



CHINO HILLS GIRLS SOFTBALL

GROUND RULES

Supplemental Amendment to League By-Laws

REV. 29 • AS AMENDED AUGUST 12th, 2026

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Chino Hills Girls Softball (herein referred to as “the league”) follows the latest version of the USA SOFTBALL Participant Manual Official Rules of Softball. The following is a supplement to the USA SOFTBALL Participant Manual Official Rules of Softball.

SECTION I

GENERAL RULES

(applicable to all divisions)

- A.** The Board has the authority to reschedule, relocate, shorten or cancel games due to weather and/or field availability up to 2 hours prior to game time.
- B.** All player injuries must be reported to the division commissioner immediately. Incident reports must be filled out and emailed to the division commissioner and player agent within 24 hours.
- C.** Managers are responsible for their own conduct and for the behavior of their coaches, parents, and spectators. Abusive, threatening, or unsportsmanlike behavior by any player, manager, coach, team parent, umpire, parent, or spectator will not be tolerated and will be addressed in accordance with the league by-laws.
- D.** Negative cheering, coaching from the stands, or other unsportsmanlike behavior by any player(s), parent, manager, team parent, or spectator will not be tolerated and will be addressed as stipulated in the by-laws.
- E.** Managers, coaches, and team parents with a temporary or permanent USA Softball ASA badge are not allowed to consume alcohol during practices or games, or at CHGS or other league tournaments. If it is determined that any such individual was intoxicated to a level

that compromised the safety of players or the team, disciplinary action will be taken in accordance with the league Bylaws.

- F.** USA (ASA) SOFTBALL badges MUST be worn and visible at all times on the field of play or practice for all divisions. 1st violation of this rule will result in a warning, 2nd violation will result in a writeup, and 3rd violation will result in a 1 game suspension.
- G.** All teams and spectators are responsible for picking up their trash after each game or practice. Food and snacks are not permitted in the dugout to prevent safety hazards and ensure players remain attentive and engaged during games and practices.
- H.** All girls shall be drafted to teams during the spring and fall season of each year by the utilization of the League draft and registration policies. Refer to the by-laws for the league procedures.
- I.** All teams are limited to a maximum of four (4) hours of practice a week plus (1) additional hour of batting cages. The league will assign practice times and locations.

SECTION II**GROUND RULES**

- A.** The base paths for all divisions will be sixty (60) feet.
- B.** All players on the team roster must be placed in the batting line-up (Round Robin batting).
- C.** Batting lineups must be on an actual lineup card. Name, jersey number on the initial lineup. NO NICKNAMES. Per USA umpire requests, coaches must designate pitchers and catchers.
- D.** All girls are to play a minimum of every other inning unless injured and unable to play. If any girl plays only 2 of the 5 or 1 of the 3 innings she must start the next game Failure to adhere to this policy shall result in Board action and may result in a forfeit. For the benching of any player, please refer to the by laws (page 9).
- E.** Scores must be kept for all games in 8U, 10U, 12U and 14U divisions. The home team will be the official keeper. Scores will not be kept for the 6U division until the 4th game, with the exception of any mid-season and/or end-of-season tournaments. Both teams are to report scores to their commissioner within 24 hours after the game. The scorekeeper must be present at the game site. Scores must be reported by manager, coach, or scorekeeper within 24 hours of the completion of the game. 1st violation of this rule will result in a warning, 2nd violation will result in a writeup, and 3rd violation will result in a 1 game suspension.
- F.** Ties will be allowed during the regular season in all divisions if the game has reached the maximum innings allowed or the maximum time limit.
- G.** In 8U, 10U, 12U, 14U games, mercy rules will be in effect if a team is ahead by 15 runs after 3 innings, ahead by 12 runs after 4 innings or ahead by 8 runs after 5 innings. This includes playoffs and championship games.
- H.** Each team must have a minimum of eight (8) players to start the game otherwise that team will forfeit the game. A team may play an entire game with eight (8) players without any penalty. If both managers agree to proceed with the game, the game may be played; however, the team unable to field the required minimum of eight (8) players will still forfeit the game.
- I.** Players that show up after a game has started may be added to the bottom of a lineup. Any player arriving after the start of the third inning is ineligible to play in the game.
- J.** Players must use properly labeled USA SOFTBALL approved equipment.
- K.** All catchers will wear a helmet, a facemask, chest protectors, and leg guards when behind home plate. When a player is warming up a pitcher, the player must wear complete catcher's gear.
- L.** All bats shall be official softball bats or those allowed by USA SOFTBALL.
- M.** All girls must wear batting helmets (with USA SOFTBALL approved face mask) when batting, running bases, in the on-deck circle, coaching in the Coach's Box, and all the way into the dugout. Intentional removal of the helmet during a live ball will result in an out.

- N.** In the 6U and 8U divisions, all players occupying the pitcher position are required to wear a protective face shield while pitching. Failure to comply will result in the player being removed from the mound until proper protective equipment is worn.
- O.** Balls used for games and practices will be as follows:
 - a. 10" RIF 1 balls will be used for 6U and 8U divisions.
 - b. 11" RIF 10 balls will be used for 10U division.
 - c. 12" Dream Seam balls will be used for 12U and 14U divisions.
- P.** Players are not permitted to wear earrings during play. In addition, players may not wear any accessories deemed distracting or unsafe. Umpires shall have final discretion in determining compliance.
- Q.** Any player who intentionally throws their bat shall immediately be disqualified from the game. Any player who unintentionally throws their bat in a completion of their swing will receive a warning. Each subsequent violation will result in an out. Umpires shall have final discretion in determining compliance.
- R.** If a participating player is unable to continue playing in a game due to an injury or otherwise, the player will be recorded as an out if they are unable to bat when their place in batting order occurs. Subsequent at-bats will be skipped without penalty.
- S.** Courtesy runners are not allowed. However, if a player is injured while running the bases (note: injury must occur while running the bases), the last recorded out may be used as a courtesy runner. If that same player requires a runner again after completing an at-bat, the last out may be used as a courtesy runner. However, the injured player is to be removed from the game and may not continue to participate in the game. When the injured player's next scheduled at-bat occurs, the player will be an automatic out. Subsequent scheduled at bats will be skipped without penalty.
- T.** During the regular season, a forfeit will be declared if a team is unable to field the minimum number of players, ten (10) minutes (grace period) after the scheduled start time. During the playoffs, a forfeit will be declared if a team is unable to field the minimum amount of player's fifteen (15) minutes (grace period) after the scheduled start time. The umpire will track the time and call the game after the grace period has passed.
- U.** The defensive team may place one bucket on the field near the dugout entrance (or closer) so the catcher can see signals, provided a coach is seated on it. If, in the umpire's judgment, the bucket or coach interferes with play—by contacting the ball or causing a defensive player to hesitate or be unable to make a clean play—a DEAD BALL will be called and all runners will be awarded one base from the time of the violation.
- V.** Nine (9) players will play on defense, including three (3) outfielders unless voted on by managers at the draft. (12u and 14U ONLY)
- W.** Music may be played during pregame warmups and in between batters. (Walk up song ok).

SECTION III**DIVISION RULES**

6U Division

- A.** Managers may freeze up to 4 girls (including their daughter/s) for their team for any season.
- B.** Games are limited to one (1) hour drop dead or 5 innings, whichever occurs first. A batter at the plate when time expires may finish their at-bat.
- C.** Pitching distance shall be thirty feet (30). The player acting as the pitcher shall stand anywhere behind the pitching rubber with at least one foot in the circle while the adult pitcher is pitching. (Players may not pitch the ball to a batter). Coach pitcher must have ONE foot on the rubber while pitching. When the ball is in play, the pitching coach must safely move out of the way. Interference with the play or player will result in a dead ball.
- D.** There will be a 15-foot arc in front of home plate extending from the first base line to third base line. A hit ball that does not pass this line is considered a foul ball.
- E.** If a catcher is used, they must remain in a defensive position until the ball is hit.
- F.** No base stealing is allowed. All base runners are to remain on the bases until the ball is hit. If a runner is off the base when the ball is hit, the ball is dead, the runner returns to the base and the batter bats again.
- G.** All at-bats will start out as coach pitch. If the ball has not been hit by the fifth coach pitch, the batter will use the batting tee to put the ball into play. Batters that foul off the fifth coach pitch will be awarded an additional pitch, until the ball is put in play or the batter swings and misses. After 5 coach pitches, batters get up to 3 swings from the tee. Failure to hit results in an out.
- H.** On a hit ball, base runners are stopped when the ball has broken the plane of the pitching circle and a defensive player has at least one foot on the plane of the circle, in the circle, or within a reasonable distance from the plane of the circle while trying to control a ball thrown into the circle by a defensive player. If base runners have already passed the halfway line to the next base, they can advance to that base.
- I.** Overthrow cap: one base, any base. When the defense makes a prompt throw to any base to try for an out, force, play, or tag play, and the throw gets away, every runner may advance a maximum of one base beyond the base she was running to, at the moment the throw got away. She advances at her own risk and can still be tagged out. One base is the limit, no matter how far the ball rolls or how many throws follow (A throw “gets away” when the fielder at the base cannot catch it, and the ball leaves the immediate area of the base).
 - a. Force example: the throw to first base gets away. The batter-runner (running to first) may try for a second; the runner who started on first base may try for third base.
 - b. Tag example: a runner going to third base, and the throw sales into foul territory. She may try for Home; every other runner may take one base beyond the base she was on or running to. All at their own risk.

- c. The one-base cap protects a prompt, genuine attempt at an out (umpire's judgement). If the defense holds the ball, or throws to a base late, just to freeze runners, there is no cap; the ball stays live and the runners advance at their own risk until the play ends under Rule H (above).
- J.** Run through first base: on a play at first base, the batter runner must run straight through the bag, no rounding towards second base. She may try for second base only if the throw "gets away" (Rule I above). A ball dropped or bubbled at the bag, but still in the area of the base, does not open second base.
- K.** Tee exception: on a ball hit off the tee, the tee rule controls: the batter and all runners may advance a maximum of one base, no matter what. Rules I, J do not apply to a ball hit off the Tee.
- L.** The team taking the field will place all players in defensive positions: six (6) in the infield including the pitcher, dot and/or catcher (if used), and the remaining players in the outfield. Outfielders must be standing 10 feet behind the baseline (on the green outfield turf) at the beginning of each play.
- M.** A maximum of two adults will be allowed on the field during the season to help guide the players with making defensive plays. They are not allowed to touch the ball or interfere with the play. Coaches MUST remain behind the outfielder.
- N.** Scoring
 - a. No outs, scores, or standings will be recorded for the first 50% of the season. The half inning ends when all batters in the lineup have had a plate appearance.
 - b. After the 50% mark in the season outs will be recorded. The half inning ends when all batters in the lineup have had a plate appearance or the defense records 3 outs (whichever occurs first).
 - c. Scores and standings will not be kept in the 6U division until the final three (3) games of the regular season. Scores will be kept for those final three games and for all playoff/tournament games. The half inning ends when the defense records 3 outs or 5 runs are scored (whichever occurs first).
 - d. When outs and/or score is recorded there shall be an umpire.
- O.** Umpire/Coaches will determine if an overthrown ball has gone out of play. Upon determining that a ball is out of play, base runners that have already passed the halfway line to the next base can advance to that base.
- P.** No penalty for sliding.
- Q.** The Infield Fly rule will not be in effect.
- R.** When using the tee during an at-bat, the tee must be placed on (not in front of) the plate.
- S.** During tournament play, the inning will end after 3 outs or 5 runs maximum per inning.
- T.** During playoffs, after their 5 allotted coach pitches, batters will be allowed a maximum of 3 swings from the tee. If the batter has not put the ball into play after three swings from the

tee, they will be declared out. During an at-bat from the tee, batters and runners will only be allowed one base.

8U Division

- A.** Games will be limited to a maximum of six (6) innings or one hour and fifteen minutes no new inning, whichever occurs first. There will be NO DROP DEAD. Any new inning that starts prior to one hour and fifteen minutes expires must be finished. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B.** The home team must report the score within 24 hours of game ending.
- C.** Teams are allowed to score no more than 5 runs per half inning.
- D.** Lineup cards must be completely filled out and given to the opposing team.
- E.** Standings will determine a team's seeding in the playoff brackets.
- F.** The pitching distance shall be thirty (30) feet.
- G.** Pitchers will be limited to a maximum of nine (9) pitching outs per game for both spring and fall seasons. This will remain in effect throughout the playoffs. (Note: If the maximum number of outs for a pitcher is recorded during the middle of an at bat, due to base running out, the pitcher will finish the at bat without penalty.)
- H.** The nine (9) pitching outs reset each game.
 - a. All outs recorded during coach pitch will be charged against the pitcher of record.
 - b. If an inning ends because of the "five run ahead" rule, only the outs obtained by a pitcher will be charged as a pitching out. If an inning ends because of the "five run ahead" rule and no outs are obtained by a pitcher, then that pitcher is not charged any pitching outs.
 - c. A pitcher that has reached her maximum number of pitching outs in a game may not reenter the game if another pitcher on the team is injured and needs to be removed from the game for any period of time.
- I.** Illegal pitch penalties will be in effect from the start of both spring and fall seasons. Please refer to the USA Softball Guidelines for specific examples.
- J.** A fake throw by the pitcher is considered a play on the runner. The Hesitation Rule applies.
- K.** Coach pitching will go into effect on the SECOND walk/hit by pitch, batter will remain at bat and get coach pitch. Coach pitching will remain in effect for each subsequent walk/hit batter for the remainder of the inning. During coach pitch, if a batter is walked, the coach pitcher inherits strike count. This rule applies to every inning played.
- L.** During coach pitch, the batter is allowed one base and all runners that are on base are only allowed two bases on a hit ball, regardless of an overthrow. If the runner reaches additional base safely, the runner(s) will be sent back to appropriate base after the umpire rules the ball dead. Runners taking additional bases do so at their own risk. If a runner gets tagged or called out IN BETWEEN bases, she is indeed out if the umpire has not yet declared the play dead.

- M.** After the opposing batter has completed their at-bat against a coach pitch, the pitcher may be substituted out. For every subsequent walk/hit by pitch, the coach will pitch to those batters.
- N.** Coach pitching will be in effect for the entire season including playoffs.
- O.** The adult coach pitcher must pitch from the rubber.
- P.** During a coach pitch, the opposing team's catcher must remain in the catcher's crouch.
- Q.** The pitcher who pitched ball four must be the same player who stands in the circle for the coach pitch. (Exception: substitutions for an injured player).
- R.** The defensive player (pitcher) shall stand anywhere behind the pitching rubber with at least one foot in the circle while the adult pitcher is pitching. When a ball is pitched by an adult pitcher, the opposing team's pitcher must remain behind or even with the rubber until the ball is hit. If the opposing team's pitcher moves in front of the pitching rubber before the ball is hit, a "Dead Ball" play is called and the batter returns to the plate and all runners return to their original base. Only one foot is required to be in the circle.
- S.** If a batted ball strikes the adult pitcher or the adult pitcher interferes with the play a "Dead Ball" is called and the batter returns to the plate and all runners go back to the last base achieved.
- T.** Base stealing will be allowed for the entire season. Stealing will be as follows: one base per pitch, and a closed home plate. Players may not leave the base until the ball leaves the pitcher's hand. Players can only cross home on a batted ball, a walk or if awarded. No stealing while an adult pitcher is pitching.
- U.** Sliding will be allowed throughout the entire season.
- V.** The Look Back rule (hesitation) is in effect for this division. Reference Participation Manual Rule 8, section 7, item T. This rule has to do with base running while the ball is live and when the pitcher has possession of the ball within the circle.
- W.** Batter/runner may only advance (at their own risk) to 2nd base on any initial play at 1st base. All other runners may advance additional bases (at their own risk) on any initial play at 1st base.
- X.** Any initial play made anywhere on the field is live as long as the ball stays in the field of play. Runners who go beyond their allowed advancement may be tagged out. If a runner reaches a base beyond their allowed advancement and is safe, they will be returned to the correct base once the play is over. The umpire will not stop play until the pitcher has the ball inside the circle
- Y.** Ten (10) players are used on defense, six (6) in the infield and four (4) in the outfield.
- Z.** Outfielders must remain 10 feet behind the baseline until the ball is pitched (on the green outfield turf).
- AA.** There will be no infield fly rule or drop third strike rule throughout the season or playoffs.
- BB.** Teams are allowed to score no more than 5 runs per half inning.
- CC.** Bunting will be allowed throughout the entire season (except during coach pitch).

- DD.** A maximum of two adults will be allowed on the field during the season to help guide the players with making defensive plays. They are not allowed to touch the ball or interfere with the play. Coaches **MUST** remain behind the outfielder.

10U Division

- A.** Games will be limited to a maximum of six (6) innings or one hour and fifteen minutes no new inning, whichever occurs first. There will be **NO DROP DEAD**. Any new inning that starts prior to one hour and fifteen minutes expires must be finished. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B.** The home team must report the score within 24 hours of game ending.
- C.** Lineup cards must be completely filled out and given to the opposing team.
- D.** All coaches must have a current visible ASA badge.
- E.** Pitching distance shall be thirty-five (35) feet.
- F.** Teams are allowed to score no more than 5 runs per half inning.
- G.** Ten players are used in the defensive positions (six in the infield, and four in the outfield), with open substitution allowed throughout the game.
- H.** The infield fly rule will be in effect. With runners on 1st and 2nd or 1st, 2nd & 3rd with less than 2 outs, if the batter hits a fly ball in the infield and the ball can be caught, the batter is automatically out.
- I.** Pitchers will be limited to a maximum of nine (9) pitching outs per game for both spring and fall seasons. This will remain in effect throughout the playoffs. (Note: If the maximum number of outs for a pitcher is recorded during the middle of an at bat, due to base running out, the pitcher will finish the at bat without penalty.)
- J.** The nine (9) pitching outs reset each game.
 - a. All outs recorded during coach pitch will be charged against the pitcher of record.
 - b. If an inning ends because of the “five run ahead” rule, only the outs obtained by a pitcher will be charged as a pitching out. If an inning ends because of the “five run ahead” rule and no outs are obtained by a pitcher, then that pitcher is not charged any pitching outs.
 - c. A pitcher that has reached her maximum number of pitching outs in a game may not reenter the game if another pitcher on the team is injured and needs to be removed from the game for any period of time.
- K.** Pitchers that exceed the allowable number of pitching outs in one game, will have the number of outs exceeded deducted from the pitching outs in the following game. Managers that have a pitcher exceed the maximum allowable pitching outs in a week face a minimum one game suspension.
- L.** Base stealing and lead offs are allowed only after the release of the pitch. Runners can advance more than one base at a time.
- M.** Sliding is allowed.

- N.** No coaching allowed on the field defensively with the exception of one coach allowed on the bucket near the dugout.
- O.** Home Plate is open.
- P.** Dropped 3rd strike will be in effect.

12U Division

- A.** Games will be limited to a maximum of seven (7) innings or one hour and fifteen minutes no new inning, whichever occurs first. There will be NO DROP DEAD. Any new inning that starts prior to one hour and fifteen minutes expires must be finished. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B.** Pitching distance shall be at forty feet(40).
- C.** Teams are allowed to score no more than 5 runs per half inning.
- D.** Pitchers' outs are unlimited.
- E.** The home team must report the score within 24 hours after the game ends.
- F.** Lineup cards must be completely filled out and provided to the opposing team.
- G.** Nine (9) players are used in the defensive positions (six in the infield, and three in the outfield), with open substitution allowed throughout the game.
- H.** No coaching allowed on the field defensively with the exception of one coach allowed on the bucket near the dugout.
- I.** All coaches must have a current visible USA badge.

14U Division

- A.** Games will be limited to a maximum of seven (7) innings or one hour and fifteen minutes no new inning, whichever occurs first. There will be NO DROP DEAD. Any new inning that starts prior to one hour and fifteen minutes expires must be finished. Games can end in a tie unless it is a playoff or championship game where there must be a winner.
- B.** The home team must report the score within 24 hours after the game ends.
- C.** The team at-bat may establish and/or extend an already existing lead over the opposing team by no more than seven (7) runs.
- D.** Pitching distance will be forty-three (43) feet.
- E.** Pitching outs are unlimited.
- F.** No coaching allowed on the field defensively with the exception of one coach allowed on the bucket near the dugout.
- G.** All coaches must have a current visible USA badge.

SECTION IV

PLAYOFF & CHAMPIONSHIP GAME RULES

- A.** All 8U, 10U, 12U and 14U teams will participate in a single elimination playoff at the end of the regular season. The following rules apply for the playoff and championship games and supplement the league by-laws and regular season ground rules. *based on number of teams
- B.** All managers, coaches and team parents must display their USA SOFTBALL badge while on the field of play. Anyone caught without their badge is subject to disciplinary action up to and including a forfeit as mentioned above.
- C.** The playoff game durations are as follows:
 - a. ALL DIVISIONS- one hour and fifteen minutes no new inning.
- D.** During league division playoff games and the championship game, the international tie breaker rule will be in effect. The run ahead rule shall not be in effect for all divisions when playing in the International Tie-Breaker. At the start of each inning, for the International Tie-Breaker, a runner is placed on 2nd base with the intent of accelerating opportunities to score and bring the game to a speedier conclusion.
- E.** The home team is the top seeded team from regular season standings during all playoff games and championship games. No coin flips are needed during playoffs or championship games to decide who the home team will be.
- F.** Two umpires will be used for all playoffs and championship games.
- G.** The championship game limits are as follows:
 - a. ALL DIVISIONS – one hour and twenty-five minutes, no new inning.
- H.** The five-run max rule applies in the championship game for 8U, 10U and 12U. (Exception: International Tie-Breaker).
- I.** The seven-run max rule applies in the championship game for 14U.

SECTION V

DRAFTING

CHGS Rec Draft Policy (8U–14U)

- 1. ROSTERS.** Maximum roster is twelve (12) players; the target is eleven (11). The league sets roster size per division before the draft based on registration.
- 2. PLAYER CLASSIFICATIONS.** At the skills assessment, the Player Agent and Division Commissioner classify players as: Impact Pitcher (P1) — a pitcher whose ability can decide the outcome of a game; Secondary Pitcher (P2); Primary Catcher (C1); or Fielder. P1 designation is by evaluator judgment and is recorded, with the reason, by the Player Agent and Division Commissioner.
- 3. DRAFT ORDER & ROUNDS.** Draft order is set by blind draw (“numbers out of a hat”) conducted at the conclusion of the Rec skills assessments. The draft runs twelve rounds, in this order: P1, P2, C1, then F1 through F9 (an eleven-player roster skips F9). The draft is serpentine: the P1 round runs first-to-last, the P2 round runs last-to-first, and the direction alternates every round thereafter. Uniform selection runs in REVERSE draft order: the team drafting last in the P1 round chooses its uniform and colors first, and so on up to the team drafting first, which chooses last.
- 4. PITCHERS FIRST.** The draft opens with the P1 round: every team drafts one P1 before any team may take a second P1. P2 and C1 rounds follow before general fielder rounds.
- 5. FREEZES.** A manager may freeze two players: the manager’s own daughter and the daughter of ONE assistant coach. Frozen players are not drafted — they are PLACED. Before the draft, the Player Agent and Division Commissioner assign every frozen player, based on her assessed ability, to one of six draft slots: P1, P2, C1, F1, F3, or F5. A placed player uses that team’s pick in that round, and the team does not otherwise select in that round. Before the draft, the Player Agent and Division Commissioner meet with each affected manager, state each placement and the reasoning behind it, and hear the manager’s counter-reasoning. If a dispute remains, the Player Agent’s placement is final. Every frozen player is placed before the first pick of the draft.
- 6. FREEZES ARE EARNED.** The assistant coach whose daughter is frozen must attend at least 80% of the team’s practices AND games. If they fall short: that manager may not freeze that player the following season, and no manager may freeze that player the season after that.
- 7. LINKED SISTERS.** When one sister is drafted or placed, her sister is automatically placed on the same team in Round F3. If the first sister is drafted or placed in Round F2 or later, the second sister is placed two rounds after the first (or in the final round, if fewer than two rounds remain). The placement uses the team’s pick in that round.
- 8. SHORTAGE ROUNDS.** When a division lacks enough P2s, or C1s for every team that round is cancelled and the available P2s or C1s become available as picks in the Fielder rounds (F1-F11, etc.).

**A P1 round would only be cancelled if there aren't enough P1's + P2's to complete one round of pitchers. Eg. There will be years that there are only 2 impact pitchers and 18 P2's for 8 Teams. Conversely, there will be years where there are 10 impact pitchers and 6 P2's for 8 teams. This is normal and anticipated.*

**If an Impact Pitcher is available the manager isn't obligated to choose that pitcher if they prefer to choose a P2.*

- 9. ABSENT PLAYERS.** Players who do not attend the skills assessment are assigned by blind draw (hat pick), per By-Laws Article XIII.
- 10. TRADES.** Trades require the approval of the Division Commissioner AND the Player Agent, within a trade window announced at the draft. Manager votes are not required to ratify a trade. Trades are final when the Commissioner and Player Agent sign off.
- 11. PETITIONS.** A player may petition up one division under the existing petition process (both assessments required; Division Commissioner and Player Agent decide; the player completes the full season in the higher division).

MOCK DRAFT TABLE — EIGHT TEAMS (overall pick numbers)

Round	Team A	Team B	Team C	Team D	Team E	Team F	Team G	Team H
P1 * →	1	2	3	4	5	6	7	8
P2 * ←	16	15	14	13	12	11	10	9
C1 * →	17	18	19	20	21	22	23	24
F1 * ←	32	31	30	29	28	27	26	25
F2 →	33	34	35	36	37	38	39	40
F3 * ←	48	47	46	45	44	43	42	41
F4 →	49	50	51	52	53	54	55	56
F5 * ←	64	63	62	61	60	59	58	57
F6 →	65	66	67	68	69	70	71	72
F7 ←	80	79	78	77	76	75	74	73
F8 →	81	82	83	84	85	86	87	88
F9 ←	96	95	94	93	92	91	90	89

* Freeze-eligible rounds (Rule 5): P1, P2, C1, F1, F3, F5. Arrows show pick direction: → Team A picks first in that round; ← Team H picks first. Team A holds pick 1 by blind draw. Team H, drafting last in Round P1, chooses uniforms first (Rule 3).

Petitions

A player's petition to advance one age division is based upon the following guidelines. These guidelines apply to spring and fall seasons and are based on safety and skill level.

- Players may only advance one age division.
- The petitioning player must participate in the skills assessment for their appropriate age division and the skills assessment in the division they wish to petition into. A player's inability to participate in the skills assessment negates their petition request.
- Parents must petition at the time the player is registered. If a player registers the day of the skills assessment and petitions at that time, the player must register and petition early enough the day of, so that they participate in both skills assessments. If a player is unable to participate in both skills assessments, their petition request will not be allowed.
- The division manager's, the division commissioner, and the player agent will evaluate the petitioning player's ability during the skills assessment. The division commissioner and player agent will make the final determination if the petitioning player will be allowed to move up one division.
- If the league approves the player's petition request, the player must complete the entire season in the division they are petitioning into.
- Players will not be allowed to petition in order to play in a division beyond their age appropriate division (i.e. a 9-year-old player wishing to play in 8U).

- g. An approved petition is not final until the player is selected in the draft of the division she has petitioned into. The petitioning player must be drafted, or if she is a frozen player, placed within the first six (6) rounds of that division's draft. If she is not drafted or placed within the first six (6) rounds, the petition lapses, and she plays the season in her age-appropriate division.
- h. If the draft slot assigned to a frozen petitioning player falls after the sixth (6) round, the freezing manager may elect to move her placement to an earlier freeze-eligible round in order to keep the freeze. The earlier round chosen may not already be occupied by another frozen player or by a linked sister placement. The election must be made to the player agent and division, commissioner, and recorded before the first pick of the draft. If no eligible earlier round is available, the petition lapses, and the player plays in her age-appropriate division.

Select Teams

Creation of Teams

- A.** The board will determine if teams will be created prior to select try-outs each season.
 - B.** Teams will be limited to 8U, 10U, 12U, and 14U divisions.
 - C.** All Select teams that are created must be approved by a simple majority of the board.
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Division Eligibility

A player is eligible for All-Star play only in the division in which she plays Select that season. If she does not play Select, then she is only eligible to play All-Stars in the division she is playing Rec.

SELECT: If a player successfully petitions up she may try out for Select in one division; she may attend tryouts for her Rec division OR her age group, but not both. This applies to Spring and Fall.

Select-Only Teams (10U/12U/14u Red) Guardrails

- 1.** A Select-only (Red) team may be formed at 10U or 12U only if, after the team is formed, the division retains at least four (4) Rec teams of eleven (11) players AND enough remaining players to fill the Select roster.
- 2.** Every Rec team in the division must retain at least one (1) pitcher. If forming the Red team would leave any Rec team without a pitcher, the team is not formed.
- 3.** Red team formation is confirmed by the Board each season after registration closes.

Selection of Manager and Players

- A.** Every player registered with Chino Hills Girls Softball is eligible to try-out and try to earn a spot on the team. Try-outs will be held at a date and time at the league's discretion. If a player does not attend try-outs, she will not be eligible to participate on the select team. If a player is injured at the time of try-outs, she must still attend try-outs to be considered for a spot on the team. Make-up tryouts can be held at the Executive Board's discretion.
- B.** Manager's daughter **MUST** earn a spot on the team on her own merit and drafted by interested managers and division commissioner in said division. In other words, a player isn't entitled to be on team just because her parent is the manager. Additionally, a manager is not entitled to take the team just because their daughter was drafted to said team.

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Select Manager Selection

- 1.** All interested candidates must apply. All current managers, manager-candidates, and assistant coaches are eligible to apply.
- 2. INTERVIEWS.** The All-Star Committee interviews every manager applicant.
- 3. SHORT LIST & RANKING.** The Committee short-lists a pool of qualified candidates and ranks them. Inclusion in, or exclusion from, the short list is a decision of the full Committee — never of any individual member. The Player Agent casts the tie-breaking vote on the ranking. Only short-listed candidates may be appointed to any Select team. A candidate is short-listed if 3 out of 5 members approve.
- 4. ENOUGH CANDIDATES.** It is the All-Star Committee's responsibility to secure enough qualified candidates for every team ahead of time. If there is any doubt, the Committee re-advertises the opening — including to assistant coaches — and repeats Rules 1–2 before the pools are set.
- 5. RED MANAGER.** After the Red pool is established, the highest-ranked candidate with a daughter in the Red pool is appointed Red manager.
- 6. BLACK & WHITE MANAGERS.** After the Black pool is established, the highest-ranked remaining candidate with a daughter in the Black pool is appointed Black manager. The same rule appoints the White manager from the White pool.
- 7. NO MATCH.** If no short-listed candidate has a daughter in a team's pool, the Committee appoints the highest-ranked remaining candidate whose daughter is in the next pool down: the Black pool for the Red team; the White pool for the Black team; and outside the pools for the White team.
- 8. RECUSAL.** By-Laws recusal (Item B-2) applies: any Committee member being considered as a candidate, or whose daughter is being considered in a division's pools, is not present for that division's ranking or appointment.

Select Assessment Panel & Player Selection (Red / Black / White)

1. **SELECT ASSESSMENT PANEL.** For each Select division, the All-Star Committee appoints a five-member Select Assessment Panel: two expert coaches with no conflict of interest in that division, the Player Agent, the Division Commissioner, and the All-Star Commissioner. If one evaluator seat cannot be filled, the Vice President (or designee) fills it. If two (2) evaluator seats cannot be filled, the President (or designee) fills the second unfilled seat.
2. **RED POOL.** At Select tryouts, the Panel ranks all players and establishes the Red pool: four (4) pitchers ± 1 , two (2) catchers ± 1 , and ten (10) fielders ± 1 . A player may be listed in more than one category. The pool must contain at least twelve (12) unique players. Only players in the Red pool may be selected to the Red team.
3. **MANAGER APPOINTMENT.** After the Red pool is set, the Red manager is appointed under Item G-10. The manager's daughter must be in the Red pool. She is slotted into the draft selection that matches her pool category; if she is listed in more than one category, the manager declares her slot before making any pick.
4. **THE DRAFT.** The manager fills the roster from the pool, in this exact slot order:

Slot	Selection	From the pool (manager's choice)
1-2	Pitchers	The manager's top two pitchers
3	Catcher	The manager's top catcher
4-5	Middle infield	Two middle infielders (2B / SS)
6	Corner infield	One first baseman
7	Corner infield	One third baseman
8-9	Outfield	The manager's top two outfielders
10-12	Coach picks	Two to three role-defined players (Rule 5)

5. **COACH PICKS.** Coach picks (two or three, for a roster of eleven or twelve) round out the team's ability to compete: role-defined players who let the manager run their system with lineups staffed for the situations they foresee. Coach picks may not overstock any position — no player is appointed to the team if she would sit behind other players and lose development opportunities at her desired position(s).
6. **RATIFICATION.** The manager presents the final roster to the All-Star Committee and walks through the reasoning for its construction. The Committee may question any selection that does not fit the manager's stated system or strategy. The Committee may not appoint any player to the team. If the Committee does not agree with the roster, the manager revises it — from the same pool — and re-presents until the Committee agrees.

7. **BLACK TEAM.** Every Red-pool player not selected to the Red team is automatically included in the Black pool. The Panel then completes the Black pool to the same composition targets as Rule 2. The Black team follows Rules 3–6.
8. **WHITE TEAM.** If the All-Star Committee determines there is enough competitive talent at each position for a third team, the White pool consists of the non-selected Black-pool players plus any players added by the Panel. The White team follows Rules 3–6.
9. **RECUSAL.** By-Laws recusal (Item B-2) applies at every step: any Panel or Committee member whose daughter is being considered is not in the room for that step, and the seat is filled using the fallback chain in Rule 1.

Select Team Eligibility

- A. Team roster may include up to 12 players.
- B. Teams are not financially sponsored by the league and are not responsible for expenses relating to, tournament fees and the like. The league will provide field space for practices when it does not conflict with other league practices or games.
- C. Select teams shall NOT have any players who participated on a travel type team after March 31st.
- D. Team that participates in a USA Softball “A”, Gold or any non-USA travel ball type of event is not eligible for participation in “B” Classification Championship Play.
- E. Team participation is limited to ONE day per week.
 - a. This means, the team may only practice, play friendlies, hit, and get together one day per week.
 - b. Any manager who is found in violation of this rule, will be subject to relinquishing managerial duties.
- F. Teams will be drafted after all select assessments for spring and fall seasons.
 - a. The spring team will disband on or before the date dictated by the USA Softball Yellow Book (varies by year).
 - b. The fall team will disband on or before December 31st.

Player Eligibility

- A. A player must play in 75% of the current season’s REC league games/practices.
- B. A player may appeal the 75% minimum rule in cases of injury to the appropriate District Commissioner.
- C. Players must be registered with their respective REC ball league.
- D. Players must be drafted to an active REC league team roster in the current season.

SECTION VI**PROTEST**

- A.** Only the designated team manager of a contesting team shall have the right to protest.
- B.** The manager shall immediately and before any succeeding play begins, notify the plate umpire that the game is being played under protest (except in the case of a protest over player substitution, illegal pitchers and illegal players, wherein a manager will have twenty-four (24) hours to lodge a protest).
- C.** An umpire judgment call is not subject to protest. Refer to Rule 10, Section 6, Article A based on USA Softball guidelines.
- D.** The plate umpire shall in turn notify the opposing manager and official scorekeeper of this fact. The manager shall deliver within twenty-four (24) hours from termination of play of the protested game, his/her written basis for the protest lodged to the Division Commissioner for that division.
- E.** All protests require a \$50.00 protest fee to be turned in at the time of the written protest. These funds will be turned over to the Treasurer and held until a final decision is made. If the protest is upheld, the funds will be returned. If the protest is lost, the funds are forfeited and deposited into the League bank account.
- F.** The manager will notify the respective Division Commissioner. All Protests must be turned into the Protest Chairman.
- G.** The decision of the Protest Committee is final, pending any appeal to the Board.
 - a. The committee shall consist of the Protest Chairman, Vice-president, Secretary, and Division Commissioner from which the protest originates.
 - b. If all committee members are not available to participate and there is a tie in the voting, the Protest Chairman will carry the deciding vote.
 - c. If the Protest Chairman is involved in the Protest, the President will replace all duties of the Protest Chairman.
- H.** The protest committee shall obtain from the umpire of the protested game a detailed written explanation of the protested situation.
- I.** The committee shall meet within three (3) business days after receipt of written material from both the manager and umpire to decide upon the validity of the protest, and what action, if any, should be taken.
- J.** After a decision has been made, the Protest Chairman will notify the managers involved, in writing of the committee's findings within three (3) business days. The Protest Chairman will also inform the Board at its next regularly scheduled meeting of the committee's decision.

SECTION VII**ALL-STARS**

All-Star Committee

- A.** The All-Star committee consists of the League President, Vice President, Player Agent, Division Commissioner(s) and All-Star Commissioner.

All-Star Nominations

- A.** All players are eligible for All-Stars.
- B.** Evaluation and selection of the players for the All-Star team in each division shall be by a committee composed of the Division Commissioner, and all managers from that division. This selection committee must attend the election meeting for final selection of the All-Star team. (Note: A manager may delegate his senior coach to represent him for the entire process).
- C.** The All-Star Committee will oversee the entire process. The All-Star Committee has the option to override player and manager selections.
- D.** Any player playing up a division during the spring season may be considered for the All-Star team of her age division, and she shall be given the opportunity to play for the All-Star team. 6u players who played All-Stars [Red or Black] the previous summer and then petitioned up successfully to 8u in the Spring, will be automatically placed on the 6u Red team.
- E.** A 14U All-Star team will be formed with players from the 14U division.
- F.** All nominated players must have played in at least 50% of League games. Players playing in more than one league must decide by April 15th as to whether they will play for CHGS All-Stars if elected. The All-Star Committee must approve any variations. Players active in Travel Ball as of March 31st shall not be considered for All-Stars. (USA Softball Rule)
- G.** All All-Star Nominees must notify the All-Star Committee, the All-Star Commissioner or their Division Commissioner as to whether they will be available for tournament play during the All-Star season within 48 hours after the player has been notified of election to a team. Elected players that will miss more than one tournament may be replaced by another player at the discretion of the All-Star Committee and All-Star Manager.

All-Star Parent Responsibilities

- A.** All All-Star parents must read the CHGS All-Star Information and Policies and sign the corresponding All-Star participation Contract agreeing to abide by the document for the duration of the All-Star season.
- B.** The parents of each player are responsible to pay the cost of an All-Star uniform which includes a jersey, pants and socks. The uniform is a mandatory requirement to participate on the team. Additional items such as an All-Star jacket are optional and paid for by each player. The league will pay for an All-Star practice t-shirt for each player. In addition, the parents of

each player are required to purchase an All-Star helmet. The style and brand of the equipment will be selected by the All-Star Committee and will be purchased in advance by the league. The parents of each player will reimburse the league in full prior to receiving the uniform and equipment.

- C.** Costs associated with player participation beyond those specific items listed in this section identified as “paid by the league” is the responsibility of each player’s parent(s).
- D.** Individual families unable to afford the financial obligations of participating in All-Stars may seek outside sponsorships for their daughter. The league does not provide any financial discounts or individual player scholarships to assist with a family’s financial burden.
- E.** All sponsorships obtained for a team or individual player must be made payable to Chino Hills Girls Softball (CHGS). The entire sponsorship amount will be issued back to the team or individual in the form of a league check.
- F.** All players and parents are bound by Article VI of the league by laws during the All-Star season.

All-Star Tournaments and Costs

- A.** The All-Star Committee will determine the tournaments each team will participate in “A” or “Red” teams will participate in USA SOFTBALL “B” level tournaments and the “B” or “Black” teams will participate in USA SOFTBALL “C” level tournaments. The All-Star Committee may enter the “B” teams in “B” level tournaments. The Board will determine how many of the All-Star tournament entry fees will be paid by the league. The Board may elect to pay for the All-Star tournament entry fees in advance in order to ensure that all teams are guaranteed a position in a tournament. The balance of All-Star tournament entry fees identified by the Board are each team’s financial responsibility and must be reimbursed back to the league by each team prior to the distribution of All-Star uniforms and equipment. Failure to comply will result in the removal and suspension of the Manager.
- B.** In the event a team(s) qualifies for States and/or National tournaments, the Board will pay for the entry fees for each tournament. The Board may also elect to pay for other All-Star participation related costs at its discretion. All travel related costs for each player to attend these tournaments will be the responsibility of each family.
- C.** Teams are encouraged to perform fundraising or seek outside sponsorships to help offset the costs of tournament entry fees.
- D.** Team Managers/Team Parents are required to establish a budget that itemizes all income and costs associated with operating the team. Receipts and deposit slips must be kept to substantiate all team expenditures. The budget along with copies of all supporting receipts and deposit slips must be provided to all families at the start, middle and end of the All-Star season. Budget updates must be provided to the All-Star Committee upon request. Team income may NOT be used for any of the following items:
 - a. Equipment purchases including nets, tees, balls, buckets.
 - b. Travel costs to the tournaments including gas and parking.

- c. Alcohol or tobacco products.
- E.** All roster changes including changes of managers and coaches must be approved by the All-Star Committee, All-Star Commissioner & Division Commissioner.
- F.** Managers, coaches, parents and players electing to stop participating during the All-Star season must meet with the All-Star Committee to explain their decision. The Board has the option to enforce the following should they determine that the participant's decision is not in the best interest of the league.
 - a. Managers, coaches and parents would become ineligible to manage or coach or act as team parent during the upcoming Spring, Fall and/or All-Star seasons. The length of the disciplinary action will be determined by the Board.
 - b. Players would become ineligible to be selected to future All-Star teams.

All-Star Team Selection Process

- A.** The All-Star Team must be assembled prior to the selection of the All-Star Manager.
- B.** The All-Star roster shall consist of one team with ten to twelve players. The amount of players will be determined by the All-Star Manager. This team will be identified as the "A" or "Red" team. If two or more teams are formed (to be determined by the Board) a maximum of 12 players will be rostered for each team. The Board must agree by a majority vote in order to select two or more All-Star teams. Note: Two or more teams must have proper player skill support in order to be League sanctioned. The "A" team must be composed of the best players of their respective division. A "B" or "Black" team may only be assembled after the "A" team is completely assembled.
- C.** There will be zero tolerance for any Managers/Coaches that are found to be deal-making/negotiating during the season, before and/or during the All-Star Player Selection Voting Process. If this has occurred, the matter will be brought to the attention of the Board for disciplinary action, if deemed necessary. The Board reserves the right to postpone any draft that cannot be conducted fairly and to decide and oversee the corrective action needed to rectify the matter. This may include a Board approved committee to select both the team and the manager.
- D.** The Division Commissioner and the All-Star Commissioner will compile a ballot of all the nominated players, which will be distributed to each Manager. Prior to voting for the first team "A", each Manager shall explain the strengths of the players whom they nominated.
- E.** Each manager will mark nine (9) players on a ballot. Each ballot must have the manager's name. All players receiving votes must be visibly displayed showing the number of votes received. Managers may vote for players on his/her own regular season team roster. A player is elected to the team by receiving 70% of the total available votes.
- F.** The All-Star commissioner may nominate a player for selection to a team.
- G.** Player's playing up and eligible for All-Stars within their age specific division must be considered for selection to an All-Star team. The All-Star committee may nominate the player for selection.

- H.** After the first nine (9) players have been selected:
- I.** The All-Star Manager will be selected.
- J.** The All-Star Manager may then proceed to select one to three additional players from the list of nominated players.
- K.** If there is more than one All-Star Team in any one Division, the same procedure outlined above shall be used to select players. The second team “B” shall be considered potential alternates for the “A” All-Star Team. Players receiving votes but not selected to the red team will be discussed and nominated by their respective managers for selection to the “B” black team.
- L.** All player additions to the All-Star teams must comply with USA SOFTBALL rules.

All-Star Manager Selection Process

- A.** All manager candidates must be in good standing with the league in order to be eligible to manage an All-Star team.
- B.** Manager candidates will undergo an interview by the All-Star committee. This committee will short list the interviewed manager candidates that they feel can best carry out the manager duties for the entire All-Star season.
- C.** The following persons are able to vote for the All-Star manager:
 - a. Remaining Division Managers
 - b. The All-Star committee.
- D.** Manager candidates are not allowed to vote. All votes will be tallied and the manager candidate that receives the most votes will manage the team.
- E.** The All-Star committee will review the manager selection and confirm the selection. If the committee doesn't agree with the selection, the nominee with the next greatest amount of votes will be considered. In case of a tie after the first round of voting, a second vote will take place and only the managers with the most votes in round one are eligible for round two, if there is still a tie, the All-Star Committee's vote will override.
- F.** Manager nominees must have their daughter selected to an All-Star team in order to manage a team. An exception to this rule can be made by the All-Star committee.
- G.** The All-Star Manager shall be selected after the first nine (9) players have been selected, then may select one or two additional players from the list of remaining players receiving votes, depending on how many players the Manager wants to roster (11 or 12 total permitted).
- H.** The All-Star Manager will be selected from a list of interested managers whose daughter makes the team within the first ten picks. Potential managers must submit an email stating their interest in managing to the All-Star Commissioner by a deadline determined by the All-Star Commissioner. All managers are eligible to submit an All-Star Manager application. All Managers must be willing to put in the time and effort required by the position.
- I.** There will be zero tolerance for any Managers that are campaigning for the All-Star Manager position. If campaigning has occurred, the Board, when reviewing the Manager application,

will consider this when rating the Manager and reserves the right to decline the application accordingly.

- J.** If more than one All-Star Team is to be formed in the same Division, the above process shall be followed.
- K.** Each All-Star Manager shall select coaches from the players selected to an All-Star team. An exception to this rule can be made by the All-Star committee.
- L.** An All-Star team will consist of one manager and a maximum of three (3) coaches. Once an All-Star team is formed, it must play as formed under the nominated Manager.
- M.** The selected All-Star Managers need to make a commitment for all practices and tournaments. If a full commitment cannot be made, the All-Star Manager should not run for the position.
- N.** In the event that no Division Manager applies for All-Star Manager, Assistant Coaches are eligible to apply.
- O.** Any Manager receiving a disciplinary letter from the Board during the season shall advise the All-Star Committee. Receiving two letters during the season shall make the manager ineligible for the All-Star Manager or Coach Position.

SECTION VIII

EQUIPMENT

- A.** The league will provide equipment for any teams requiring it during the regular and All-Star seasons.
- B.** The equipment can consist of any combination of:
 - a. An equipment bag
 - b. Complete catchers gear
 - c. Practice balls
 - d. Game balls
 - e. Batting Tee
 - f. Practice Net
 - g. First Aid Kit
- C.** A \$150 equipment deposit is required from each manager at the time equipment is issued. The deposit must be provided by check, made payable to Chino Hills Girls Softball, and postdated to the end of the season. All issued equipment and balls must be returned in good condition by the designated end-of-season return date to receive a full refund. If equipment is not returned or is returned damaged, the league reserves the right to deposit the check to cover replacement costs. Final determinations regarding equipment condition and refunds are at the discretion of the Board's Equipment Manager.