



Supplemental Amendment to League By-Laws

“Ground Rules”

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.

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 1 hour prior to game time.
- B. All player injuries must be reported to the division commissioner immediately. Incident report must be filled out and emailed to division commissioner and player agent within 24 hours.
- C. Managers are responsible for their coaches, parents, and spectator’s behavior. Abusive behavior towards any player, manager, coach, team parent, umpire, parent or spectator by any individual will not be tolerated and addressed as stipulated in the by-laws.
- D. Negative cheering by any player(s), parent, manager, team parent or spectator will not be tolerated and 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 prior to or in between practices or games,

or at CHGS or other league tournaments. **USA (ASA) SOFTBALL badges MUST be worn and visible at all times on the field of play or practice for all divisions.** Violation of this rule will result in 1 game suspension.

- F. All teams and spectators are responsible to pick up their trash after each game or practice.
- G. 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.
- H. 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.

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.**
- 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, 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 for each team must be an individual seated in the stands and not in the dugout or field of play. Each team must provide the name of each pitcher and the number of outs the pitcher completed in the game when reporting the score of the game. **Scores must be reported by manager, coach, or scorekeeper within 24 hours of the completion of the game. Failure to report scores within 24 hours will warrant a warning at the first offense. Second offense, offending manager will NOT be allowed to manage next game.**
- 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. **For Fall Seasons ONLY**, you may borrow players from the opposing team only, to reach your minimum of (8) players. Those players can only play outfield and will not hit. Those games will count as official games.
- 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 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. 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.
- O. Players are not allowed to wear jewelry or hard hair accessories of any kind with the exception of medical alert bracelets or necklaces. The medical alert bracelets or necklaces must be taped.
- P. 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.

- Q. 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.
- R. Courtesy runners are not allowed. 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.
- S. 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.
- T. The defensive team is allowed to have a bucket on the field close to the entrance of their dugout or closer (so that the catcher can visibly see the signals) as long as a coach is sitting on it. In the umpire's judgment, a DEAD BALL and a 1-base award to all runners from the time of the violation will be awarded if a ball hits, touches, or bounces off the bucket or coach; or causes the defensive player to pause, scramble which prevents the player from cleanly playing the ball, because of the field obstacle, be it the bucket or coach. The use of the bucket is a "privilege" that will be taken away if a manager or coach elects to verbally abuse (conduct themselves in an unsportsmanlike manner) the umpire(s) or any other member of the opposing team. Defensive teams are allowed no more than 1(one) coach on the field of play. All other coaches must remain inside of the dugout.
- U. There will be NO coaching from the stands. Any managers and coaches that are not in the coaching boxes while their team is at bat or on the bucket while their team is in the field must be in the dugout.
- V. Ten (10) players will play on defense, including four (4) outfielders unless voted on by managers at the draft. (10u, 12u and 14U ONLY)
- W. Music may be played during pregame warm ups and in between batters. (Walk up song ok).

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.
- 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.**
- 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. The catcher 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.
- H. On a hit ball, base runners are stopped when the ball **has broken the plane of the pitching circle**. If base runners have already passed the halfway line to the next base, they can advance to that base.
- I. The team taking the field will place all players in defensive positions: six (6) in the infield including the pitcher and catcher, and the remaining players in the outfield. Outfielders **must be standing 10 feet behind the baseline** at the beginning of each play.
- J. 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.**
- K. **For the first 3 games of every season each girl in the lineup hits regardless of outs. From the 4th game on, the inning ends after the defensive team has achieved three outs or every player on offense has batted.**

- L. A runner will be awarded one (1) base on an overthrow to first base.
- M. 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. N. No penalty for sliding.
- N. Infield Fly rule will not be in effect.
- O. When using the tee during an at-bat, the tee must be placed on (not in front of) the plate.
- P. During tournament play, the inning will end after 3 outs or 5 runs maximum per inning.
- Q. During tournament play, 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. Game can end in a tie unless it is a playoff or championship game where there must be a winner.
- B. Home team must report score within 24 hours of game ending.
- C. Teams are allowed to score no more than 5 runs per half inning.
- D. Lineup card must be completely filled out.
- 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 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 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.
- F. Illegal pitch penalties will be in effect from the start of both spring and fall seasons.
- G. A fake throw by the pitcher is considered a play on the runner.
- H. 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, coach pitcher inherits strike count. This rule applies to every inning played.
- I. **During coach pitch, 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 runner gets tagged or called out IN BETWEEN bases, she is indeed out if the umpire has not yet declared the play dead.**
- J. 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.
- K. Coach pitching will be in effect for the entire season including playoffs.
- L. The adult coach pitcher must pitch from the rubber.
- M. During a coach pitch, the opposing team’s catcher must remain in the catcher’s crouch.
- N. 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).

- O. 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 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.
- P. 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 last base achieved.
- Q. 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.
- R. Sliding will be allowed throughout the entire season.
- S. The Look Back rule 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.
- T. 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.
- U. Any initial play elsewhere in the field is LIVE if within the confines of the field of play. Any runner who is off a base past their allowable movement is subject to being tagged out. Any runner achieving safely a base past their allowable movement will be put back to the correct base when all play has ended. Umpire will not stop play until ball is back with the pitcher in the circle.
- V. Ten (10) players are used on defense, six (6) in the infield and four (4) in the outfield.
- W. Outfielders must remain 10 feet behind the baseline until the ball is pitched.
- X. There will be no infield fly rule or drop third strike rule throughout the season or playoffs.
- Y. Teams are allowed to score no more than 5 runs per half inning.
- Z. Bunting will be allowed throughout the entire season (except during coach pitcher).

AA. Two defensive coaches with current visible ASA badges allowed on the field. They must remain BEHIND the outfield

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. Game can end in a tie unless it is a playoff or championship game where there must be a winner.
- B. Home team must report score within 24 hours of game ending.
- C. Lineup card must be completely filled out.
- 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. 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 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.
 - i All outs recorded during coach pitch will be charged against pitcher of record.
 - ii 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.

- iii 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 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. Game 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. Home team must report score within 24 hours after game ending.
- F. Lineup card must be completely filled out.

- 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. 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 current visible ASA 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. Game can end in a tie unless is is a playoff or championship game where there must be a winner.
- B. Home team must report score within 24 hours after game ending.
- 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. Players within this division will be allowed to wear metal cleats.
- G. No coaching allowed on the field defensively with the exception of one coach allowed on the bucket near the dugout.
- H. All coaches must have current visible ASA badge.

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.

- 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 game. 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 playoff 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.
- J. Refer to division rules for pitching out limits for playoff and championship games.

V. DRAFTING

Order of draft will be established by a blind draw. Prior to the beginning of the draft, the selection process will start with number one (1) and continuing through to the number of the last team. The subsequent round will start with the number of the last team and end with one (1), and so on. For example, if there are ten (10) teams, the selection process for the first round will start with team one (1) through team ten (10), the second round will start with team ten (10) through team one (1), and so on. Note: There will be no consideration given to returning coaches.

- A. Trades will be allowed, if approved by majority vote of all managers within the division and with the approval of the Division Commissioner and Player Agent. Managers will be given the opportunity to trade players at the conclusion of the draft for a limited period of time.
- B. The board through the division commissioner and player agent, and at its discretion and prior to the beginning of a new spring or fall season, may allow a manager to pre-select **2 players** prior to the draft including the team manager's daughter (excluding 6U). A player recruit form (Freeze Form) must be filled out and signed before the draft. You do not need this form for your daughter. Failure to do this will result in that player being put into the draft.
- C. The draft procedure includes but is not limited to the following:
 - a. Manager's daughter will be drafted in the first round.
 - b. If manager has a second frozen player, that player will be the drafted in the second round.
 - c. If the manager freezes a player who has a sibling in same division, both players are frozen players regardless of talent level. One player would be drafted in the second round and the sibling would be drafted in the 5th round.
- F. 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.
 - a. Players may only advance one age division.
 - b. 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.
 - c. 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.
 - d. 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.

- e. If the league approves the player's petition request, the player must complete the entire season in the division they are petitioning into.
- f. Player's 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).

SELECT TEAM (Spring ONLY) & TBD Team (Fall ONLY)

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 division.
- C. All Select teams that are created must be approved by the board.

Selection of Manager and Players:

- D. The player agent and division commissioner will interview all interested managers and choose a team manager AFTER team has been created.
- E. 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 after the general assessments. If a player does not attend try-outs, she will not be eligible to participate on 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.
- F. Teams will be drafted after try outs by division commissioner and all managers only in said division.
 - a. Manager's daughter MUST earn a spot on the team on her own merit and drafted by 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.

League 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 uniforms, 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 team 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, team may only practice, play friendlies, hit, get together one day per week.
 - b. Any manager who is found in violation of this rule, will be subject to relinquishing managerial duties.
- G. Teams will be drafted after select try-outs date for spring and fall seasons.
 - a. Spring team will disband on or before the date dictated by the USA Softball Yellow Book (varies by year).
 - b. Fall team will disband on or before December 31st.

Player Eligibility:

- A. A player must play in 75% of the current season's league games/practices.
- B. A player may appeal the 75% minimum rule in cases of injury to 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 current season.

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.
- 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.

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 comprised 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, visor, 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. "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 Parent 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 comprised 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 need 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 interview committee. The interview 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.

VIII. EQUIPMENT

- A. The league will provide equipment to all teams during the regular and All-Star seasons.
- B. The equipment will consist of:
 - a. An equipment bag
 - b. Complete catchers gear
 - c. Practice balls
 - d. Game balls
- C. A \$200.00 equipment deposit must be provided by each manager in exchange for the equipment. The deposit needs to be provided in the form of two checks, one in the amount of \$150.00 and the other check in the amount of \$50.00. The \$50.00 check will cover the cost of the practice and game balls and will be deposited by the league. All of the equipment and balls must be returned in good condition at the end of the season in order to receive a full refund. The \$50.00 will be refunded only if the balls are returned by the manager.