CLAIREMONT GIRLS FASTPITCH

DIVISION RULES

2026-2027 Season

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Updated May 2024

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1. OPERATIONS

1.1. Mission Statement-

(Section 3.1 of Clairemont Girls Fast Pitch Bylaws)

The primary purpose of the corporation shall be to encourage girls to participate in the sport of softball through the operation of a girls' softball league, and in so doing instill in girls the attributes that will make them better citizens of the United States of America, including friendship, leadership, sportsmanship, and scholarship.

1.2. Code of Conduct-

1.2.1. Managers, Coaches, Volunteers-

Managers, Coaches, Team Volunteers:

I accept the responsibility of coaching/volunteering to assist with a team for Clairemont Girls Fast Pitch and I acknowledge that this responsibility extends to each player, the team, the players' parents, the League, and to the sport of youth softball and will follow this Coaches' Code of Ethics Pledge.

I will remember that a softball game is just that—a game.

I will put the well-being and interests of the players above any and all other interests on and off the field to include social media channels.

I will emphasize good sportsmanship, fair play, and positive values at all times on and off the field to include social media channels.

I will strive to achieve parity and fairness through the team management process. I will respect the integrity and judgment of the umpires and other officials, accepting their decisions with grace on and off the field to include social media channels.

I will demonstrate a friendly and courteous attitude toward other coaches, parents, and players at all times on and off the field to include social media channels.

I will promote the confidence and self-esteem of all players, whether my team or another, by recognizing their efforts and achievements with praise, positive comments, and encouragement on and off the field to include social media channels.

I will NOT criticize or belittle a player at any time, and shall never yell in anger at players, coaches, parents, or the umpire on and off the field to include social media channels.

I understand I may be suspended or removed from the League if I am found in violation of these codes. My submission of a manager/coach application and assignment of a team supports my understanding and becomes my acceptance of the above rules of conduct as a manager/coach of Clairemont Girls Fast Pitch.

1.2.2. Parents and Spectators

Parents and Spectators:

I hereby pledge to provide positive support, care, and encouragement for my child participating in youth softball for Clairemont Girls Fast Pitch by following this Parents' Code of Ethics Pledge.

I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice or event held by Clairemont Girls Fast Pitch on and off the field to include social media channels.

I will place the emotional and physical well-being of my child ahead of a personal desire to win on and off the field to include social media channels. I will insist that my child play in a safe and healthy environment.

I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all on and off the field to include social media channels.

I will demand a sports environment for my child that is free of drugs, tobacco, and alcohol, and will refrain from their use at all events held by Clairemont Girls Fast Pitch.

I will remember that the game is for my child and her friends – not for adults.

I will do my very best to make the game of youth softball fun for my child on and off the field to include social media channels.

I will ask my child to treat other players, coaches, fans, and officials with respect regardless of race, sex, creed, or ability on and off the field to include social media channels.

I promise to help my child enjoy the youth softball experience by doing whatever I can, such as being a respectful fan, assisting with coaching or providing transportation.

I will require that my child's coach be trained in the responsibilities of being a youth softball coach and that the coach upholds the Coaches Codes of Ethics.

I understand I may be suspended or removed from the league if I am found in violation of these codes. The registration of my daughter and placement of her on a team supports my understanding and becomes my acceptance of the above rules of conduct as a parent (member) of Clairemont Girls Fast Pitch.

1.2.3. Players

PLAYERS CODE OF ETHICS

As a Player of the Clairemont Girls Fast Pitch league (CGFP), I pledge to support the concepts and philosophies of CGFP and USA Softball and will follow this Players' Code of Ethics Pledge.

I will demonstrate positive sportsmanship on and off the field. This includes exercising positive self-control, graciously accepting the outcome of games and treating all players and fans with courtesy and respect on and off the field to include social media channels.

I will demonstrate respect for all players and coaches in behavior and language on and off the field to include social media channels. Violence, abuse, bullying, verbal attacks, and profanity will not be tolerated.

I will demonstrate respect for officials, in part by accepting their decisions. Insulting comments, argument, negative or disrespectful gestures and/or profanity directed at officials will not be tolerated on and off the field to include social media channels.

I will positively always represent Clairemont Girls Fast Pitch both on and off the field to include social media channels.

I am aware that I am prohibited from the use of alcohol, illegal drugs and tobacco products during games, practices and other CGFP events.

I will practice and work on skill development as is appropriate for the age and competitive level of play for the team.

I, in coordination with my parents/guardians, are responsible for timely notification of absences from games, practices and training to the coach or manager of the team.

I understand I may be suspended or removed from my team or the League if I am found in violation of these codes. My registration and placement on a team supports my understanding and becomes my acceptance of the above rules of conduct as a player of Clairemont Girls Fast Pitch

1.2.4. USA Softball

USA SOFTBALL CODE OF CONDUCT

USAS SoCal Standards of Conduct Standards of Conduct are part of the USA Softball Code and Procedural Manual, as well as the USAS SoCal Rules and Regulations. All USA Softball members

shall respect these standards. A manager, coach, player, or other volunteer affiliated with a team shall not violate any of the following:

● Unsportsmanlike conduct or any derogatory action on or off the field of play.
● Verbal or physical attack or threat upon an umpire or other USA Softball official.
● Destruction of property, abusive behavior, or violation of local, state, or federal law.
● Non-Payment of team incurred debt.
● All players shall be individually registered with USA Softball.
● All managers, coaches and team parents entering the field of play or dugout shall be individually registered with USA Softball and shall have passed a background check conducted through the USA Softball National Office and completed Safe Sport Certification. Proof of a current completed background check shall be displayed.
● Playing under an assumed name or falsifying an official USA Softball document.
● Writing a check to a USA Softball official, USA Softball team, individual or business that is returned unpaid by a bank for any reason.
● Commission of larceny perpetrated against a USA Official, team or individual.
● Use of any USA Softball logo or trademark without express permission.
● Commission of any act that is contrary to the objectives and purposes of USA Softball.
● Intentional forfeiture of a scheduled game in Championship Play.
● Competing with or against individuals or teams who are suspended from USA Softball play.
● Any other act of suspension as listed in the USA Softball Code and/or Procedural Manual.
● Team manager or coach shall not contact a USA Softball National Championship Tournament Director regarding “fill-in” berths.
● No player, coach or manager shall consume alcoholic beverages or smoke on the field of play, or inside/outside the dugout. Violation of any of the above items may result in a team and/or individual suspension, or other appropriate disciplinary action.

1.3. Board of Directors

2026-2027 Board of Directors

President	**Alexandra Tessman: Atessmancgfp@gmail.com**
Vice President	**VannezzaPoole: vvpoole16@gmail.com**
Treasurer	**Lisa Walker: Treasurer@cgfp.org**
Secretary	**Kat Lynch: Katherinelynch87@gmail.com**
Player Agent	**Jenny Beltran: jenniferlbeltran@hotmail.com**
14U Representative	**Jacob Poole: Poolejake619@gmail.com**
12U Representative	**Chris Rodriguez: crodclmt@gmail.com**
10U Representative	**Jennifer Cook: Jennifer.c.cook+cgfp@gmail.com**
8U Representative	**Kaitlin Guerrero: kaitguerrero@gmail.com**

6U Representative	**Tiffany Smith: Smith.tiffanyjade@gmail.com**
UIC (Umpire In Chief)	**Jordon Alvarez: jnalvarez1994@gmail.com**
Safety Coordinator	**Kristen Wise: ksfuerch@gmail.com**

1.3.1. Board Meetings

Board Meetings are held every 1st Thursday of every month and any member of the league is welcome to attend. For information regarding board meetings and times please reach out to any board member.

1.3.2. Board Members Responsibilities

(ACCORDING TO CLAIREMONT GIRLS FAST PITCH BYLAWS)

Section 6.6 **Duties of the President**

Section 6.6.1 The President shall be the chief executive officer of the corporation and subject to the control of the Board, shall be the general manager of the corporation and shall generally supervise, direct, and control the corporation's activities, affairs, and officers. The President shall exercise and perform such other powers and duties incident to his or her office and such other duties as may be required by law, by the Articles of Incorporation of the corporation, or by these Bylaws, or which may be prescribed from time to time by the board.

Section 6.6.2 In addition, the President shall preside at all meetings of the Board and at meetings of the members. Except as otherwise expressly provided by law, by the Articles of Incorporation, or by these Bylaws, her or she shall, in the name of the corporation, execute such deeds, mortgages, bonds, contracts, checks, or other instruments which may from time to time be authorized by the Board. He or she shall perform all duties incident to his or her office and such other duties as may be required by law, by the Articles of Incorporation of the corporation, or by these Bylaws, or which may be prescribed from time to time by the Board.

Section 6.7 **Duties Of Vice President.** In the absence or disability of the President, the Vice President shall perform all powers of, and be subject to all the restrictions upon, the President. The Vice President shall have such other powers and perform such other duties as from time to time may be prescribed by the Board or the President.

Section 6.8. **Duties Of Secretary.** The Secretary Shall:

Section 6.8.1 Certify and keep at the principle of the corporation the original, or a copy, of the Articles of Incorporation and of these Bylaws, as amended or otherwise altered to date.

Section 6.8.2 Keep, or cause to be kept, at the principal office of the corporation or at such other place as the Board may direct, a book of minutes of all meetings, proceedings, and actions of the Board, of committees of the Board, and of members. The minutes of meetings shall include the time and place that the meeting was held; whether the meetings was annual, general,

or special, and, if special, how authorized; the notice given; and the names of the persons present at the Board and committee meetings.

Section 6.8.3. See that all notices are duly given in accordance with the provisions of these Bylaws or as required by law.

Section 6.8.4 Be custodian of the records and of the seal of the corporation, if there is a seal, and see that the seal is affixed to all duly executed documents, the execution of which on behalf of the corporation under its seal is authorized by law or these Bylaws, and by the Board.

Section 6.8.5 Exhibit at all reasonable times to any director or member of the corporation, or to his or her agent or attorney, on request therefore, these Bylaws and the minutes of the proceedings of the directors of the corporation.

Section 6.8.6 In general, perform all duties incident to the office of Secretary and such other duties as may be required by law, by the Articles of Incorporation of this corporation, or by these Bylaws, or which may be assigned to him or her from time to time by the Board.

Section 6.9 **Duties Of Treasurer.**

Section 6.9.1 Keep and maintain, or cause to be kept and maintained, adequate and correct books and accounts of the corporation's properties and business transactions, including accounts of its assets, liabilities, receipts, disbursements, gains and losses.

Section 6.9.2 Send or cause to be given to the directors and members such financial statements and reports as are required to be given by law, by these Bylaws, or by the Board. The books of account shall be open to inspection by any director at all reasonable times.

Section 6.9.3 Have charge and custody of, and be responsible for, all funds and securities of the corporation, and (1) deposit, or cause to be deposited, all money and other valuables in the name and to the credit of corporation with such depositories as the Board may designate, and (2) disburse, or cause to be disbursed the corporation's funds as the Board may order.

Section 6.9.4 Prepare or cause to be prepared, and certify, or cause to be certified, the financial statements to be included in any required reports.

Section 6.9.5 In general, perform all duties incident to the office of Treasurer and such other duties as may be required by law, by the Articles of Incorporation of the corporation, or by these Bylaws, or which may be assigned to him or her from time to time by the Board.

Section 6.9.6 If required by the Board, the Treasurer shall give the corporation a bond in the amount and with the surety or sureties specified by the Board for faithful performance of the duties of the office and for restoration to the corporation of all of its books, papers, vouchers, money, and other property of every kind in the possession or under the control of the Treasurer on his or her death, resignation, retirement, or removal from office.

Section 6.9.7 Provide, or cause to be provided, to the public, all Internal Revenue Service fillings required to be disclosed and made generally available to the public in the form or forms required by the Internal Revenue Service or by statute.

Section 6.10 **Duties Of The Player Agent.** It shall be the duty of the Player Agent to direct and/or coordinate all player registration and assignment.

Section 6.10.1 The Player Agent shall direct and coordinate all league registration activities in accordance with the League's eligibility rules.

Section 6.10.2 The Player Agent shall maintain a complete and current file of all player information, registration forms, and birth certificates. Player information shall be maintained in electronic format and submitted to the League Secretary. Player information shall be kept confidential and not released for reasons other than League business.

Section 6.10.3 The Player Agent shall provide the Division Representative Directors with player evaluation forms for player assessment purposes or tryouts.

Section 6.10.4 The Player Agent shall assist the Division Representatives Directors during the player assignment or draft process.

Section 6.10.5 The Player Agent shall handle, with the appropriate Division Representative Director, all player reassignments, late registrations, or player shortages.

Section 7.1 **Division Representative Directors.** It shall be the duty of the Division Representatives Directors to conduct all administrative and operational matters pertaining to the division(s) to which they are assigned. There shall be five (5) Division Directors, one (1) each representing the 6-U Division; 8-U Division; 10-U Division; 12-U Division; and 14-U Division.

Section 7.1.1 Division Representative Directors shall oversee the tryouts or player evaluations for their division

Section 7.1.2 Division Representative Directors shall conduct the player assignment of draft process for their division.

Section 7.1.3 Division Representative Directors shall assist the Player Agent with all player reassignments, late registrations, or player shortages with their division.

Section 7.1.4. Division Representative Directors shall handle all complaints, problems, and other administrative issues within their divisions to the extent of their abilities and powers and in accordance with the League's Rules and Regulations.

Section 7.1.5 Division Representative Directors shall be members of the Coaching and Training Committee.

Section 7.2 **Umpire-In-Chief.** It shall be the duty of the Umpire-In-Chief to schedule umpires for all League games and events.

Section 7.2.1 The Umpire-In-Chief shall prepare a field schedule for both games and team practices for all League play and shall schedule umpires to officiate all League games and shall reschedule umpires due to cancelled and/or rescheduled games. Umpires shall be affiliated with the League or obtained from outside agencies.

Section 7.2.2 The Umpire-In-Chief shall ensure that all League umpires receive appropriate training.

Section 7.2.3 The Umpire-In-Chief shall evaluate the performance of all League umpires and monitor the performance of contracted umpires.

Section 7.2.4 The Umpire-In-Chief shall work with the Tournament and Events Committee to provide umpires at all tournaments which the League is conducting.

Section 7.2. The Umpire-In-Chief shall be a member of the Protest Committee and Rules Committee.

Section 7.3 **Safety Director**. It shall be the duty of the Safety Director to receive and process any and all claims for injury and or property damage related to league activity, and shall be the primary contact for members, parents and/or insurers regarding any and all such claims. Further, its shall be the duty of the Safety Director to ensure that all League teams are supplied with the required safety equipment.

1.3.3. Volunteer responsibilities

1.3.3.1. Manager

- All interested managers must submit a volunteer application during the registration due dates via the registration website.

- Managers must be voted in by a Board majority vote for all age groups. A manager may be an Executive Officer upon approval by majority vote of the Board if he or she attests to the Board that their responsibilities as a manager will not conflict with their responsibilities on the Board and there is a need for an additional or more qualified manager in the division in question.
- Responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team.
- Responsible for organization, operation, and execution of all practices. (With assistance from his/her coaching staff)
- Responsible for all team communication. (i.e., practice location/times, game schedule location/times, league events, league announcements and all other team news)
- MUST complete SafeSport certification.
- MUST complete background check.
- All managers must uphold and abide by all CGFP rules, regulations and guidelines.
- All managers must strive to create a positive and safe environment for their team, the entire league and visiting persons.
- Managers are responsible for making sure their roster along with parent and guardian contact information is correct.
- Managers are to keep signed copies of the Emergency Medical Release form for all players with them at all practices and games in-case of emergency.
- Managers are responsible for all field maintenance.

1.3.3.2. Assistant Coach

- Managers may enlist the help of other volunteers to participate as an assistant coach. To be an assistant coach volunteer you must.
    - Be registered electronically as a coach volunteer with the league on the registration website.
    - Complete a background check through the league
    - Complete the SafeSport training
    - The league will provide a date each season by which background checks and SafeSport training must be complete. If a coach is on the field during a game after the cutoff date and they have not completed their background check and Safesport training, their team will forfeit the game.

1.3.3.3. Team Parent

- It is highly recommended to have a “team parent” to assist the manager and coaches with team organization and communication. If this member plans to participate in any activities on the field or in the dugout they MUST be background checked through the league and complete the SafeSport training.

1.3.3.4. Scorekeeper

- Teams need to have a volunteer to keep score during the game.

- This person is considered a spectator and must abide by the “parents and spectators” code of conduct. (See section 1.2.2)
- All communication between team individuals and the umpire should go through the team Manager.
- At times during the game, the Umpire may enlist the help of the scorekeeper to clarify a count, number of runs scored, batting line up, or any other record. This is at the Umpires discretion and the umpire has the final say on any/all of these subjects.
- At no time should the scorekeeper challenge or question any calls made by the umpire.

1.4. Sponsorship

- CGFP greatly appreciates all levels of support from our families and community though our various advertising opportunities.
- Any and all funds donated through sponsorship go directly to league costs or activities.
- Anyone interested in Sponsorship can inquire on our website or reach out to any board member.

1.5. Fundraising

1.5.1. Fundraising Committee

- CGFP hosts several fundraising events thought out the year. The fundraising committee works to organize and host these events.
- Volunteers from the community are welcomed additions to any and all league and community events.
- Board members, Managers, Coaches, Volunteers, Parents, Players, and any other league members are highly encouraged to participate in fundraising activities and events.

1.5.2. Sponsorship Guidelines

- Sponsors of the league and broken down into 3 categories Bronze, Silver, and Gold. League sponsors have the opportunity to be recognized on banners displayed at one or all of the fields in the East Clairemont Athletic Area.

1.6. Safety

1.6.1. Background Checks

- All volunteers directly participating in activities on the softball field or in the dugout **MUST** be Background checked through the league registrar and USA softball.

1.6.2. SafeSport

- The U.S Center for SafeSport is an independent nonprofit committed to building a sport community where participants can work and learn together free of emotional, physical, and sexual abuse and misconduct. All coaches and volunteers directly participating in activities on the softball field or in the dugout **MUST** complete SafeSport training and certification.

1.6.3. Medical

- All players must complete and submit a Medical Release and Emergency Contact information form via the CGFP website prior to any practice or game activities. Managers must always keep a copy of this form on them for the event of an injury.

1.6.4. Injuries

- In the event of an injury on the field during a practice, game, or softball related activity the team Manager, coach, board member, or umpire who directly witnessed the injury must fill out an "incident report for USA Softball Insurance Program" form within 24 hours of the injury.
- This form is then sent to the Safety Director to file with the league and follow up with any needed action items.

1.6.5. Concussion Protocol

- If an athlete is suspected of sustaining a concussion or head injury:
  - Remove the athlete who may have a concussion during a practice or game to be removed from the activity for the remainder of the day.
  - Any athlete removed for this reason must receive **a written clearance** note from a medical doctor trained in the management of concussions before returning to practice.

1.6.6. Insurance

- Clairemont Girls Softball is insured through USA softball.
- League insurance covers registered active members.

2. LEAGUE INFORMATION

2.1. Age Divisions

2.1.1. Guidelines

Players must be within the allotted ages for their appropriate Division by September 1st of that calendar year. Players who have played up a division may continue to play in that division in subsequent seasons until they age out of that division. If a player has not previously played within a division and wishes to be permitted to play up to that division, they must assess in both their standard age division and the higher age division. Decisions on playing up will be based on availability on teams and assessment.

2.1.2. Age chart

Division	Birth Year
6 & Under	9/1/2019-8/31/2021
8 & Under	9/1/2017- 8/31/2019
10 & Under	9/1/2015-8/31/2017
12 & Under	9/1/2013- 8/31/2015
14 & Under	9/1/2011-8/31/2013

2.2. Facilities

2.2.1. Equipment

2.2.1.1. Balls

*Balls must be USA certified

6U/8U- 10-inch yellow, reduced impact (RIF1)
10U- 11-inch yellow, reduced impact (Dreamseam 11)
12U / 14U- 12-inch yellow (Dreamseam)

2.2.1.2. Bats

- All bats must meet the requirements of USA Rule 3, Section 1
    - "Taper, barrel, and end cap shall be free of burs, dents, cracks, sharp edges, rattles ad show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer and shall be no more than 34 inches long nor exceed 38 ounces in weight."

2.2.1.3. Helmets & Face Masks

- Must be USA Approved. Any player may wear a face mask/ guard or helmet at any time. All batters, including the on-deck batter, and base runners must wear helmets with approved face mask/guard. Pitcher face masks are required in all divisions unless parent/guardian signs waiver. Facemasks for 6U, 8U, 10U, 12U and 14U infield and outfield players are not required but are STRONGLY recommended.
- Any player who chooses to NOT wear a facemask, whether that be a pitcher, or any other defender does so at their own risk.

2.2.1.4. Catcher Equipment

- Must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the kneecaps and body protector. Catchers warming up a pitcher must wear a mask with throat protector and approved helmet with ear flaps.

2.2.1.5. Jewelry

- All jewelry must be removed and may not be worn during the game.

2.2.2. Batting Cages

- Limit the number of people in the cage (1 coach and 1 batter only per side)
- Pitching Machines
    - Machines are to be operated by Managers and Coaches only (players are not to operate the pitching machines)
    - Pitching machines are never to go above 50 MPH
- No playing or hanging on netting or surrounding fence
- Keep gate closed while batters are actively batting
- Pitching machines are to be put away or covered immediately after usage
- When putting pitching machines away do not stack any machines on top of one another or on top of electrical extension cords
- Extensions cords are to be stored untangled and wrapped securely
- All dimple balls are to be picked up and stored in the crate located in the back of the shed or covered
- Shed doors are to be closed at the end of every use
- All lights are to be turned off before leaving

- Gate is to be locked at all times when not in use

2.2.3. Field Maintenance

- **Home team**: Occupy 3rd base dugout and responsible for field setup (Chalk, bases, game ball, etc.) and cleaning own dugout post game
- **Visitor**: Occupy 1st base dugout, responsible for cleaning after the game to include bases, equipment, broom drag and water field, and cleaning own dugout.
- Managers and coaches are required to broom drag infields
- Cart dragging (Bolt and Mat) of the fields will only be done by the designated field maintenance crew. The fields must be watered after every practice as stated below. If this does not get done, your team will lose its' practice the following week.
- Managers/coaches must fill in missing dirt on the pitcher's mound area, batter's box, and any areas along the base paths and around the bases with the field rake
- Chalk (or re-chalk) using the string set, nails, and hammer as guides for the base path lines
- For batter box chalking use the box template
- Islets in the string set are used for the pitcher circle and on deck circles
- Base plugs are to be removed and placed along fence line or in cart, to be returned when finished.
- Bases are to be properly set in place before any play can begin, and must be returned after play has finished
- Fields MUST be watered after EVERY practice
- For an inter-league game at Clairemont, the Clairemont team will be responsible for both setup and clean up.
- 8U water for 4 full rotations of the mound sprinkler
- 10U/12U/14U water with both valves on for one full rotation on 365 degrees and two times on 180 degrees sprinkler heads
- Teams must remove all trash in and around dugouts after games and practices.
- Ensure all equipment is put away and equipment sheds/lockers are securely locked when practices and games are complete

2.2.4. Field Conditions

- In the event of unsafe field conditions due to weather or other contributing factors the fields will be assessed by a designated board member and if deemed unfit for play the Board will notify all team Managers.
- If field closure is communicated through the league all teams MUST forgo any play on the field until deemed safe to return.

2.2.5. Field Sheds

- Must be kept clean, locked and secured at all times. Any damages or missing items should be reported to the Board immediately.

2.2.6. Snack Bar

- Only CGFP Board members, approved volunteers and scheduled Snack Bar Employees are permitted in the snack bar at all times.

2.3. Umpires

2.3.1. Assignments

- CGFP partners with SDOA (San Diego Officials Association) to schedule and manage assignment of Umpires.
- All umpires must become familiar with CGFP Division rules and enforce them in all league play.
- Any umpiring issue needs to be reported to the CGFP Umpire in Chief (UIC) if available, or other league Board Members. All contact with the Umpire Organization will go through the UIC.

2.3.2. Ejections

- Managers will be held accountable for all team actions and/or violations, and the CGFP board will review all ejections from games. At a minimum, a Manager/Coach ejected will be immediately suspended for the following game. All cases will be reviewed by the Board to determine if additional penalties may be assessed. If the ejected Manager/Coach results in a forfeited game, the offending team will receive a loss. If both teams have an ejected Manager/Coach which results, in a forfeited game both teams will receive a loss. CGFP has a ZERO TOLERANCE POLICY for Code of Conduct Violations.
- Umpires have the authority to eject any spectator who is not abiding by CGFP's code of conduct. This person must immediately leave the vicinity and must remain at least 50 ft from the field for the remainder of the game. If the ejected person is a CGFP member other penalties may be assessed.

2.3.3. Fees

- Umpire fees vary per season and/or game.

2.3.4. Protests

- A formal request to review the decision of an umpire's rule interpretation.
- Any questions regarding the playing rules must be made before the next pitch, and final decisions will be made by the Umpire. Any complaints of illegal or ineligible players shall be brought to the attention of the Umpire at the time of the occurrence. Infractions should also be brought to the CGFP Board for review.

2.4. Uniforms

2.4.1. Fall

One jersey will be provided by the league to each registered player. a

2.4.2. Spring

- One jersey will be provided by the league to each registered player.
- Players are responsible for their own softball.
- Managers/coaches will receive 1 Hat and 1 T-shirt (up to 4 per team) for their coaching staff and volunteers.

2.5. Team Formation

2.5.1. Registration

- All registration is to be completed via cgfp.org, no other forms of registration will be accepted.
- Registration is based on league capacity. Registration within the stated time frame may not guarantee placement on a team. CGFP works on a first come first serve basis.

2.5.1.1. Late Registration

- CGFP will do its best to accommodate late registrations, however registration and placement on a team is not guaranteed if registered after the published due date.

2.5.2. Manager/ Coaches application and selection

- Individuals interested in Managing a team within the Fall or Spring must fill out a Manager/Coaches application via the form on CGFP.org.
- Based on the list of interested individuals the CGFP Board will vote to select Managers based on the number of teams needed per player registration.
- Once the board has selected managers, individuals will be notified via email/phone whether they were selected for that season and age group.
    - Once voted in Managers must attend a Mandatory manager Meeting (for 8U-14U) held by the Player Agent, Division Rep, President, and Vice President. The meeting is held for each division prior to the draft and is called by the Player Agent at a neutral location. The following will be discussed at that meeting.
        - Assessment scores for players coming onto the team prior to draft night. Which pick that/those player(s) will take for that Manager in the draft.
        - Draft order
        - Review of the approved draft rules and dates/times for draft by division

2.5.3. Player Assessments

- Players in the 8U-14U divisions are assessed on offensive and defensive skill ability as well as overall game knowledge. Agility and speed are also assessed during this time. Players are ranked by the observing Managers (and up to 1 coach for each Manager) and given a number for each category from 1-5 (5 being the most skilled and 1 being the least skilled) Managers are then asked to add up the numbers for each category and give that player an overall score. Repeat the steps above until all players assessing have been given an overall score.
- Pitchers/Catchers have an additional Skill Assessment during this time. All **identified** Pitchers and Catchers must attend the additional Skill Assessment in order to be eligible to pitch/catch for the current player year (Spring/Fall).
- Please note: CGFP Board does not interfere with the rankings of players for the season. The Player Agent and Division Reps of CGFP will conduct the assessments, but Managers/Coaches are responsible for having their own drafting strategy and should assign numbers for each player based on their individual drafting strategy.

2.5.4. Team Formation/Draft Rules

- For 6U- once registration closes, the 6U rep will take those registrations and form however many teams are needed based on buddy requests, previous teammates, and elementary school association. Recommended team size will be 9-10 players but may need to be more based on numbers and Managers. The 6U Division Rep will email the Managers their rosters and contact information for parents/players the week of the draft. 6U Division Rep will call a meeting at the fields for all 6U managers to go over the division rules and procedures for 6U. A practice schedule will also be decided at that time and any trades needed can be done prior to that meeting ending.
- 8U-14U Draft order will be discussed at the Mandatory Manager Meeting prior to the draft. Draft order will be based on strength of the team prior to the draft. Draft order 1 is the weakest team going into the draft.
- All Managers/Coaches must agree to the outcome/placement/order prior to adjourning the Manager Meeting. There will be no discussion of draft order or player rankings at the draft night due to time constraints.
- Draft Night:
    - Draft days/times will be appointed by the CGFP board and notice will be given to all elected Managers. It is the responsibility of the Manager to disseminate information to their Coaches. All team communication from CGFP will only be sent to managers.
    - Managers are allowed to come into the draft with 1 (one) coach. That Coach's daughter(s) will also be placed on the team and will occupy a pick spot(s) for that Manager. A Coach's player selected for a team can NOT occupy the same position as the Manager's player of that team or the Manager will not be allowed to come into the draft with that Coach. The Manager and Coaches players cannot both be pitchers or both be catchers.
        - Example- One team can NOT come into the draft with two pitchers that would be picked in the first round of the draft based on player rankings.
    - There are NO other volunteer positions allowed to come into the draft. A Coach brought onto a team by a Manager prior to Draft Night, must be an **active** Coach that participates in the coaching of the majority of practices and games. No selection of "coach" just to go into the draft with a player will be allowed.
    - Identified Pitchers will be drafted in round one (1/) until all teams have at least 1first round pitcher. Any other pitchers remaining will be available in the general selection rounds. All other rounds are considered general selection rounds.
    - General selection rounds. Rounds two and beyond. All remaining players will be drafted until all registered players have been added to a team. Number of players allowed to be drafted to play up will be determined by total number of registered players in that Division.
- Draft order 1 will begin the draft. The draft is a serpentine and continues until all players have been placed onto a team up to 12 players. If there are more assessed players than

teams, all Managers must determine if they want to draft above 12 players and carry heavier teams. CGFP board can also reach out to known coaches to see their interest in taking a team to keep numbers lower. Most of the scouting/recruiting will be done prior to the draft. If a manager or coach has two daughters they must be ranked and if they are ranked as a # 1 pitcher then they will go in that order in the draft. Example; a manager/coach has two daughters that are both ranked as #1 pitchers, one will be drafted in the first round the other will be drafted in the second round.

- After the draft is complete and before the division is dismissed, each Manager must pick their practice day/time for both field and cages. Manager with the highest draft number (i.e.) will get first pick of practice day/time for both field and cages. It is highly encouraged that Managers discuss any limitations amongst each other and come to an amicable practice schedule for their division.
- Player trading amongst Managers is allowed after the draft is complete and the practice days/times are set.
- Managers will be provided a "Manager Binder" with League Rules, field maintenance basics and any other pertinent information to assist them with their duties for the season. They will also receive 2 keys to the sheds. Keys are NOT to be duplicated.
    - All elected Managers must notify their team (parents/guardians) by Friday of that Draft week. Managers will be given a roster with contact information in order to fulfill this duty. Managers must introduce themselves, lay out the team members as well as discuss the practice days and times. Any parent who responds with a conflict should be brought up IMMEDIATELY to the Division Rep AND the player agent to see if accommodations (trades) can be made.
    - Practices can start the Monday after the Draft (based on the practice schedule determined at the draft). It is encouraged, for the younger divisions to hold a team meet up prior to the first practice (over the weekend) so the players can get to know each other a little better.
- 14U will be placed in the draft if there are enough registrations to form multiple teams. If registrations fall below 20 (19 or less), then one team is formed, and that formation is based on Manager selection only. NO assessments or draft will take place if 14U registrations are below 20 (19 or less) at the time registration closes. If two teams can be formed in the 14U division, those elected Managers can agree to forgo the draft process and discuss amongst themselves a fair process of dividing the players and placing them into 1 of the 2 teams.

2.5.4.1. Special Requests

- 6U is formed by buddy requests, previous teammates, and elementary school association by the 6U Division Rep.
- Sibling requests to be on the same team will be honored.
- No other team requests will be guaranteed.

2.5.5. Team Communication

- All communication regarding practice days/times, game days/times/locations, and league news is the responsibility of the team Manager.

3. GENERAL RULES

3.1. Dugout Etiquette

3.1.1. Chants

- Player "cheers" or "chants" are a fun and traditional part of the game.
- Cheering will be kept positive and uplifting.
- Chants will NOT be degrading or disrespectful towards the opposing team of any of its individual members.
- Players are to be respectful to pitchers by not screaming or raising their voice when a pitcher is releasing the ball with the intention to disrupt the pitch.

3.1.2. Sportsmanship

- Good sportsmanship is to be always practiced.

3.2. Player Requirements

3.2.1. Travel Ball Players

- Rec teams may not have more than two (2) players who also play travel ball.
- After 3/31 per USA softball, any player who is interested in playing All-Stars must stop participation in any travel ball play to be eligible for All-Stars. (Must not participate in ANY travel ball play, practice, etc from 3/31 through the end of the All-Star season.)

3.2.2. Players

- At least 8* players are required to start a game.

3.2.3. Substitutions

- For known shorthanded games (not late arrivals) - teams may borrow a 9th player from another registered team (10^{th} in the 8U/10U division). All field positions must be filled if you have 9 or 10 (8U/10U) players present who are willing and able to play.
- Shorthanded teams may only borrow UP TO 2 players per game. (They must have at least 7 original registered players at the start of the game). If not, the game must be a forfeit.
- Substituted players may only play outfield, and bat LAST in the batting order. (This overrides Rule 3.5 Player Rotation/Participaction)
- *During Playoff/Championship games, one registered substitute can be added to your roster IF you need an 8th player required to start a game and the substitute player is approved by the player agent as being of equal or lesser ability to one of the missing players. All rules regarding substitute players apply.

3.3. Scorekeeping / Reporting game scores

- Managers of BOTH teams shall email their game scores to the UIC (**rbeckerley@acejanitorialsd.com**) within 48 hours of the finished game. Failure to do so could result in a loss for the offending team.

3.4. Games

3.4.1. Play Time

Division	Game time/Innings
6U	• **Games will be 3 complete innings with all players batting in each inning (drop dead at 1 hour if there is a game scheduled after).**
8U	• **NO NEW inning shall begin after 1 hour and 20 minutes (80 minutes total).** • **A complete game is considered 5 innings.** • **Games will continue until one of the above scenarios have been reached**
10U / 12U / 14U	• **NO NEW inning shall begin after 1 hour and 30 minutes (90 Minutes total).** • **A complete game shall consist of 6 innings** • **Games will continue until one of the above scenarios have been reached**

- **Game Start Times-** The time begins when the umpire announces that time has been started.

3.4.2. Drop Dead

- Drop Dead- term used to signify an immediate end to a game. CGFP does not use Drop Dead time frames to end games except for 6U. Please see the play time chart above

3.4.3. No shows

- In the event of a No Show the team that is present will be awarded a win with the score recorded as 7-0.

3.4.4. Cancelations

- In the event that a game must be canceled for any reason such as weather, scheduling or any other reason, CGFP will do its best to reschedule any games. However, rescheduling may not be possible. Every situation will be looked at individually.

3.4.5. Called Games

- Games can only be called on a count of darkness. If this occurs, the game score will revert to the last completed inning. Games can also be called by the umpire for various reasons* and will be considered regulation after.
    - 8U/10U- 3 complete innings (2 ½ if home team is leading) or 45 minutes.
    - 12U/14U- 4 complete innings (3 ½ if the home team is leading) or 45 minutes.

3.4.6. Suspended games

- Games will only be rescheduled for inclement weather or circumstances beyond the league's control.

3.4.7. Forfeits

- See USA rule 5 section 4. A forfeited game shall be declared by the umpire in favor of the team not in fault in the following cases
    - If an umpire is physically attacked by any team member or spectator
    - If a team fails to appear on the field, or being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
    - If one side refuses to continue to play after the game has begun unless the game has been suspended or terminated by the umpire.
    - If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
    - If a team employs tactics noticeably designed to delay or hasten the game.
    - If, after a warning by the umpire, any rules of the game are willfully violated.
    - If the order for the ejection of a game participant is not obeyed within one minute.
    - If, the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
    - If and ejected participant is discovered participating or has contact with the umpires or other participants in the game.
    - If a team is playing one player short and another player becomes injured or ill leaving the team with two less players than the required number.
    - Once a game has been forfeited the forfeit cannot be changed.
- Teams may borrow a registered player from another team in the same division to prevent forfeiture, and the game's result will count as played out. See Player substitutions. (Section 3.2.3 CGFP rules)
- Forfeits will result in a win for the other team (7-0).

3.4.8. Standings

SPRING

- During the Spring season only CGFP games count towards end of the season standings and playoff seeding. Inter-League games will NOT count towards playoff seeding as teams do not typically play the same interleague match ups.
- Regular season games can end in a tie. Playoffs will utilize the tie-breaker rule as defined by USA Softball Rule 5 Section 11.
- Official scorekeeper must be provided by the home team, unless there is none available and the visitor may then accept responsibility. Scorekeeper must at a minimum keep track of correct batting order, strikes and balls, outs, runs scored, and pitcher innings.

FALL

- Official scorekeeper must be provided by the home team, unless there is none available and the visitor may then accept responsibility. Scorekeeper must at a minimum keep track of correct batting order, strikes and balls, outs, runs scored, and pitcher innings.

3.4.9. Interleague games

SPRING

- Results will not count towards playoff seeding.

3.4.9.1. Rules

- The home field league's rules will apply during inter-league play. Managers are responsible for verifying game time, field locations and logistics for away games. Managers are also responsible for reviewing Rules for inter-league games.

3.5. Player Rotation/Participation

- Equal playing time for ALL players. No player shall be sat twice in a game before ALL other players have been sat at least once. Violations must be brought to the umpire by the opposing Manager at the time of the infraction and it must be immediately corrected.
- Fielders / Rotation: Nine players permitted (10 for 8U/10U division) with free defensive substitutions, not to violate above. It is mandatory for every player to play a minimum of one full half inning in the INFIELD (8U/10U) within the first four innings of the game. Managers need to incorporate infield practice for all players on field days. 8U/10U – Outfielders must be at least 15 feet behind the base line at the time of the pitch. The opposing team must bring this violation to the attention of the umpire and the violating manager, and it MUST be corrected at the time it occurs.

3.6. Time Outs

- The only "time outs" allowed outside of "Mound Visits" are time outs due to injury.

3.7. Batting

3.7.1. Batting out of Order

- ALL players will bat in order each game. Batting order should be adjusted throughout the season to ensure fair play.
- If batting out of order is discovered:
  - While the incorrect batter is at bat:
    - The correct batter must take the batter's position and assume the ball and strike count.
    - Any runner advanced and runs scored while the incorrect batter was at bat shall be legal.
    - There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat
  - After the incorrect batter has completed a turn at bat and before the next pitch, legal or illegal, before the pitcher and all infielders have vacated their normal

fielding positions and have left foul territory; or on the last play of the game until the umpires leave the field.

- The incorrect batter's time at bat is negated
- The player who should have batted is out
- Any advancement or score of a runner as a result of the incorrect batter is negated. Runners not called out must return to the last base occupied at the time of the pitch. Any runner, who is called out prior to the discovery of the infraction, remains out.

3.7.2. Late/Leaving early players

- Insert late players at the end of the batting order, without penalty. Leaving the game early results in no penalty and the player is scratched from lineup.

3.7.3. Injury/Illness

- Players may be removed from the field or batting lineup and will not be penalized. Player may re-enter the game without penalty. A player with an ADA observed disability (i.e., Diabetic Event), who needs to come out of the game due to the disability, can have a replacement player until the disability subsides.

3.7.4. Walks

- Also known as "base on balls" see section 3.8.4 CGFP rules

3.7.5. Batter Safety

- If a pitcher hits 3 batters in the same inning, the pitcher must be removed from that position for that inning (and that inning only). If a pitcher hits 5 total batters in the same game, she must be removed from pitching for the remainder of that game. Managers may agree to waive this if comparable pitchers are developing, especially in 8U.

3.8. Hitting

3.8.1. Bunting

- Bunting is NOT permitted in 8U during coach pitch.

3.8.2. Hit by Pitch

- If a player is hit by a pitch, they must take first base and cannot continue to bat.
  - 8U- Within 8U the batter has the option of being awarded first base or continuing to bat with the pitch called as a ball.

3.8.3. Courtesy Runner

- A team at bat may use a courtesy runner for their pitcher and/or catcher providing the pitcher or catcher bats for themselves and reaches base safely. The courtesy runner will be the most recent batter to be called out.

3.8.4. Base on Balls

- Base on Balls- If a pitch count reaches 4 balls the batter is automatically awarded first base possession.
- **8U**- If a player pitcher reaches a four-ball count, a batting team's coach will pitch from the pitcher plate and assume the batter's strike count.
  - A coach may strike out a player but not allow base on balls.

- There is a four (4) pitch Maximum by the coach, and the umpire must CONTINUE to call balls and strikes.
    - If the coach enters to pitch with 2 strikes on the batter, and the umpire calls a strike without the batter swinging, she is out.
    - If a coach enters with 2 strikes and pitches 4 called balls, the batter is out.
    - Fouled off balls on the third strike will not count towards the 4-pitch maximum.
    - Batted ball that hits a coach is a dead ball. No pitch.
- After all teams have played each other once, the division representative and 8U Managers will assess the skill level within the division and determine by majority vote of the Managers whether a Coach pitch will ONLY come into play when the bases are loaded. (Which means batters can take first base with base on balls until the bases are loaded)
- Coach pitch will only be allowed when bases are loaded during playoff and championship play.

3.9. Pitching

3.9.1. Limits

Innings pitched by each pitcher during a game is regulated by the league. Pitching limits are in place to support development of multiple pitchers. One pitch constitutes a complete inning. (If a pitcher throws one pitch in an inning that is counted as a complete inning and will count towards that pitcher inning limit)

Division	**Pitcher Inning Limit**
8U	**2 innings per game**
10U	**3 innings per game (Maximum 2 consecutive innings)**
12U	**4 innings per game (Maximum 3 consecutive innings)**
14U	**No Limit**

3.9.2. Mound Visits

- A manager/coach is allowed two (2) mound visits in a game. On their 3rd visit they must remove their pitcher. (2 mound visits per game not per pitcher)
    - A mound visit is counted when a manager/coach crosses the foul line and talks to their pitcher. An injury or hydration visit does NOT count as a mound visit.

3.9.3. Warm up Pitches

- USA Softball allows 10 warm up pitches for any new pitcher entering the game. If the same pitcher returns for the next inning, the pitcher shall get 5 warm up pitches. On the 5th pitch the catcher will call “Balls in, coming down”.

3.9.4. Pivot foot

- Pivot Foot; the foot which:

- Must remain in contact with the pitcher's plate prior to pushing off.

3.9.5. Legal vs. Illegal Pitches

- When taking the pitching position in contact with the pitcher's plate, the pitcher must have their hands separated and must have the ball in either the glove or the pitching hand.
- The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
- While in contact with the pitcher's plate, the pitcher shall take a signal or appear to take a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing the ball, a backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.
- The pitch starts when the hands are separated once they have been placed together.
- Illegal Pitches
  - Crow Hop- The act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, thereby establishing a second impetus, or standing point, pushes off from the newly established starting point and completes the delivery.
  - The pitcher shall not use a pitching motion in which, after brining hands together, the pitcher removes one hand form the ball and returns the ball to both hands.
- Legal
  - (As of 2022) Leaping- An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate.
- No pitch
  - When the pitcher pitches during the suspension of play.
  - When the pitcher attempts a "quick return" (aka. Quick pitch) of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
  - When a runner is called out for leaving a base prior to the pitcher releasing the ball.
  - When a pitch is delivered before a runner has retouched their base after being legitimately off that base.

3.9.6. Balks

- See pitching rules above.

3.9.7. Quick Pitch

- See pitching rules for a no pitch

3.9.8. Strike Zone

- Strike Zone: That space over any part of home plate when a batter assumes a natural batting stance adjacent to home plate.
    - Between the batter's armpits and the top of the knees

3.10. Pitchers Circle

The pitcher is considered to be in the circle when both feet are on or within the 8-foot radius lines and has possession and control of the ball.

- 8U- The pitcher does NOT have to have possession or control of the ball, rather the ball is dead when it crosses into the circle by either contacting the ground, or the pitcher's glove within the circle

- The runners may not advance unless they are past the halfway point to the next base, at the umpire's discretion.

3.11. Circle Violation

- Circle Violation can occur when the following circumstances happen.
    - Pitcher maintains the ball in their glove inside the pitching circle and the runner tries to advance to next base after they have come to a stop.
    - Runner tries to go to the next base, pauses, then starts to go back to their previous base, then again tries to then advance to the next base while the pitcher is in possession of the ball in the circle.
    - Runner tries to steal the next base before the pitcher releases the pitch. (In this situation the runner will be called out)

3.12. Stealing

- Runners are entitled to advance with liability to be put out when the ball leaves the pitcher's hand on the delivery.
    - If the runner leaves the bag before the ball leaves the pitchers hand, the result is the runner is out.
    - In 8U the runner may steal one base per pitch EXCEPT during coach pitch.
    - **8U- Stealing home plate is NOT permitted.**

3.13. Dropped Third Strike

- When the catcher fails to catch the third strike before the ball touches the ground and there are 2 outs, or fewer than 2 outs and first base is not occupied at the time of the pitch. Batter may attempt to take first base.
- Not applicable in 8U

3.14. Passed Ball

- A legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

3.15. Interference

- Interference- The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

3.16. Obstruction

- The act of a defensive team member.
    - Who hinders or impedes a batter from striking at or hitting a pitched ball.
    - Who impedes the process of a runner or batter-runner who is legal running the bases unless the fielder is.
        - In possession of the ball
        - In the act of fielding a batted ball
        - (Contact is not necessary to impede the process of the batter-runner or a runner.

3.17. Overthrows

- **8U –** A runner may only advance one base per OVERTHROW.

3.18. Run Rules

- Maximum runs to be scored per inning. Once this limit has been reached the half inning is over regardless of outs.

Division	Maximum runs per inning
8U	3
10U	4
12U	5
14U	No maximum run rule *Unless agreed upon by both teams' managers and the umpire pre-game.

- OPEN INNINGS:
    - No open innings are permitted in any division.

3.19. Mercy Rule

- Run Ahead Rule:
    - There is no run ahead rule in 8U.
    - 10U/12U/14- If team is ahead by 12 runs after 4 innings. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

4. PLAYOFFS

Fall

4.1. Fall playoffs will be determined based upon interleague play.

4.2. Spring

4.2.1. Standings/Seeding

- All teams will make playoffs and it is a double elimination tournament.
- Home team will be determined as follows:
    - Undefeated team
    - Winner from previous match up if teams have already faced each other in the playoffs previously.
    - Higher seeded team in the event of same playoff record.

4.2.2. Reporting of scores

- Managers of BOTH teams shall send their game scores to the UIC NLT than 8 pm on finished game day. Failure to do so could result in a loss for the offending team.

4.2.3. Brackets

- Playoff tournament will be a double elimination bracket play.

4.2.4. Pitching

4.2.5. All pitchers are allowed ONE ADDITIONAL inning for the championship game only. Game times/Innings

- All playoff games prior to the Championship game will follow regular season time/inning limits.

4.2.6. Championship Games

- Championship games will be based on innings and NOT time.
- 8U- Championship game is 5 innings (coach pitch only after bases are loaded)
- 10U-Championship game is 6 innings
- 12U/14U- Championship game is 7 innings

4.2.7. Ties

- Playoff games cannot end in ties, during all tiebreaker innings, any pitcher may be used regardless of inning limits. All other division rules must be followed.
- USA Rule 5 section 11: Tiebreaker: At the beginning of each half inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. (e.g., If the #5 batter is the lead off batter, the #4 batter in the batting order will be placed on second base. A substitute may not be inserted. (CGFP rule)

4.2.8. Called games

- If a playoff game is called due to daylight or any other reasons and the last completed inning resulted in a tie the CGFP Executive Board and the UIC will meet and immediately work out a solution to resolve the game so that there is a clear winner. All individual situations will be handled separately.

5. DIVISION RULES

5.1. 6U

6 AND UNDER DIVISION RULES

League Standings Kept:	No
Game Length:	3 Innings (max 1 hour)
Base Paths:	60 feet
Double Bag Bases:	Yes-First Base Only
Pitcher Circle	8 Foot Circle
Ball Size:	10-inch yellow, reduced impact (RIF1)
Pitching Distance	Coaches' discretion
Pitching:	Coach Pitch *After 3 pitches from the coach, if the ball is not put into play, then the batter moves to the batting Tee- No walks or strike outs
Pitching Limit:	N/A
Illegal Pitches:	N/A
Warm-up Pitches	N/A
Equipment:	Batting Helmet is required while on deck, batting and running bases. *Batting helmet MUST be equipped with a face shield. *Defensive facemasks are not required but are strongly recommended.
Batting:	All present players bat in each inning. All players are to put the ball into play by making contact with the ball. Each player advances ONE base per batter unless the ball is hit beyond the baselines. In such case, the runners may continue to advance until the ball has been returned to within the baselines (ball only needs to cross the plain it does not need to be fielded cleanly nor near a fielder). This allows batters a reward for a big hit and outfielders the incentive to quickly throw the ball back into play. The last batter in the lineup runs all the way around the bases through home plate. This ends the half inning.
Supplemental 6U Rules:	Beginning after all teams have played each other once, outs fielded during active plays will be called, runners will be called out and will return to the dugout. (Both managers will serve as co-umpires). Upon 3 outs, the bases will be

	cleared. Teams will continue to bat all the way through the lineup regardless of the number of outs.
Batting Out of Order:	N/A
Walks:	NO
Dropped Third Strike	NO
Overthrows:	NO
Base Stealing:	NO
Stealing Home:	NO
Defensive Players on Field:	All present team members play the entire game, no more than 7 players in the infield (NO catcher position is occupied), remaining players remain in the outfield until ball is hit.
Defensive Player Rotation:	All players must rotate positions every inning, all players must have the opportunity to play the infield for at least 1 full inning.
Free Substitutions:	N/A
Offensive Timeouts:	N/A
Defensive Timeouts:	N/A
Run Limit per Inning:	N/A
Mercy Rule:	N/A
International Tie Breaker:	N/A
Coach Participation:	Defense- Managers and coaches are permitted on the field during play for safety. Offense- One coach is allowed on the field as the designated pitcher and one coach is allowed outside of the dugout for batter support. One registered coach/manager/team parent MUST always remain in the dugout for player safety.
Scorekeeper:	N/A
Field Maintenance:	Inter-league games- (Clairemont home team will be responsible for setup and cleanup of fields League games- Home Team- responsible for setup (chalk, bases, game ball, etc.) Away Team- responsible for cleanup (bases, equipment, and both dugouts)
Batter Safety:	N/A
Hit by Pitch:	N/A
Umpires	NO
Dugouts	Home Team- Occupies 3rd base dugout Visitor Team- Occupies 1st base dugout

5.2. 8U

8 AND UNDER DIVISION RULES

League Standings Kept:	Yes
Game Length:	One (1) hour and 20 min no new innings (Complete game in 5 innings)
Base Paths:	60 feet between bases
Double Bag Bases:	Yes-First Base Only
Pitcher Circle	8-foot radius
Ball Size:	10-inch yellow, reduced impact (RIF1)
Pitching Distance	30 feet
Pitching:	Player pitch If a player pitcher reaches a four-ball count, a batting team's coach will pitch from the pitcher plate and assume the batter's strike count. A coach may strike out a player but not allow base on balls. (See section 3.8.4 for rule expansion) ***After all teams have played each other once, the division representative and 8U Managers will assess the skill level within the division and determine by majority vote of the Managers whether a Coach pitch will ONLY come into play when the bases are loaded. (Which means batters can take first base with base on balls until the bases are loaded). Coach pitch will only be allowed when bases are loaded during playoff and championship play.**
Pitching Limit:	2 Innings per pitcher
Illegal Pitches:	See section 3.9.5 legal vs illegal pitches
Warm-up Pitches	New pitchers to the game are allowed 10 warm up pitches. Pitcher retaking the field are allowed 5 warm up pitches in-between innings.
Equipment:	Batting Helmet is required while on deck, batting and running bases. *Batting helmet MUST be equipped with a face shield. *Defensive facemasks are not required but are strongly recommended. *Pitchers are required to wear facemasks unless parent/guardian signs a waiver.
Batting:	All players will be added to the lineup and bat during the game.
Batting Out of Order:	See rule 3.7.1
Walks:	NO
Dropped Third Strike	NO

Overthrows:	Runners may only advance one (1) base on an overthrow.
Base Stealing:	Batters may advance one (1) base per pitch. Batters may not steal during coach pitch.
Stealing Home:	NO
Defensive Players on Field:	10 defensive players allowed on the field (8U is allowed two (2) center field positions
Defensive Player Rotation:	See rule 3.5 Player rotation/participation
Free Substitutions:	YES
Offensive Timeouts:	Only for injury
Defensive Timeouts:	Manager/coaches are allowed 2 mound visits per game. On the 3rd they must remove their pitcher. See rule 3.9.2
Run Limit per Inning:	3
Mercy Rule:	NO
International Tie Breaker:	NO
Scorekeeper:	YES
Batter Safety:	If a pitcher hits 3 batters in the same inning, the pitcher must be removed from that position. See rule 3.7.5
Hit by Pitch:	If a player is hit by a pitch, the PLAYER has the choice to take first base or continue to bat with the pitch being considered a ball.
Dugouts	Home Team- Occupies 3rd base dugout Visitor Team- Occupies 1st base dugout

5.3. 10U

10 AND UNDER DIVISION RULES

League Standings Kept:	YES
Game Length:	1 hour 30 min no new inning. (Complete game is 6 innings)
Base Paths:	60 feet between bases
Double Bag Bases:	Yes-First Base Only
Pitcher Circle	8-foot radius
Ball Size:	11-inch yellow, reduced impact Dreamseam 11
Pitching Distance	35 feet
Pitching:	Player pitch
Pitching Limit:	3 Innings per pitcher (max 2 consecutive)
Illegal Pitches:	See section 3.9.5 legal vs illegal pitches
Warm-up Pitches	New pitchers to the game are allowed 10 warm up pitches. Pitcher retaking the field are allowed 5 warm up pitches in-between innings.
Equipment:	Batting Helmet is required while on deck,

	batting and running bases. *Batting helmet MUST be equipped with a face shield. *Defensive facemasks are not required but are strongly recommended. *Pitchers are required to wear facemasks unless parent/guardian signs a waiver.
Batting:	All players will be added to the lineup and bat during the game.
Batting Out of Order:	See rule 3.7.1
Walks:	YES
Dropped Third Strike	YES
Overthrows:	Runners can advance
Base Stealing:	YES
Stealing Home:	YES
Defensive Players on Field:	10 defensive players allowed on the field (10U is allowed two (2) center field positions) Mangers can decide during their mangers meeting and or draft whether they want to use this rule during the season. For the 2026 Spring season the managers have decided to NOT use an extra center fielder.
Defensive Player Rotation:	See rule 3.5 Player rotation/participation
Free Substitutions:	YES
Offensive Timeouts:	Only for injury
Defensive Timeouts:	Manager/coaches are allowed 2 mound visits per game. On the 3rd they must remove their pitcher. See rule 3.9.2
Run Limit per Inning:	4
Mercy Rule:	12 runs after 4 innings
International Tie Breaker:	Only in playoff games
Scorekeeper:	YES
Batter Safety:	If a pitcher hits 3 batters in the same inning, the pitcher must be removed from that position. See rule 3.7.5
Hit by Pitch:	Batter will take first base if hit by pitch
Dugouts	Home Team- Occupies 3rd base dugout Visitor Team- Occupies 1st base dugout

5.4. 12U

12 AND UNDER DIVISION RULES

League Standings Kept:	YES

Game Length:	1 hour 30 min no new innings (Complete game is 6 innings)
Base Paths:	60 feet between bases
Double Bag Bases:	Yes-First Base Only
Pitcher Circle	8-foot radius
Ball Size:	12-inch yellow Dreamseam
Pitching Distance	40 feet
Pitching:	Player pitch
Pitching Limit:	4 Innings per pitcher (max 3 consecutive)
Illegal Pitches:	See section 3.9.5 legal vs illegal pitches
Warm-up Pitches	New pitchers to the game are allowed 10 warm up pitches. Pitcher retaking the field are allowed 5 warm up pitches in-between innings.
Equipment:	Batting Helmet is required while on deck, batting and running bases. *Batting helmet MUST be equipped with a face shield. *Defensive facemasks are not required but are strongly recommended. *Pitchers are required to wear facemasks unless parent/guardian signs a waiver.
Batting:	All players will be added to the lineup and bat during the game.
Batting Out of Order:	See rule 3.7.1
Walks:	YES
Dropped Third Strike	YES
Overthrows:	Runners can advance
Base Stealing:	YES
Stealing Home:	YES
Defensive Players on Field:	9 defensive players allowed on the field
Defensive Player Rotation:	See rule 3.5 Player rotation/participation
Free Substitutions:	YES
Offensive Timeouts:	Only for injury
Defensive Timeouts:	Manager/coaches are allowed 2 mound visits per game. On the 3rd they must remove their pitcher. See rule 3.9.2
Run Limit per Inning:	5
Mercy Rule:	12 runs after 4 innings
International Tie Breaker:	Only in playoff games
Scorekeeper:	Yes
Batter Safety:	If a pitcher hits 3 batters in the same inning, the pitcher must be removed from that position. See rule 3.7.5
Hit by Pitch:	Batter will take first base if hit by pitch
Dugouts	Home Team- Occupies 1st base dugout

	Visitor Team- Occupies 3rd base dugout

5.5. 14U

14 AND UNDER DIVISION RULES

League Standings Kept:	YES
Game Length:	1 hour 30 min no new innings (Complete game is 6 innings)
Base Paths:	60 feet between bases
Double Bag Bases:	Yes-First Base Only
Pitcher Circle	8-foot radius
Ball Size:	12-inch yellow Dreamseam
Pitching Distance	43 feet
Pitching:	Player pitch
Pitching Limit:	No pitching limit for pitchers
Illegal Pitches:	See section 3.9.5 legal vs illegal pitches
Warm-up Pitches	New pitchers to the game are allowed 10 warm up pitches. Pitcher retaking the field are allowed 5 warm up pitches in-between innings.
Equipment:	Batting Helmet is required while on deck, batting and running bases. *Batting helmet MUST be equipped with a face shield. *Defensive facemasks are not required but are strongly recommended. *Pitchers are required to wear facemasks unless parent/guardian signs a waiver.
Batting:	All players will be added to the lineup and bat during the game.
Batting Out of Order:	See rule 3.7.1
Walks:	YES
Dropped Third Strike	YES
Overthrows:	Runners can advance
Base Stealing:	YES
Stealing Home:	YES
Defensive Players on Field:	9 defensive players allowed on the field
Defensive Player Rotation:	See rule 3.5 Player rotation/participation
Free Substitutions:	YES
Offensive Timeouts:	Only for injury
Defensive Timeouts:	Manager/coaches are allowed 2 mound visits per game. On the 3rd they must remove their pitcher. See rule 3.9.2
Run Limit per Inning:	NONE
Mercy Rule:	12 runs after 4 innings
International Tie Breaker:	Only in playoff games

Scorekeeper:	YES
Batter Safety:	If a pitcher hits 3 batters in the same inning, the pitcher must be removed from that position. See rule 3.7.5
Hit by Pitch:	Batter will take first base if hit by pitch
Dugouts	Home Team- Occupies 3rd base dugout Visitor Team- Occupies 1st base dugout

6. SELECT SEASON

- **"**Clairemont Surf" is an opportunity for dedicated players to gain additional competitive softball experience outside of the All-Star season for divisions 8U, 10U, 12U and 14U. This is not a replacement for the Spring/Rec season participation, but in addition to the Spring/Rec season. All players interested/invited to participate on a Clairemont Surf team MUST be registered for the 2025 GCFP Spring/Rec season by 01/01/2025. All Clairemont Surf teams must be disbanded by USA Softball required date of that same year. No Clairemont Surf team may be re-formed after this date without CGFP Board approval.

6.1. Managers

6.1.1. Application

- Manager interest/applications are accepted up through 11/3/2024. Intent to be considered will be submitted via email to the Board President.

6.1.2. Selection

- Selection of a Clairemont Surf manager is at the sole discretion of the CGFP Board and if chosen, should not interfere with their responsibilities as a Spring/Rec Manager, if they hold both positions.
- The Board will review all managers and team rosters and approve or deny any requests as a Board.

6.2. Team Formation

- Top Select team shall consist predominantly of the 1904 Team from each Division (assuming they play the Select season).
- Top Select Manager may add up to two additional CGFP non 1904 players (not to exceed 14 total players).
- Pending Select player interest a second Select Team may be formed in a Division from CGFP non 1904 players.
- The second Select Team and Manager must be approved by the CGFP board.
- If a player turns down the Top Select team they will not be eligible for an additional Select Team.
- Members must be able to show they have a high level of softball knowledge, coaching experience, player respect and composed demeanor in a competitive atmosphere.

- They must be able to commit to the additional requirements and time needed to field a Clairemont Surf team.
- All players on Clairemont Surf teams MUST be registered for the current or upcoming Spring/Rec season at CGFP by 01/01/2025.
- All Clairemont Surf team players are required to attend Spring/Rec practices and games. In the event that a Clairemont Surf player is reported to be not attending Spring/Rec season practices and games, the CGFP Board may assert that the payer no longer be allowed to participate on the Clairemont Surf team.
- Select players MUST attend 75% or more of their Spring/Rec team practices and games to remain eligible for Clairemont Surf select season.
- Clairemont Surf teams must wear board approved uniforms.
- If at anytime the CGFP Board feels that a Clairemont Surf team is not representing CGFP appropriately or meeting its requirements stated above, Clairemont Girls Fast Pitch reserves the right to disband the team.

6.3. Practices

- Clairemont Surf teams can only practice 1 day a week on Sundays.
- The season begins January 1st and ends March 31st. No select practices or game can take place outside of that timeframe.
- All friendlies must be submitted to the CGFP President prior to game date for approval by USA Softball via email. Ample time is required.
- Practices and Friendlies may begin immediately following approved team formation.

7. ALL STARS

7.1. Managers

7.1.1. Application

- Interested managers will email their intent to be selected as an All-Star manager to the Board President. To be considered for position of Manager, individuals must send in their notification of interest before the stated deadline. (Which will be communicated to the entire league)

7.1.2. Selection

- The CGFP Board and Spring Managers will vote to elect interested All-Star managers for the 8U, 10U, 12U and 14U divisions after All Star team rosters have been determined. Managers will not be able to vote for themselves. Once the votes have been tallied and coaches are announced any potential exceptions will be discussed amongst the board if they arise.

7.2. Player Intent

7.2.1. Player intent deadlines

- All-Star player intent forms will be sent out toward the end of the Spring Season. Interested players MUST send in their “All-Star Intent Letter” by the communicated due date to be considered for selection to an All-Star team.
- Late forms/intent will not be accepted.

- A $100 deposit will be required with Intent form and will be applied towards All Star fees. If a player is not selected for an All Star team the deposit will be refunded. If a player chooses not to play All Stars after Manager selection or being selected to a team the deposit will not be refunded.

7.2.2. Commitment

- All-Stars is an additional commitment on top of the Spring/Rec season.

7.2.3. Requirements

- Players must participate in a minimum of 75% of the current seasons' league games.
- Players who have played on a high school team after March 31st of the current season are eligible to play if all other eligibility guidelines are followed.
- Players participating on any travel softball team after March 31st are NOT eligible.
- Players participating in 2 leagues MUST declare in writing to USA Softball district commissioner and CGFP Player Agent which league they will play All-Stars for.

7.2.3.1. Time Commitments

- There is a time commitment for practice and tournaments. All-Star practice may be up to 5 days a week. Tournaments begin Mid-May and can run through July.

7.2.3.2. Financial Commitments

- There is a financial commitment of $500-$600 to cover tournament fees and All-Star uniforms. These fees are due in full at Registration Day. Additional financial costs could be incurred for: matching team gear, lodging, travel, and/or state or national tournaments.

7.2.3.3. Scholarships

- Depending on the Season/year's fundraising efforts scholarships may or may not be available for eligible players.

7.3. Team Selection

7.3.1. Player Ranking

- During the All-Star selection process players are ranked by the divisions managers. The highest and lowest ranking for each player is thrown out before the average ranking is calculated. If a player "played up" during the season, they will be required to return to their age division for the All Star season. Players who have played two full spring seasons in their age division and have played up for one spring season can be considered for the "played up" division All Star team. The Board may disqualify any Manager or Coaches ballot that is submitted with obvious "bad faith" to include low ranking obviously qualified players or any means or attempt to skew the rankings. The Board may remove selected All Star Managers from their positions if they're determined to have ranked in "bad faith".
- All Managers will come together for an All Star Selection meeting to discuss the rankings of the players together. Managers will discuss their players playing abilities for the girls they managed that season who put in intent. The players will be ranked accordingly and teams will be selected at this meeting.

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7.3.2. All Star Committee

- All Managers within a division will be a member of the All Star Committee for their age division. After rankings are submitted, the All Star Committee will meet to form the Gold, Silver, and potential Bronze teams within the division. At a minimum two non biased voting Board Members shall be present for tie breaking purposes if needed.
- The first topic of discussion during All Star team formation will be any players who are ranked inordinately high or inordinately low for which managers would like to provide qualitative or quantitative input for why their ranking should be adjusted. At this time the top 6 players will be added to the Gold Team.
- Next, the All Star Committee will discuss which players are needed to fill out the team (pitcher, catcher, outfielder, utility player, etc.) and decide based on majority vote which players will fill the roster.

1. **8.0 1904**
2. **8.1 Managers**
3. **8.1.1** Application
4. Interested managers will email their intent/bio to be selected as a 1904 Manager to the Board President. To be considered for the Manager position individuals must send in their notification of interest/bio before the stated deadline which will be communicated to the entire league.
5. **8.1.2** Selection
6. The CGFP Board vote to elect interested 1904 Managers during Fall season Manager selection for 8U-12U divisions.
7. **8.2 Player Intent**
8. **8.2.1** Player Intent Deadlines
9. Players will check the 1904 interest block during Fall season registration and must be registered by the time Fall season registration closes.
10. **8.3 1904 Requirements**
11. **8.3.1 Commitment**
12. 1904 is a Fall Season competitive softball league that is operated like All Stars. Equal play time is not guaranteed and will be at the discretion of the coaching staff of the teams.
13. **8.3.2 Financial Obligation**
14. 1904 teams will incur additional team fees to register their team for the 1904 league and to register for tournaments during the 1904 season, as well as other possible costs.
15. **8.4 Team Selection**
16. **8.4.1** Tryouts
17. 1904 Tryouts will be held during the Fall season assessment day. All Division managers are required to attend the 1904 assessment as well as the regular recreational team assessment and make up day.
18. Following completion of the makeup day assessments the Division managers will discuss their rankings of interested 1904 players. They will then as group form the best possible 1904 team for

their division. The goal is to form what is envisioned as the Gold All Star team for the upcoming season.

19. A blind assessor and non biased Board Member will assist in team selection as needed to break ties.