaire prior to each season of play. This contract will outline payment and responsibilities of the Concessionaire. In the event of discrepancies between the contract and C.G.F.P Rules and By-Laws, the contract shall take precedence.

Score Keepers

- 1.22 The home team of each game shall provide the official scorekeeper. The visiting team shall provide a person to run the scoreboard. Only these two people shall be allowed in the press box or at the scorers' table. An Official Scorebook shall be provided for each field.
- 1.23 Scores recorded in the Official Scorebook shall be the only scores used for establishing C.G.F.P standings in each division. Scores recorded in coaches' scorebooks but not in the Official Scorebook will be considered invalid and shall not be used for inclusion in C.G.F.P standings.

Equipment

- 1.24 Upon request to any of the Board Members and following approval, C.G.F.P shall furnish teams with catchers gear including: catcher's mask, chest protector, and shin guards. Due to health reasons, each child will be responsible for her own helmet with a facemask and strap. All equipment obtained by a coach from C.G.F.P shall be returned to a Board Member at the conclusion of each season. Coaches may request equipment in writing, by email or in person. Coaches will sign out all equipment at the beginning of the season and will sign when they return the equipment back into the league.
- 1.25 All equipment charges and/or purchases for reimbursement from C.G.F.P must have a pre-assigned purchase order number from the Treasurer.
- 1.26 No equipment, uniforms or other items necessary for the operation of the league may be purchased on C.G.F.P's accounts with any vendor without a signed purchase order.
- 1.27 The Treasurer will issue a C.G.F.P purchase order to the chosen vendor listing the description and quantity of equipment. The vendor will provide only the merchandise shown on the purchase order. No point-of-sale add-ons will be accepted.
- 1.28 The purchase order will be delivered to the vendor by an Executive Board Member.

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- 1.29 At no time will a vendor be authorized to provide equipment or uniforms without a Treasurer-signed purchase order.
- 1.30 Any Executive Board Member shall have the authority to pick up or sign for equipment purchased with a C.G.F.P purchase order.
- 1.31 The Treasurer, once in possession of the signed purchase order and receipt is authorized to make immediate payment to the vendor. Questions as to the validity of any part of the purchase process shall be directed from the Treasurer to the Executive Board.
- 1.32 At the time of pick-up, any member of the Executive Board will sign the receipt and provide same copy to the Treasurer along with a copy of the original purchase order.
- 1.33 All used game balls shall be turned in to the Treasurer for reuse as a game ball.

Postponed Games

- 1.34 Scheduling conflicts/exceptions must be turned in to the Scheduler/Player Agent by 6:00 p.m. on March 5th. No more than three conflicts per team will be accepted.
- 1.35 Practice fields will be scheduled during draw night with the assistance of the Scheduler. Any trading of practice field(s), day(s), and/or time(s) will be decided between coaches involved. If conflicts arise as a result of such trading, the draw night scheduling will take precedence. Scheduler needs to be made aware immediately of any changes.
- 1.36 Game schedules will be determined and published no later than fourteen days prior to the first scheduled game in each division.
- 1.37 A coach and/or assistant coach (*as listed on the team roster*) may request a game postponement provided the request is submitted to the Scheduler no later than 48 hours prior to the regularly scheduled game time. The Coach requesting the postponement must provide the following to the scheduler:
 - 1.37.1 Date, time and location of regularly scheduled game
 - 1.37.2 Names of teams involved, the coach's name(s), and coach's phone number(s)
 - 1.37.3 Reason for the request (*i.e. community events, graduation, other school or civic functions*)
- 1.38 The request becomes an official postponed game when the postponement is posted and the coaches of the affected teams have been notified. The Scheduler has the sole authority to grant postponement requests. All postponement/scheduling decisions by the Scheduler are final.
- 1.39 Dates for postponed games or uncompleted games shall be rescheduled at the next available opening and posted by the Scheduler at least 48 hours prior to the newly scheduled game time. If necessary, games will be re-scheduled on Saturday in order to complete the regular season schedule

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- 1.40 In the event of a “no-show” forfeit, in order for any team to be awarded the win, there must be eight or more players on the team present, on the field, properly uniformed, and equipped by game time and one pitch must be thrown over home plate for the umpire to award the forfeit. If neither team has eight or more players at game time, both teams will be scored with a loss.
- 1.41 In the event of a preceding forfeited game, the next game may start earlier than the regularly scheduled start time, providing all coaches and umpires are in agreement.

Awards

- 1.42 If a division champion is not determined during the regular season, play-off games will be scheduled at the first available date. Trophies will be awarded to the top three teams in each age division.
- 1.43 A sportsmanship trophy will be awarded to one player on each team to be decided at the discretion of the coaching staff.
- 1.44 The Executive Board may present a special award to one person each year in recognition of service to and promotion of the league. The Board may present trophies to players in the 6U and 8U divisions.

Protests

- 1.45 Any team protesting a game must file a written grievance to any C.G.F.P Executive Board member within twenty four hours of the game’s completion.

Sponsors

- 1.46 Each team shall be required to be sponsored by one firm or organization which must be approved by the Board of Directors. The approved sponsor shall pay a fee of three hundred twenty five dollars (\$325.00) per season. Each team shall be given its sponsors’ name and/or nickname which shall be displayed on the uniform shirt (*only one sponsor may be displayed*). There shall be no use of profanity, offensive language, obscene gestures, tobacco or alcohol displayed on any uniform, banner, sign or any other item associated with C.G.F.P. The Executive Board must approve all sponsors’ banners and logos.

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Disciplinary Actions

1.47 The Executive Board requires good sportsmanship of its board members, umpires, coaches, players, and spectators. Disciplinary action will be instituted for, but not limited to, the infractions listed below. Offences are listed as coach/player but may be interpreted by the Executive Board to apply to board members, umpires, and spectators as necessary. These will serve as general guidelines:

INFRACTION	1ST OFFENSE	2ND OFFENSE	3RD OFFENSE
1.47.1 Physical Contact With umpire, league Official, coach, player, or spectator	Removal as coach/ Player from team	Permanent Ban from League and park with 1 year suspension.	
1.47.2 Verbal abuse or	Verbal & Written	Two game suspension	
1.47.3 Profanity	Verbal & Written Warning	Two game suspension from team and park	Removal as coach/player
1.47.4 Ejection from game (Coach/Player or from stands spectator)**	Verbal & Written Warning	Two game suspension from team and park	Removal as coach/player

** Special note about ejections: Any coach, player, or spectator ejected from a game must immediately exit to the parking lot. Any further argument or delay will lead to an additional infraction of the rules.

1.47.5 Use of/ or suspected Alcoholic beverages and/or controlled Substances or use of tobacco products in the playing area	Removal as coach/ player from team/park		
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**There are designated smoking areas for spectators.

1.47.6 Unsportsmanlike behavior:	One Game Suspension from team/park	Two Game Suspension from team/park	Removal as Coach/player
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**Unsportsmanlike behavior not limited to: throwing objects, kicking objects, leaving the field during play and failure to follow disciplinary action established by league officials

1.48 In the event of other violations, disciplinary action will be determined by the Executive Board based on the seriousness of the offense.

1.49 If an infraction occurs, the Executive Board will meet to evaluate the offense and issue disciplinary action. The person(s) involved will be asked to attend the evaluation meeting to speak on their behalf.

1.50 Witnesses to the infraction must submit a written statement to an Executive Board member within eight hours of the alleged incident.

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1.51 Infractions will be handled according to the following procedures:

1.51.1 Written reports will be submitted from complainant and/or witnesses to the Executive Board describing the alleged incident.

1.51.2 An Executive Board meeting will be called to discuss the accusations.

1.51.3 A review of the incident will take place, including presentation of acts and response of person(s) under disciplinary review.

1.51.4 A written disciplinary form shall be drafted and signed by Executive Board and person(s) under review. The disciplinary action form shall contain the following:

1. Date, time and location of incident
2. Description of incident and rule and/or by-law violated.
3. Action taken by the Executive Board.
4. Date of next review (if necessary).
5. Response of person(s) under review
6. Signature of C.G.F.P President
7. Signature of person(s) under review
8. Notification to Director of Columbia Parks & Recreation of suspension or removal (if applicable)

2. TEAM MEMBERSHIP

Membership

2.1 The membership of C.G.F.P shall consist of the number of teams necessary to allow all registrants to play in keeping with the best interest of the league.

2.2 There will be a maximum of fourteen players per team.

2.3 All players are required to complete league registration forms by the date set as the registration deadline by the Board. All registrations received for players not on an assigned team will be put into a "pool". The priority for assigning players from the pool by blind draw shall be as follows:

2.3.1 All eligible unsigned returning players either orphaned or who quit their team prior to the halfway point of the previous season

2.3.2 Any player who registered the previous year, but was not assigned a team.

2.3.3 All pool players signed up for the current season at the league sign-up dates. Late registrants may be assigned to a substitution pool if they attempt to register after draw night.

2.4 A roster, all registration forms, registration fees, fund raising money and unsold fund raiser products must be turned into the Player Agent on the dates set by the Executive Board.

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- 2.5 Registration fees for the spring season shall be set at Seventy-five dollars (\$75.00) per player with a \$15.00 discount for each immediate sibling. Players registering into the 8U, 10U, 12U, 14U, 16U and 18U divisions may sign up individually, but teams within those divisions may chose to sign up as a complete team for four hundred fifty dollars (\$450.00) per team. If you sign up as a team, you will be responsible for your own uniforms unless you pay the additional three hundred twenty five dollars (\$325.00) sponsorship fee. In signing up as complete teams, the following stipulations apply: team membership must still abide by C.G.F.P rules, must submit a complete roster with registration forms. The team will be covered by league insurance, team may not draw players from pool, nor will pool players be assigned to team.
- 2.6 6U division will not be allowed to sign up as a new team in the league. All new players will be drawn from the “pool” and assigned teams.
- 2.7 Official Sanctioning Association rosters are declared by June 1. No further additions will be allowed unless a roster drops below twelve players. A coach must contact the Player Agent upon losing a player. If a roster drops below twelve players at any time after draw night, the team manager MUST contact the Player Agent for a player from the substitution pool. Failure to follow these rules will result in forfeiture of every game played with an unapproved player.

Divisions

- 2.8 The playing divisions of the league shall be as follows:
- 2.8.1 6U - Not seven years old before January 1 (*must be five years old by January first of the current year*)
- 2.8.2 8U - Not nine years old before January 1 of current year
- 2.8.3 10U - Not eleven years old before January 1 of current year
- 2.8.4 12U - Not thirteen years old before January 1 of current year
- 2.8.5 14U - Not fifteen years old before January 1 of current year
- 2.8.6 16U - Not seventeen years old before January 1 of current year
- 2.8.7 18U - Not nineteen years old before January 1 of current year
- 2.9 A player must move up to a higher playing division provided the player’s age is within one year (twelve months) of the advancement age for that division. This rule applies for the 8U through 12U divisions. 14U, 16U and 18U are exempt from this rule.

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Returning Players

- 2.10 Eligible returning players will return to the team they played for during the preceding season so long as a minimum of 7 returning players register within the same division.
- 2.11 They will not be returned to the same time if (*if a player qualifies under anyone of following circumstances, she shall be considered eligible for use as a “player option” by another team*):
- 2.11.1 Their age requires that they advance to the next highest division and their team stays in the same division as the previous year.
- 2.11.2 Their age requires them to remain in the division and their team moves up to the next age division (*the player shall have the option of moving up with her team provided her age is within the twelve months of advancement age*)
- 2.11.3 They quit prior to the mid-point of the previous season.
- 2.12 It is illegal for a player’s name to appear on more than one recreational or travel league team roster.
- 2.13 Sisters that are on established teams in the same age division (*older sister is on team having completed one year in the division and younger sister is on team entering into the same age division*) may play on the same team under the following guidelines:
- 2.13.1 Older sister remains on her original team and your sister is moved to that team
- 2.13.2 Younger sister remains on her original team and the older sister is moved o that team provided the move is acceptable to the coach and parents
- 2.14 The daughters of up to two assistants and one head coach, with the Executive Board approval, may play for their team regardless of which team(s) they played for previously. These players shall be counted as a “*coaches’ option*”, provided the players’ ages are within the twelve months of advancement age. All teams may have three coaches’ options. These must be coaches’ daughters only. Qualifying coaches must either be the team manager or one of the other 3 official coaches (*as reported to the C.G.F.P board*). Any team violating this rule will be subject to forfeiting all games in which this rule is violated. Coach’s options from the previous season cannot change.
- 2.15 Excluding teams that sign up as complete teams (8U, 10U, 12U, 14U, 16U and 18U only), no team may have more than twelve players (all legally required) on their roster prior to the preseason “draw night”.
- 2.16 In each division, the team with the least number of players will draw from the player pool until equal with the team with the next lowest membership. At this point, players will be drawn from the pool by the lowest membership teams until equal the next lowest. This process will continue until the remaining players are all drawn or until each team is ruled full by the Player Agent. The Player Agent shall have the authority to place a player on a team should a player remain in the pool and the maximum number of players have not been

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assigned to a team under the guidelines and draw sequence used at draw night or remain in a “*substitution pool*” until which time they are needed due to a team roster dropping below twelve. This will be at the discretion of the Player Agent.

- 2.17 Players may **NOT** be swapped between teams regardless of their divisions.
- 2.18 Any girl that is on a roster and is not actively playing at the end of the season shall be reported to the Player Agent by her coach. The coach shall provide the date and reason for quitting.
- 2.19 Registration may be reopened if a team’s roster drops below twelve players and there are no pool players to provide said team with enough players to complete the season. A coach must take any eligible player the Player Agent provides.
- 2.20 Requests must be made to the Board in the event a team is seeking any variance from team membership rules. Such requests will only be granted by a majority vote of the Board.

3. General Playing Rules

- 3.1 All teams shall play under Sanctioning Association rules unless modifications are listed herein.
- 3.2 Teams with nine or more players available shall be required to take the field for play. Failure to do so shall result in a two game suspension for the Coach. Teams having only eight players present shall play with the ninth batting position registering an automatic out. Games shall be forfeited when less than eight players are available for play.
- 3.3 Each team shall be responsible for cleaning up their respective dugout/spectator area at the conclusion of each game. Failure to do so shall result in a forfeiture of one game. Decisions are final and will be made by league officials. Umpires shall check and note in Score book.
- 3.4 Each player shall play a minimum of one defensive inning (three outs) and have one full inning at bat. **Forfeiture of the game will apply if this rule is not followed.**
- 3.5 Line-ups are to be turned in to the scorekeeper no later than ten minutes before the game is scheduled to begin.
- 3.6 All games shall start at the appointed times as scheduled unless a team cannot field enough players. A fifteen minute grace period will be allowed for the first game of the night only. Play will begin as soon as the minimum number of players arrives before the grace period has expired. If at the end of the grace period the team still does not have enough players to play, a forfeit shall be declared.
- 3.7 The plate umpire will be the official timekeeper and will inform the scorekeeper and coaches of game beginning and ending times. No inning will start after the time limit has expired unless the score is tied. All games will have a one hour and twenty minute time limit except for divisions playing under modified rules.

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- 3.8 The league shall provide to each player a cotton/polyester tee shirt consisting of one color with a one color silkscreen as the standard uniform. Teams may add colors to the silkscreen at their own expense. Before ordering uniforms, coaches must obtain a pre-assigned purchase order number from the Treasurer.
- 3.9 The sponsor may furnish a set of uniforms for their team; however, the league will not furnish a second set. The uniforms must comply with the guidelines set forth in rule 3.8.
- 3.10 Sweaters or jackets may be worn over a player's uniform, with the approval of the umpires, provided they do not create a safety hazard by being too loose or too long.
- 3.11 Players may wear rubber or plastic cleats, but must wear athletic shoes of some type. Metal cleats can be worn by players in the 16U and 18U bracket ONLY.
- 3.12 There shall be no tobacco products used on the playing field or in the dugouts by the coaches, manager, umpires or player.
- 3.13 Umpires shall decide whether or not to suspend play or to cancel a game in progress due to inclement weather.
- 3.14 A member of the Executive Board or the U.I.C. shall determine if games are to begin after heavy rains unless an authorized City of Columbia representative has already deemed the fields unplayable.
- 3.15 No game shall be played with one umpire unless both coaches agree (excluding 6U and 8U divisions). IF both coaches do not agree, the game will be rescheduled by the Scheduler without penalty.
- 3.16 The U.I.C. shall be responsible for assigning umpires for each game.
- 3.17 In all regular season games, there shall be a five run limit per inning for the first three innings in 10U divisions.
- 3.18 All league games shall abide by the Sanctioning Association tie-breaker rule.
- 3.19 Any team that is considered a Class A, B or C travel team, must play up an age division in the league. The Executive Board will decide whether or not that team is allowed to play in the league based on their tournament standings.

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4 Modified Playing Rules for 6U (Sweetheart Division)

- 4.1 Will play with 12 players on defense at one time. There shall be a limit of six players allowed to play within the skinned area of the infield in regular softball positions. One of these six players will be the catcher. The remaining 5 players shall take positions in the outfield, designated by a chalked line behind the bases. Any other players will be substituted in to the game by the bylaw rule.
- 4.2 All players will be listed in the batting order. Any player arriving late will be placed at the end of the order.
- 4.3 Any player injured in the game that cannot bat her turn will be bypassed to the next batter with no penalty until the player is able to reenter the game in her original position in the batting order. Both coaches and umpires will determine the seriousness of the injury.
- 4.4 Scoreboard may be implemented at Executive Board discretion.
- 4.5 Teams will play with an eleven inch safety ball, Sanctioning Association approved ball.
- 4.6 A coach/pitcher will pitch to his/her own team. Coaches must pitch with both feet inside the circle. Failure to comply will result in a “no pitch”.
- 4.7 There will be no base on balls. The batter will have 3 pitches if she does not hit after 3 pitches or if she swings and misses three times she may have 2 attempts to put the ball in play off the tee, failure to do so will constitute a strike out. If coach elects for player to receive all 5 pitches and the fifth pitch is fouled or tipped, the batter may hit again until she hits fair or misses the pitch.
- 4.8 Base distances shall be 55 feet.
- 4.9 Dropped third strike and infield fly rules will not apply.
- 4.10 Game time limit shall be a minimum of one hour or five complete innings, whichever occurs first. Any inning already in progress after time has expired will be completed.
- 4.11 A game can be started with a minimum number of eight players with the ninth batter’s position being deemed an out.
- 4.12 Base stealing is prohibited. The base runner may not leave a base until the ball crosses the home plate.
- 4.13 Any player leaving a base before the ball crosses home plate shall be called out.
- 4.14 A halfway line shall be drawn between each base. Play will stop when any defensive player, having control of the ball, is in front of the lead runner or ball delivered back to the designated pitcher while in the circle. Any runner having crossed the halfway line, in the umpires judgment when time is called, may advance to the next base. Runners not having crossed the halfway line must return to the last base touched.

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- 4.15 A coach/pitcher shall not intentionally field the ball or interfere with defensive players. If they do, the batter will be out. Any ball that accidentally hits the coach/pitcher will be in play. Coaches must make an attempt to get out of the field of play.
- 4.16a Three Defensive coaches shall be allowed on the playing field, two must remain on the outfield grass, be stationary once the coach/pitcher is in the pitching position and while the ball is in play. One defensive coach shall be behind the plate to help the catcher with the defense. Violation constitutes obstruction by the defensive coach.
- 4.16b Four Offensive coaches shall be allowed on the playing field. One shall be the Coach/Pitcher in the pitching circle, one shall be at 1st base in foul territory, one shall be at 3rd base in foul territory and one shall be behind the plate to assist in positioning batter and/or the batting tee.
- 4.17 If a defensive coach intentionally fields a batted ball or interferes with the ball in play or base runner; obstruction shall be called and each runner will be awarded one base from the time of the obstruction. Any ball that accidentally hits a defensive coach will be in play.
- 4.18 Players will not intentionally roll the ball to any base for a put out, nor should any player be chased to a base when, in the Umpires judgment, a throw should have taken place. Should this happen the runner shall be declared safe at that base and may advance with the liability to be out as long as the ball is in play. Should an **uncatchable** throw to any base result in an “*overthrow*” dead ball, runners will be allowed to advance only 1 base.
- 4.19 In all regular season games, there shall be a five run limit per inning.
- 4.20 During tournament play, teams will play a tie-breaker following Sanctioning Association Tie-breaker rules.

5 Modified Playing Rules for 8U Division

- 5.1 Will play with 10 players on defense at one time. There shall be a limit of six players allowed to play within the skinned area of the infield. One of the six players will be the catcher. The remaining 4 players shall take position in the outfield.
- 5.2 All players will be listed in the batting order. Any player arriving late will be placed at the end of the order.
- 5.3 Any player injured in the game that cannot bat her turn shall be bypassed to the next batter with no penalty until the player is able to reenter the game in her original position in the batting order. Both coaches and umpires will determine the seriousness of the injury.
- 5.4 Teams will play a tie-breaker following Sanctioning Association tie-breaker rules.
- 5.5 Teams will play with an eleven inch Sanctioning Association approved ball.
- 5.6 A coach/pitcher will pitch to his/her team. **Coaches must pitch with both feet inside the circle.** Failure to comply will result in a “*no pitch*”.

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- 5.7 There will be no base on balls. The batter will be out if she does not hit fair after five pitches or if she swings and misses three times constituting a strike out. No pitches shall be called strikes. If the fifth pitch is fouled or tipped, the batter may hit again until she hits fair, misses the pitch or takes the pitch.
- 5.8 Base distances shall be sixty feet.
- 5.9 Dropped third strikes and infield fly rules will not apply.
- 5.10 Game time limit shall be a minimum of one hour or five complete innings, whichever occurs first. Any inning already in progress after time has expired must be completed.
- 5.11 A game may be started with a minimum number of eight players with the ninth batter's position being deemed an out.
- 5.12 Base stealing is prohibited. The base runner may not leave a base until the ball crosses the home plate.
- 5.13 Any player leaving a base before the ball crosses home plate shall be called out.
- 5.14 A halfway line shall be drawn between bases. Play will stop when any defensive player, having control of the ball, is in front of the lead base runner or the ball is delivered back to the designated pitcher, while in the circle. Any runner having crossed the halfway line, in the umpires judgment when time is called, may advance to the next base. Runners not having crossed the halfway line must return to the last base touched.
- 5.15 A coach/pitcher shall not intentionally field the ball or interfere with defensive players. If they do, the batter will be out. Any ball that accidentally hits the coach/pitcher will be in play. Coaches must make an attempt to get out of the field of play.
- 5.16 Two coaches shall be allowed on the playing field with the defense, one must remain on the outfield grass and the other behind the catcher, both must be stationary once the coach/pitcher is in the pitching position and the ball is in play. Violation constitutes interference by the defensive coach.
- 5.17 If a defensive coach intentionally fields a batted ball or interferes with the ball in play or base runner; interference shall be called and each runner will be awarded one base from the time of the interference. Any ball that accidentally hits a defensive coach will be in play.
- 5.18 Players will not intentionally roll the ball to any base for a put out, nor should any player be chased to a base when, in the Umpires judgment, a throw should have taken place. Should this happen, in the Umpires judgment, the runner shall be declared safe at that base and may advance with the liability to be out as long as the ball is in play.
- 5.19 In all regular season games, there shall be a five run limit per inning.
- 5.20 Each team will be allowed 1 courtesy runner for any player per inning throughout the game.

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6 Modified Playing Rules for 10U Division

- 6.1 Teams shall play nine players on defense at a time and shall have a batting line up of nine girls. There shall be free defensive substitutions with each player playing a minimum of one defensive inning (three outs). All players must have one full turn at bat.
- 6.2 The 10U division shall play one hour and twenty minutes or seven innings whichever comes first.
- 6.3 Each team will be allowed 1 courtesy runner for any player per inning throughout the game.
- 6.4 In all regular season games, there shall be a five run limit per inning for the first three innings.

7 Modified Playing Rules for 12U, 14U, 16U and 18U

- 7.1 These divisions shall play one hour and twenty minutes or seven innings whichever comes first.
- 7.2 Each team will be allowed 1 courtesy runner for any player per inning throughout the game.
- 7.3 Teams shall play nine players on defense at a time and shall have a batting line up of nine girls. There shall be free defensive substitutions with each player playing a minimum of one defensive inning (three outs). All players must have one full turn at bat. Unless only eight players available, then rule 3.2 applies.

8 Libby Wells Tournament

- 8.1 The Libby-Wells Tournament shall be an inter-league C.G.F.P tournament only.
- 8.2 The regular season standings would be the basis for seeding in each division.
- 8.3 Teams shall not be allowed to pickup players in the tournament. Teams must consist of their regular season roster. If a team drops below nine players, they may petition the Executive Board to pickup a player for tournament play from another team in the league that is not playing in the tournament.

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9 Selection of MVP (Most Valuable Players) Team

- 9.1 Players must participate in C.G.F.P league to be on the MVP team.
- 9.2 Every girl in the league will be placed on nomination forms for the coaches to vote on.
- 9.3 Coaches may pull girls' names from their team for consideration on the nomination forms for any reason, with the players' parents' approval, as long as it's done before the MVP election.
- 9.4 One coach from each team may cast votes for the MVP Team in their team's division. Coaches shall not vote for their own players.
- 9.5 The top twelve vote recipients in each age division will constitute that division's MVP team.
- 9.6 In the event of a tie, all girls tied including and through the twelfth position shall be placed on another ballot and re-voted on amongst the coaches to determine the twelve players.
- 9.7 One player from each team must be recognized as an MVP when the 12 selections are made.