

**CY-FAIR GIRLS ATHLETIC ASSOCIATION**  
**SOFTBALL RULES**  
TABLE OF CONTENTS

<b>Article</b>		<b>Page</b>
<u>1</u>	<b>PLAYERS</b> 1.1 <a href="#">General Eligibility</a> 1.2 <a href="#">Age Division</a> 1.3 <a href="#">Age Exceptions</a> 1.4 <a href="#">League Players</a> 1.5 <a href="#">Tournament Players</a> 1.6 <a href="#">Player Conduct</a>	3
<u>2</u>	<b>COACHES</b> 2.1 <a href="#">General Standards</a> 2.2 <a href="#">Selection</a> 2.3 <a href="#">Safety</a> 2.4 <a href="#">Concern for Other's Welfare</a> 2.5 <a href="#">Recruiting</a> 2.6 <a href="#">Competence</a>	5
<u>3</u>	<b>UMPIRES</b> 3.1 <a href="#">Eligibility</a> 3.2 <a href="#">Conduct</a> 3.3 <a href="#">Playing Rules</a>	6
<u>4</u>	<b>PARENTS AND FANS</b> 4.1 <a href="#">General</a> 4.2 <a href="#">Ejection</a>	7
<u>5</u>	<b>LEAGUE TEAM FORMATION</b> 5.1 <a href="#">General</a> 5.2 <a href="#">Blast Ball, T-Ball and Pixie</a> 5.3 <a href="#">Ponytail, Freshman, Sophomore and Junior/Senior</a>	8
<u>6</u>	<b>SCORE KEEPING AND STANDINGS</b> 6.1 <a href="#">General</a> 6.2 <a href="#">Official Scorekeeper and Score Sheets</a> 6.3 <a href="#">Score Board Operations</a> 6.4 <a href="#">Lineup Cards</a> 6.5 <a href="#">Playing Time</a> 6.6 <a href="#">Standings</a>	9
<u>7</u>	<b>HOUSEKEEPING</b> 7.1 <a href="#">General</a> 7.2 <a href="#">Bases</a> 7.3 <a href="#">Control Boxes for the Scoreboards</a> 7.4 <a href="#">Field Maintenance</a> 7.5 <a href="#">Press Boxes</a>	11

Article		Page
<u>8</u>	<b>FEES, SPONSORSHIPS AND FUNDRAISING</b>	12
	8.1 <a href="#">Fees</a>	
	8.2 <a href="#">Sponsorships</a>	
	8.3 <a href="#">Association Fund Raising</a>	
	8.4 <a href="#">Accounting of Funds Raised by League Teams</a>	
<u>9</u>	<b>TOURNAMENT TEAMS</b>	14
	9.1 <a href="#">Coaches</a>	
	9.2 <a href="#">Players and Teams</a>	
	9.3 <a href="#">Fees</a>	
	9.4 <a href="#">Sponsorships</a>	
	9.5 <a href="#">Bank Accounts</a>	
	9.6 <a href="#">Practices</a>	
	9.7 <a href="#">CFGAA Financial Assistance</a>	
	9.8 <a href="#">Fund Raising</a>	
	9.9 <a href="#">Accounting</a>	
	9.10 <a href="#">Uniforms</a>	
	9.11 <a href="#">Travel Rules</a>	
	9.12 <a href="#">Recruiting</a>	
	9.13 <a href="#">Program Teams</a>	
	9.14 <a href="#">Pick-up Players</a>	
	9.15 <a href="#">Tournament Hosting Requirements/Allocation</a>	
<u>10</u>	<b>GENERAL LEAGUE TEAM RULES</b>	19
	10.1 <a href="#">Team Size</a>	
	10.2 <a href="#">Rescheduling</a>	
	10.3 <a href="#">Game Time</a>	
	10.4 <a href="#">Protests</a>	
	10.5 <a href="#">Activity Limitations</a>	
	10.6 <a href="#">Safety</a>	
	10.7 <a href="#">Runs Ahead Rule</a>	
	10.8 <a href="#">Substitutions</a>	
	10.9 <a href="#">Suspension Due to Inclement Weather</a>	
	10.10 <a href="#">Coaches and Players Attire</a>	
<u>11</u>	<b>DIVISION PLAYING RULES</b>	22
	11.1 <a href="#">General</a>	
	11.2 <a href="#">T-Ball</a>	
	11.3 <a href="#">Pixie</a>	
	11.4 <a href="#">Pony</a>	
	11.5 <a href="#">Freshman</a>	
	11.6 <a href="#">Sophomore / Junior / Senior</a>	
<u>12</u>	<b>RULE COMPLIANCE</b>	27
	12.1 <a href="#">General</a>	
	12.2 <a href="#">Registration</a>	
	12.3 <a href="#">Tournament</a>	

# ARTICLE 1

## PLAYERS

### 1.1 GENERAL ELIGIBILITY

- (A) CFGAA adheres to ASA player guidelines. In the absence of a specific rule, the rules of the ASA Houston Metro, Greater Houston Youth Softball Association (GHYSA) and the ASA Rule Book for the current year apply.
- (B) Girls ages 5 through 18, as of December 31, are eligible to play league ball, subject to the exceptions noted below.
- (C) All ages are based on the player's age on December 31, i.e. the player's age on December 31 determines the age group she plays in.

### 1.2 AGE DIVISIONS

Age divisions are as follows:

Blast ball	(4U)	3 and 4
T-Ball	(6U)	5 and 6
Pixie	(8U)	7 and 8
Ponytail	(10U)	9 and 10
Freshman	(12U)	11 and 12
Sophomore	(14U)	13 and 14
Junior/Senior	(18U)	15 through 18

### 1.3 AGE EXCEPTIONS

- (A) Players may play up in age provided: (1) the parents fully understand the potential safety risks; (2) the parents agree to accept such safety risks; (3) the parents or guardians agree not to hold CFGAA liable for any such additional safety risks; and (4) must play for the entire playing season (Note: for the purposes of this rule CFGAA considers the Spring and All Star/Summer seasons to be the same playing season. If a player plays up in age for the Spring season, they are not allowed to drop down to a lower age group for All Star/Summer play within CFGAA.)
- (B) Players may not play down in age unless physically handicapped. The CFGAA Board will review such requests on a case-by-case basis.
- (C) All exceptions are to be reviewed by the Board.

### 1.4 LEAGUE PLAYERS

- (A) League players are players who are currently registered to play league ball only.
- (B) A player who is registered with a tournament team, Cy-Fair or any other association is a tournament player and must comply with the rules of Article 1.5 and Article 9.

- (C) During league season (games and practices), a league player may only be picked up by a tournament team two (2) times, provided such play does not conflict with league games and the player's parents agree. This provision allows for a total of two pick-ups per player per season, not two per team. Any additional participation on a tournament team will require CFGAA Board approval. A request should be made to the Division Commissioner.
- (D) Players may only play for one team and therefore should only be on one team's roster. Notwithstanding this requirement, guest playing for another team is permitted; provided: (1) it does not conflict with the player's regular team activities; (2) is only done in cases where the team requesting the guest player will suffer a forfeit in their absence; (3) the pickup player is from a younger age group; (4) the player must play in the outfield; (6) the player must bat at the end of the line up; and (7) there is a maximum of two games per season that one pick up player can participate on the same team. Commingling of players / rosters is prohibited.

#### 1.5 TOURNAMENT PLAYERS

- (A) For Freshman, Sophomore and Junior / Senior division, players currently registered with a tournament team are ineligible to play league ball, If a player typically plays tournament ball, but is not currently registered with a tournament team, that player may play league ball subject to review by the Division Commissioner and CFGAA Board. The CFGAA Board may apply appropriate restrictions or limitations, based on the ability of the player. The Board's decision should be based on the safety of the other players in the league and the overall fairness to the league and the player.
- (B) T-Ball and Pixie tournament players registered on a Cy-Fair tournament team and living in the Cy-Fair District, must play league ball in the Spring and Fall seasons. In such cases, league ball takes priority over tournament activities, which are limited pursuant to Article 10.5. League play in the Fall and Spring is optional for Ponytail tournament players.
- (C) Players may only play for one team and therefore should only be on one team's roster. Notwithstanding this requirement, guest playing for another tournament team is permitted, provided it does not conflict with the player's regular team activities and is only done in cases where the team requesting the guest player is short players for that particular game or tournament. Commingling of players / rosters is prohibited.
- (D) There is a maximum of three (3) T-Ball, Pixie, and Ponytail tournament/all-star players allowed on anyone league team. The Vice President of Softball and the Division Commissioner will monitor and enforce this rule. In the event that more than three (3) T-Ball Pixie, or Ponytail players are selected for an All Star team, those players will be allowed to return to their League team the following season without violation of this rule; however no additional All Star or Tournament players may be added to that team.

#### 1.6 PLAYER CONDUCT

- (A) Players must show respect to coaches, umpires, other officials and to other players.
- (B) Players must follow the rules and instructions given by coaches and other officials.
- (C) The use of tobacco, illegal drugs or profanity is prohibited.

- (D) Players must realize that there are different ability levels among players and will treat each player with dignity and work together with all players as a team.

## **ARTICLE 2**

### **COACHES**

#### **2.1 GENERAL STANDARDS**

- (A) The conduct of a coach is expected to be professional at all times, on and off the field. CFGAA coaches are representatives for CFGAA and a role model to their players. Private activities perceived as immoral or illegal can influence the coaching environment; as such off the field behavior is relevant to coaching on the field. Being a positive role model is essential.
- (B) Coaches are responsible for the conduct of the team's parents and fans. If there is an abusive spectator, coaches must attempt to solve the problem. The game may be forfeited if the situation is not brought under control.
- (C) The use of tobacco products on the fields, practice fields, or dugouts is prohibited. Coaches are not permitted to leave the field or dugout during a game to use tobacco products.
- (D) The use of illegal drugs and misuse of legal drugs is prohibited.
- (E) The use of alcohol at the park, during games, or practices is prohibited.
- (F) Profanity is prohibited.
- (G) If a coach is ejected from a game, he or she must leave the field or complex immediately and the incident will be reviewed by the CFGAA Board for possible disciplinary action.
- (H) All head coaches must be willing to submit to a CFGAA Board approved back ground check. This could include but not be limited to an ACE certification program through ASA.

#### **2.2 SELECTION**

- (A) Coaches will be selected by the Division Commissioners based on the number of open positions and persons asking to coach.
- (B) Preference will be given to returning head coach or if not returning, then to the returning assistant coach.
- (C) Input from parents and players will be considered.

#### **2.3 SAFETY**

- (A) Coaches must provide a safe practicing and playing environment for their players.

- (B) No warm-ups in the runways of the complex, along side the concession stand or in front of the rest rooms. Warm-ups should be conducted outside the fences or on the outfields of vacant fields.
- (C) Wearing batting helmets is required in the batting cages at all times.

#### 2.4 CONCERN FOR OTHER'S WELFARE

- (A) Coaches must realize there are different ability levels among their players and must always strive to treat each player as a unique individual and capable of improving. Realistic skill development of players takes precedent over a coach's own personal goals.
- (B) Coaches will treat all players fairly and honestly, respecting the rights of others to hold values, attitudes and opinions that differ from their own. The dignity of the players must be upheld at all times.
- (C) Coaches shall not engage in discrimination based on age, gender, race ethnicity, national origin, religion, sexual orientation, disability, language, socioeconomic status, or any basis prescribed by law.
- (D) Coaches shall not engage in sexual harassment or any behavior that is harassing or demeaning to persons with whom they interact in connection with CFGAA activities.
- (E) Coaches shall respect the dignity and worth of all participants.

#### 2.5 RECRUITING

- (A) League coaches shall not recruit players assigned to other teams, players who have played on other teams, players outside their school geographic area or players within their geographic area if several teams are being formed from the same geographic area.
- (B) The CFGAA Board is responsible for the formation of league teams, not the coaches.

#### 2.6 COMPETENCE

- (A) Coaches are expected to have and develop a working competence of coaching and the rules. ASA Rule books (Official Rules of Softball) are handed out in the Spring and CFGAA League rules are posted on the Association website ([www.cfgaa.org](http://www.cfgaa.org)). Major rule changes are reviewed in a coaches' meeting held by each Division Commissioner at the beginning of the Spring and Fall seasons. All league coaches or a representative from each team are required to attend this meeting.
- (B) The umpires are not expected to instruct coaches on the rules. If you are unaware of a rule or its interpretation, ask the umpire before or after the game.
- (C) CFGAA has a spring coaches clinic which must be attended by all coaches. Assistant coaches and interested parents are encouraged to attend.

### **ARTICLE 3**

#### UMPIRES

##### 3.1 ELIGIBILITY

- (A) Umpires must be ASA certified for league and ASA sanctioned tournament play.

- (B) Umpires must be at least 15 years old or a freshman in high school. Exceptions will be reviewed and granted as appropriate by the Vice President of Umpires.

### 3.2 CONDUCT

- (A) The conduct of an umpire is expected to be professional at all times, on and off the field. Umpires are representatives of CFGAA and a role model to players. Private activities perceived as immoral or illegal can influence the umpiring environment; as such, off the field behavior is relevant to umpiring on the field. Being a positive role model is essential.
- (B) The use of tobacco products on the fields, umpires room or dugouts is prohibited.
- (C) The use of alcohol during games or at the park is prohibited.
- (D) Profanity is prohibited.

### 3.3 PLAYING RULES

- (A) The current year's edition of the ASA Playing Rules (Official Rules of Softball) shall apply, unless modified by Article 11 herein.

## **ARTICLE 4**

### PARENTS AND FANS

#### 4.1 GENERAL

- (A) The conduct of parents and fans is expected to be courteous and understanding towards the officials, coaches, players and opposing fans at all times. Players look up to their parents and fans; as such, please be a positive role model for the players.
- (B) If the conduct of parents or fans is abusive, the coach will be asked to correct the behavior. If the behavior is not corrected, the parent or fan will be asked to leave the complex by the home plate umpire or a CFGAA Board member. Failure to leave the park may result in a forfeit.
- (C) The use of tobacco products on the fields, practice fields, or dugouts is prohibited.
- (D) The use of illegal drugs and misuse of legal drugs is prohibited.
- (E) The use of alcohol at the park, during games or practices is prohibited.
- (F) Profanity is prohibited.

#### 4.2 EJECTION

- (A) If a parent or fan is ejected from a game, he or she must leave the complex immediately and the incident will be reviewed by the CFGAA Board for possible disciplinary action.

## ARTICLE 5

### LEAGUE TEAM FORMATION

#### 5.1 GENERAL

- (A) It is the responsibility of the CFGAA board to form teams and establish rules for team formation. The Commissioner for each age group will administer team formation for his or her respective Division.
- (B) Recruiting players is limited to filling out a specific school area team where there was not a full roster assigned by the Commissioner (full roster is 12 -13 players).

#### 5.2 BLAST BALL, T-BALL, AND PIXIE

- (A) Commissioners will assemble teams based on resuming players, with first priority given to the previous spring roster and second priority given to the previous fall roster. The third priority will be based on geographic area, i.e. by elementary school. To maintain returning player status, the player must register in person or online by the date of the last in person registration.
- (B) Special circumstances will be treated on a case-by-case basis as an exception. Commissioner will ensure competitive balance within the division

#### 5.3 PONYTAIL/FRESHMAN/ SOPHOMORE, AND JUNIOR / SENIOR

- (A) Players in the first age year of each Division (Freshman - (11-12) year olds, Sophomore - (13-14) year olds, and Junior / Senior (15-18) year olds) must enter the draft and attend tryouts.
- (B) Players in the later age year(s) of each Division (Freshman - (11-12) year olds, Sophomore - (13-14) year olds, and Junior / Senior (15-18) year olds) may either enter the draft or stay on the team they played on in the last spring year.
- (C) The draft will take place separately for each Division, coordinated by the Commissioner.
- (D) Only the children of the Head Coach are reserved for the Head Coach's team and are therefore exempt from the draft, regardless of age. NOTE: This does not apply to children of Assistant Coaches.
- (E) Drafting rules are as follows:
  - i. List all returning players to each team based on the older age players and the Head Coaches' children. To maintain returning player status, the player must register in person or online by the date of the last in person registration.
  - ii. Calculate thirty percent (30) of the team having the most returning players. Round up if the calculation is .5 or greater, round down if less than .5.
  - iii. Draw a line beneath the player that represents 30 and extend across to all other teams. Vacant spaces above this line represents the free draft, i.e. to be filled in first.



- iv. Fill all teams to the 30 line The team with the fewest resuming players will draft first, If there is more than one team with the same amount of resuming players, the first draft will be determined by a coin flip.
- v. When the 30 rule has been satisfied, all participating teams will receive one draft pick. The first pick will be made by the team with the fewest players. If teams have the same number of players, first choice will be determined by a coin flip and proceed as illustrated below. After this round of the draft, proceed with the open draft. First pick will be made by the team with the fewest players. If teams have the same number of fewest players, first choice will be determined by a flip of a coin and the draft will proceed as illustrated below. The open draft will continue with alternating rounds proceeding in reverse order, as illustrated below, until all teams are equal and all players have been drafted

(F) Drafting Illustration

Player	Team#1	Team#2	Team#3	Team#4	Team#5
1	R	R	R	R	1
2	R	R	R	3	2
3	R	R	R	5	4
4	R	R	R	10	9
5	R	R	6	11	12
6	R	7	15	14	13
7	R	16	17	18	19
8	R	23	22	21	20
9	8	24	25	26	27
10	32	31	30	29	28
11	33	34	35	36	37
12	42	41	40	39	38
13	43	44	45	46	47

R = Returning player

0 = Draft order after 30% has been filled

Numbers represent order of picks

- (G) The rules described in 5.3 do not apply to fall softball In the fall, teams will be assembled by the Commissioner, based on the previous spring rosters. Non-returning players or players whose spring team is not playing, will be assigned to teams by the Commissioner based on geographic proximity to an existing team, i. e. Junior High area.

## ARTICLE 6

### SCORE KEEPING AND STANDINGS

6.1 GENERAL

- (A) The home team is the official scorekeeper and responsible for complying with the scorekeeper rules in Article 6.2 herein.
- (B) The visiting team is responsible for running the score-board and responsible for complying with the rules in Article 6.3.

- (C) Both the official scorekeeper and person operating the score-board are officials of the game and cannot advise either team of any rule violations and must sit in the press box (Fields 1-6) or in the stands behind home plate (Fields 7-8).

## 6.2 OFFICIAL SCOREKEEPER AND SCORE SHEETS

- (A) An adult or teenager with scoring experience should maintain the official score (home team responsibility).
- (B) Score sheets are provided to the Coaches at the beginning of the season and they are responsible for bringing one to the ball-park.
- (C) At the end of the game the score sheet is to be signed by both coaches. The umpire and official scorekeeper are to sign the score sheet only in the event of a protest. The final score, the name of the winning team and the Division should be shown at the top of the score sheet. Failure to identify this information on the score sheet may result in the game being counted as a double forfeit.
- (D) The coach of the winning team is responsible for putting the score sheet in the mailbox located at the main gate to the park within twenty-four (24) hours after the game. The score should also be phoned in to the CFGAA voice mailbox for scores (281-255-3636). Failure to do so may result in the game being counted as a double forfeit.

## 6.3 SCOREBOARD OPERATIONS

- (A) Persons must be at least 13 years old to operate the scoreboard. No persons under age 13, except youth umpires are allowed in the press boxes.
- (B) The visiting team is responsible for operating the scoreboard and should comply with the rules of operation in Article 7.3.

## 6.4 LINEUP CARDS

- (A) Each coach is responsible for completing a lineup card before game time.
- (B) Coaches must have the lineup card to the umpire, the official scorekeeper and the opposing team's coach at least ten (10) minutes before game time. Game must start on time.
- (C) Every player in attendance must be listed on the lineup card and will bat accordingly, regardless of field position. If a player arrives after the game has begun, that player will be placed at the bottom of the lineup card regardless of how many times the team has been to bat.
- (D) Players' numbers and last names must be shown on the lineup card.

## 6.5 PLAYING TIME

- (A) For league play, coaches are encouraged to rotate players to maximize playing time for all players. A player must be allowed to play defense for two full innings in a game (the innings need not be

consecutive). Any infraction should be directed to the appropriate Division Commissioner for referral to the CFGAA Board.

- (B) If a player in league play is being held out for disciplinary action, the coach must report this to the player, opposing coach, the plate umpire and the player's parents, if they are in attendance.

## 6.6 STANDINGS

- (A) Two (2) points are awarded for a win and one (1) point is awarded for a tie. Zero (0) points are awarded for a loss.
- (B) If two or more teams are tied for a position in the standings, the tie breaking mechanism is as follows:
  - i. Head to head competition  
"Head to head competition" is defined as two or more teams are tied for a position in the standings at the end of the season, yet if one team defeats the other team(s), that team will win the division. If two or more teams tie and split in head meetings, then teams remain tied.
  - ii. If still tied, the teams will remain tied.
- (C) If the score is tied at the end of the game (time or innings as determined by the rules of the particular Division) the game will end with a tie.

## **ARTICLE 7** HOUSEKEEPING

### 7.1 GENERAL

- (A) Each team must clean out its dugout and stands after their game
- (B) Please place all trash in trashcans. Coaches need to emphasize this rule to their parents and fans in the stands.
- (C) No glass bottles are allowed in the park.
- (D) All tools (rakes, shovels, brooms, etc.) are stored in Press Box. After use please return the tools to Press box.
- (E) All pitching machines, extension cords, pitching balls are stored in Press Box. After use, please return all such items to Press Box.
- (F) All chalk, chalking machines, measuring tapes, and other line marking materials are stored in Press Box. After use, please return all such items to Press Box.

### 7.2 BASES

- (A) The home team of the first game scheduled is responsible for placing the bases on the field prior to the start of the game. Bases are stored in Press Box #3 (Fields 1-4) and in Press Box #6 (Fields 5-8).

- (B) The home team of the last game scheduled is responsible to pick up the bases and return them to Press Box #3 (Fields 1-4) or put them in the dugouts of the individual field. On Fields 5-8, bases should be returned to Press Box #6 or put them in the dugouts of the individual field.
- (C) Coaches are responsible for verifying that the bases and pitching plate are set at the correct distances for their game.

### 7.3 CONTROL BOXES FOR THE SCOREBOARDS

- (A) All drinks and food should be kept away from the control box.
- (B) The visiting team is responsible for operating the scoreboards.
- (C) For fields #5, #6, #7 and #8, the visiting team for the first game scheduled should get the control box out of Press Box #2 (Umpires Room) from the concession stand set the control box in place at the scorers box behind home plate. At the end of the game the scoreboard should be blanked out by clicking the controls until no lights appear on the scoreboard.
- (D) The last team scheduled for a particular day on fields #5, #6, #7, and #8 should blank out the scoreboard, unplug the control box, and return it to the Press Box #2 on the shelf. For Fields #1 through #4, the control boxes should not be unplugged.

### 7.4 FIELD MAINTENANCE

- (A) The CFGAA will call for a work night from time-to-time for field work. Each team is expected to do its part. Failure to participate may result in a loss of coaching privileges and forfeiture of games.
- (B) No infield practice will be allowed prior to games. Practice is allowed in the outfield.

### 7.5 PRESS BOXES

- (A) Except for youth umpires, persons must be 15 years old or a Freshman in high school to be in the press boxes.
- (B) After the last game of the day, the score board should be cleared, the metal shutter lowered and the control box placed on a chair away from the shutter (to keep windblown rain away from the control box).
- (C) All trash should be picked up and placed in the trashcan in the press box or the trashcans outside the press box.

## ARTICLE 8

### FEES, SPONSORSHIPS AND FUND RAISING

#### 8.1 FEES

- (A) Registration fees are established by the CFGAA Board and should cover the majority of operating costs of running the softball programs. Fees are to be approved before each season.

- (B) Reduced fees or exceptions (Hardships) are to be based on financial need following guidelines established by CFGAA Board. Parents receiving a reduced fee or exemption may be required to attest to their financial need.

## 8.2 SPONSORSHIPS

- (A) It is very important that each team secure one sponsor. The only way the Association can keep registration fees down and make improvements is through the sponsorship and fundraiser programs.
- (B) CFGAA offers a series of sponsor packages that can fit almost any budget. The higher the dollar amount, the more exposure the sponsor will receive. All CFGAA sponsorships (except the Brass Bat) include a photo plaque and company banner/logo on the official CFGAA website for the period of one year (February to February). Each team may have only one sponsor; however, a sponsor may donate to more than one team. Each sponsor will receive one picture plaque per team sponsored, and only one sponsor name will be allowed on a CFGAA team uniform.
- (C) League sponsorship packages and monetary amounts are subject to change. Both the sponsorship amount and the benefits provided are determined solely by the CFGAA Board of Directors.
  - i. Official CFGAA sponsorships include:
    - a. Individual Team Name Sponsor (Spring Only)
    - b. \$150 Brass Bat – Includes team plaque and sponsor name on the back of one team’s jerseys
  - ii. League Sponsor
    - a. \$150 Bronze Backstop - Includes league plaque and banner ad on the CFGAA website
    - b. \$300 Silver Slugger – Includes league plaque, banner ad on the CFGAA website and one outfield fence banner for duration of one year (February to February)
    - c. \$600 Gold Glove\* – Includes league plaque, banner ad on the CFGAA website and two outfield fence banners for one year (February to February)
- \* *Sponsorship allows for the purchase of additional banners (up to 8 total) at \$250 each.*
- (D) In the case of an individual team sponsorship, the Association will receive the first \$100 raised, and the next \$50 will go to the team. Any additional amounts received will be equally split between the team and the Association. For tournament teams, the rules in Article 9.4 shall apply.
- (E) Sponsorships including outfield banners displayed on the fences at Dyess Park have a separate fee schedule and are not subject to the sponsorship allocation methodology in Article 8.2 C.

## 8.3 ASSOCIATION FUND RAISING

- (A) All league teams are required to participate in the Association's fundraisers or purchase the \$50 buyout. Failure to participate may result in forfeiture of player's rights to participate in CFGAA activities. The CFGAA Board may impose reasonable rules and penalties concerning fundraising.

- (B) The CFGAA Board shall establish the number of fundraisers in a given year and the appropriate details, including rules, prizes for sales, awards, work hours, etc.

#### 8.4 ACCOUNTING OF FUNDS RAISED BY LEAGUE TEAMS

- (A) All monies raised by teams through sponsorships, or other team fundraising activities must be deposited with the CFGAA Treasurer.
- (B) Funds will be allocated between the Association and the team, consistent with Article 8.2 above.
- (C) During the league season, the manager of a team may submit receipts for team expenditures to the CFGAA Treasurer for reimbursement up to the amount of funds in that team's sponsorship account. Requests for reimbursement should be made monthly, with an additional final request, before June 30 in the Spring and November 30 in the Fall to close out the current season. Any funds remaining in the team's sponsorship account after June 30 or November 30 will be returned to CFGAA's general account, unless a request for extension is received by the Treasurer by June 30 or November 30 of the current season. Any request should contain the reasons for the extension. The Board will act on the request by July 15 or December 15 of the current season. In the event an extension is denied, the manager will have until July 31 or December 31 to request reimbursement for any remaining expenses before the balance of the account is turned over to CFGAA.
- (D) Reimbursement Guidelines:
  - i. Uniform items such as pants, shorts, visors, caps, bags, etc., will be reimbursed in full and will remain the property of the team or the players.
  - ii. Items such as material for banners, small awards, etc., will be reimbursed in full and will remain the property of the team or the players.
  - iii. Training tools such as video tapes, batting tees, or material to build training aids and equipment will be reimbursed at the end of the season. If the team plans to stay together, the training tools and equipment will remain with the team. If the team disbands, the training tools and equipment must be turned over to the Association. These items then become the property of CFGAA.
  - iv. Reimbursement will be made in full for reasonable expenses for food and drink for a team party.
  - v. Sponsorship funds should be spent on items for the benefit of the players. Although the efforts and contributions of the adults are greatly appreciated, the sponsorship funds received back from the Association should not be used to buy gifts for the coaches, team mom, etc.

## **ARTICLE 9**

### TOURNAMENT TEAMS

#### 9.1 COACHES

- (A) Letters requesting to coach tournament teams must be submitted to the CFGAA Board before the July Board Meeting. The Board will make its selections in the August Board meeting. Coaches are approved for one (1) year for the period September 1 through August 31. Letters requesting to coach a team for the spring and summer only will be considered by the Board on an exception basis in December or January.

- (B) Applicants for coaching must have a minimum of one (1) year CFGAA coaching experience, and comply with the rules in Article 2.
- (C) Approved coaches must comply with the CFGAA Softball Rules as written and intended. Circumvention of a rule is a violation of a rule.
- (D) Coaches shall strive to maintain high standards of excellence in their work. In this regard coaches are strongly encouraged to attend a coaches' clinic annually and an umpires' clinic every two years.
- (E) All coaches on the staff must have an ACE certification with a cleared background check.

## 9.2 PLAYERS AND TEAMS

- (A) Any child may register and play on a CFGAA tournament team in the appropriate age group. However, CFGAA strongly encourages teams to consist predominately of Cy-Fair girls (living in the District, going to school in the District, or having played league softball in CFGAA).
- (B) Teams consisting of coaches, parents and players who have participated in CFGAA activities will be preferred over applicant teams having a significant majority of players, parents, coaches from outside areas and associations.
- (C) Pre-existing teams from other Associations will be considered on a case- by-case basis, consistent with the rules in this Article. If accepted, the team and the head coach will be placed on a one year probation period.
- (D) It is the Association's preference to have one tournament team for each age (8, 9, 10, 11, 12, 13, 14, 15, 16, 17 and 18), unless there is an abundance of talent to justify otherwise. Typically this will be an A and a B team for each age division.
- (E) All tournament teams will be registered by the Association as an ASA team and are strongly encouraged to compete in ASA championship play.

## 9.3 FEES

- (A) Registration fees, currently \$100, cover the entire calendar year. Registration forms, fees and team rosters are due to the Tournament Team Commissioner by October 1 in the Fall and February 1 in the Spring.

## 9.4 SPONSORSHIPS

- (A) The first \$500 raised in a calendar year is for the Association, and all amounts in excess of \$500 are retained by the team. Alternatively, the team may retain all sponsorship funds raised and remit an annual fee of \$500 to the Association. The \$500 fee is due by April 1 of each year.

## 9.5 BANK ACCOUNTS

- (A) Tournament teams may open accounts in the name of "CFGAA - Competitive Team Name". The CFGAA Board will pass a resolution authorizing the opening of an account. The tax ID is 76-0393214. As soon as an account is opened, the bank name, account number, address, etc., must be furnished to the

Treasurer. Teams should spend monies raised by the players for the teams' needs during the season (September through August). Surplus funds should be kept to a minimum.

- (B) Bank statements, canceled checks and other bank records must be maintained in good order and submitted to CFGAA Tournament Team Commissioner, along with other records in accordance with this Article.

#### 9.6 PRACTICES

- (A) Teams may practice as often as they like. Practices are to be scheduled with the VP- Scheduling. Practice time and availability are subordinate to league play.
- (B) Players who are on a 10 and under tournament teams may play league ball in the Spring and/or Fall seasons. League ball and practices must take priority over tournament ball.

#### 9.7 CFGAA FINANCIAL ASSISTANCE

- (A) Standard equipment available to the league teams is also available to the tournament teams. Equipment needs of league teams will take precedence over tournament team needs. Tournament teams requesting CFGAA equipment will be subject to the same deposit and return requirements as league teams
- (B) Tournament teams are allowed to request field space for a fund raising tournament based on field availability, with priority given to league play. Such requests should be in writing and submitted to the Board. For Fall tournaments, requests should be submitted no later than the September Board meeting. For Spring/Summer tournaments, requests should be submitted no later than the January Board meeting. The Board will set tournament dates balancing league needs, team practices and not over scheduling tournaments such that they compete with each other. A fair allocation of slots will be given to all tournament teams requesting tournaments with consideration to teams that have successfully run the same tournament year after year. If there are requests in excess of the slots scheduled by the Board, then selection will be by a lottery. The team requesting a tournament must operate the tournament and use the funds for the players on their team. All tournaments must be ASA sanctioned. For such a tournament, the tournament team will be required to remit to CFGAA ten percent (10) of the profits, up to a maximum of \$1000. Teams will provide an accurate financial accounting of the tournament, in CFGAA standardized format, along with remittance of funds. Accounting and funds are due within thirty (30) days after the tournament.

#### 9.8 FUND RAISING

- (A) Teams are free to raise money through tournaments, car washes, bake sales, donations, etc. All funds must be accounted for consistent with Article 9.9.

#### 9.9 ACCOUNTING

- (A) An accounting of all revenues and disbursements must be prepared and submitted to the CFGAA Tournament Commissioner for delivery to Treasurer no later than the scheduled CFGAA monthly Board meetings in January, May and September. Such submission should be in CFGAA standardized format and will also include copies of quarterly bank statements, checks and deposits, receipts and disbursements.



- (B) All monies raised shall be spent on legitimate team expenses, which include equipment, tournament fees, travel and lodging expenses. Funds shall not be commingled with other teams or accounts. In the event a tournament team no longer continues, i.e. the core girls (5 players from the previous season's Metro roster) are no longer with that team, all monies left in the team's account must be forwarded to CFGAA. The CFGAA Board will decide a reasonable basis of disbursement of such funds to former players.
- (C) All tournament team books and financial records are subject to audit by the Association.

#### 9.10 UNIFORMS

- (A) Tournament teams are responsible to design and purchase their own uniforms. Designs and names must be in good taste and "Cy-Fair" or "CF" must appear on the uniform. Team names must be referred to as "Cy-Fair (team name)".

#### 9.11 TRAVEL RULES

- (A) Coaches and parents are responsible for their players well being and behavior when traveling.
- (B) Coaches and parents should implement rules and procedures to ensure:
  - i. Curfews are enforced;
  - ii. Players whereabouts are known at all times;
  - iii. Hotel and field information, including phone numbers, are provided in advance to players and their parents;
  - iv. No tobacco, illegal drugs, firearms or alcohol are allowed;
  - v. No dating is permitted; and
  - vi. Players should be roomed with their parent(s) or as assigned by the coach.

#### 9.12 RECRUITING

- (A) CFGAA coaches are expected to comply with Houston Metro and national ASA standards.
- (B) Recruiting players from another CFGAA tournament team is prohibited all year-round.
- (C) Any team found in violation of any part of 9.12 will be subject to a review by the CFGAA Executive Board and disciplinary action up to and including revocation and disbandment of team.

#### 9.13 PROGRAM TEAMS

- (A) Based on the current environment of the showcase/tournament team programs it may become desirable to form groups of teams connected at various age groups. The purpose is to promote consistency throughout the organization and foster opportunities for players to be showcased.
- (B) In order to be submitted to the Board of Directors for consideration as a program organization there must at least 3 teams. The head of the organization will be approved by the Board of Directors and they are responsible for the actions of their teams and players.
- (C) ALL of the rules stated in Article 9 apply to program teams/organizations and each team is ultimately accountable to the CFGAA Board of Directors. But we will allow more influence over the selection of

coaches within the program organization so as to promote consistency as the head of the organization intends.

#### 9.14 PICK UP PLAYERS

- (A) Our first choice is that we utilize the players within our association if the need comes up for a pick up player. If picking up a player from another tournament team or from league teams please follow this procedure:
- i. Contact the coach of the pick-up player to ask if the player is available. The coach will contact the parents of the player to confirm the availability and connect with team needing a player.
  - ii. Picking up should never conflict with the schedule of the team that the player is currently on. League or tournament team.
- (B) Our second option is that we may need to pick up a player from outside of our association. Please follow the following procedure:
- i. If the player is currently on another team's roster, contact the coach to ask permission to pick up their player for the given tournament.
  - ii. The pick-up player should fill out the CFGAA tournament team registration form and pay \$25 to CFGAA. Notification should be provided to the Tournament team commissioner prior to any activities to ensure the player is added and covered under our CFGAA insurance policy.
  - iii. If the same player is picked up a second time an additional \$25 should be paid to CFGAA. Any further play on the team results in the need for an additional \$50 and she is now on the team's roster and is now considered a tournament player within CFGAA.
- (C) Under no circumstances should you pick up a player during a tournament that started the tournament playing for a different team. Only exception to this rule would be in a "showcase" environment when playing for a different teams allows the player to be in a better showcase opportunity.

#### 9.15 TOURNAMENT HOSTING REQUIREMENTS/ALLOCATION

- (A) Team can request a tournament after one season (Sept-Aug) of participation in good standings with CFGAA

#### 9.16

- (A) BOD will approve tournament hosting requests with priority given to teams that are traveling representing CFGAA, legacy tournaments and confidence in ability to host a tournament.
- (B) Historical support of playing in CFGAA hosted events and work support of CFGAA hosted events will also factor in the approval of hosting privileges.
- (C) Newly formed or inexperienced teams will be given opportunity to host in partnership with Association tournaments (ASA, TCS & PGF) before given total responsibility for a tournament.
- (D) Tournament host is expected to execute the following in preparation for a tournament:
- i. Submit to Tournament team commission the Harris County Tournament request at least 3 weeks prior to tournament.
  - ii. Ensure proper sanction of the event. In particular ASA sanctioning.
  - iii. Meet with Concession contractor at least 48 hours prior to tournament start to ensure proper working knowledge of equipment and inventory status/accounting.
  - iv. Communicate with Dyess County personnel timing for start/finish & number of teams.

- v. Work with VP of fields and facility to ensure proper knowledge of equipment and field status.
  - vi. Inventory with VP of fields the following; Gas, chalk, paint and field dry
  - vii. Prepare field prior to start of tournament, including foul lines, water, dragging and chalking the fields.
  - viii. At check in ensure and see proof that all teams have valid ASA team registration.
- (E) Tournament host is expected to execute the following during a tournament:
- i. Represent CFGAA professionally and ensure a customer friendly event
  - ii. Maintain in great condition the field of play the entire tournament
  - iii. Ensure only qualified and trained people are allowed to utilize the CFGAA equipment
  - iv. Maintain a customer friendly menu for the concession stand at all times while tournament is operating
  - v. Maintain the park daily to ensure a clean facility during the tournament
- (F) Tournament host is expected to execute the following after a tournament:
- i. Ensure all fields are turned with drag at end of play
  - ii. Trash from the entire facility must be picked up including parking lot, warm up areas, playing fields and stands
  - iii. Press boxes are cleaned and returned in good working order
  - iv. Ensure all equipment is washed and cleaned prior to returning to original location
  - v. Inventory and confirm with VP of fields inventory of gas, chalk, paint & field dry
  - vi. Clean and return in good working order all concession stand equipment and building
  - vii. Inventory and validate with concession contractor ending inventory of all items
- (G) If inventory is used from CFGAA concession inventory, proper accounting and payment should be completed within 10 business days of the completion of the tournament. Tournament recap must be given to Treasurer, Concession contractor and Tournament Team commissioner.
- (H) Failure to follow the tournament hosting guidelines will result in loss of future hosting opportunities.

## **ARTICLE 10**

### **GENERAL LEAGUE TEAM RULES**

REVISED Aug 10<sup>th</sup>, 2017

#### 10.1 TEAM SIZE

All teams must play if they can field the minimum players as noted in Article 11.

#### 10.2 RESCHEDULING

- (A) Rain outs will be rescheduled and coordinated by the Division Commissioner and Vice-President of Scheduling.
- (B) Reschedules will also be accommodated for a school function, provided that this results in less than the minimum number of players required being available for the game (see Article 11 – Division Playing Rules). If this situation does occur, at least forty-eight (48) hours prior notice must be given to the appropriate Division Commissioner who will immediately notify the Vice-President of Scheduling. This notice is essential for proper

notification to umpires, the other team, and field maintenance personnel. The earlier the notice is given the better chance for all affected parties to be notified correctly. Failure to give proper notice may result in a forfeit by the offending team. The team requesting the reschedule will supply the following information in writing to the Division Commissioner: name of the player(s) missing, the school function for which they will be missing and number of remaining players available.

### 10.3 GAME TIME

- (A) All teams must show up to play at their designated game starting time. The Board member on duty on that particular evening will have the final decision, up to game time of the first game, as to whether or not the fields are in playable condition. At game time, it will be the decision of the plate umpire. Depending on weather and field conditions, it is possible that the second game of the evening may be played even though the first game is suspended. CFGAA officials will coordinate with the umpires in making this determination.
- (B) The plate umpire will declare the game a forfeit if a team is not ready to take the field within fifteen (15) minutes after the scheduled game time. If a forfeit is declared, the field will be available for practice for those members of the team(s) present, until twenty (20) minutes before the time of the next scheduled game.

### 10.4 PROTESTS

Protests will follow ASA rules, except that a \$25 cash protest fee must be posted. The protest fee will be forfeited if the protest is lost, but will be returned in the event that the protest is upheld. The written protest must be submitted to a CFGAA Board member within twenty-four (24) hours of the game. Protests will be reviewed by the Vice President of Softball in coordination with the Vice President of Officials, who will give their recommendations to the CFGAA Board for its decision.

### 10.5 ACTIVITY LIMITATIONS

- (A) Only three (3) activities per week within the CFGAA are allowed during the school year, for league teams.
- (B) For tournament players who are also playing on a league team only one additional activity per week is permitted, excluding tournaments.

### 10.6 SAFETY

- (A) Safety of the players is the top priority. ASA rules regarding player safety, including equipment must be observed.
- (B) All players must wear a batting helmet with face mask when batting, including batting in the batting cages, except for soft toss. Helmets must also be worn by runners on the bases.
- (C) All catchers should wear full gear, including helmet with face mask, throat protector, chest protector, and shin guards
- (D) No jewelry shall be worn by any player practicing or playing in a game. Medical alert bracelets or necklaces may be worn provided they are taped to the body. It is strongly recommended that pierced ear studs, including those in newly pierced ears, not be worn during a game. Ear studs in newly pierced ears may be allowed provided that they are padded with cotton or other material and taped (tape alone will not be sufficient). The plate umpire shall have the final decision on whether to allow the ear studs or any other item considered to be jewelry. Safety of the players is the primary concern.

## 10.7 RUNS AHEAD RULE

A “runs ahead rule” will be in effect for all divisions. A game will be called if one team is leading by fifteen (15) runs after three (3) innings or by ten (10) runs after five (5) innings. The team leading will be declared the winner.

**\*\*NOTE\*\*** After winner is officially declared through the “runs ahead” rule, the game will then be played out to the time limit.

## 10.8 SUBSTITUTIONS

- (A) There is no substitute for a base runner. If a base runner is injured during a play, a substitution may be made; however, both coaches must agree on whether or not the injured player may re-enter the game after being substituted for. The health and welfare of the player should be foremost in the decision. The substitute runner must be the last player to have completed their “at bat” who is not currently on base.
- (B) Subject to 10.8 (A), there is unlimited substitution, including pitchers.

## 10.9 SUSPENSION DUE TO INCLEMENT WEATHER

- (A) Once a game has started it will be the umpires’ / UIC’s judgment regarding continuation or suspension of play. Ultimately, the decision rests with the plate umpire for each game.
- (B) A game that is suspended due to inclement weather will be considered a complete game in the event that (3) complete innings have been played i.e. each team has had 3 turns at bat or if (2 ½) innings have been played and home team is ahead in runs scored. Should a game be suspended in a half inning beyond the third with the home team behind, the score will revert back to the last complete inning to determine either a winner or a tie in the game.
- (C) In the event that a suspended game is not a complete game, it will be rescheduled at a later make up date and will resume at the point of suspension. The official scorekeeper will write down the amount of time remaining in the game per the umpire’s official time. The batting order will pick up at the point of suspension. The official score sheet should be retained for the resumption of the game.
- (D) Should the batting order or time remaining become lost or unknown then the rescheduled game will be played in its entirety.

## 10.10 COACHES AND PLAYERS ATTIRE

- (A) All coaches that will be on the field during games must wear the coaches shirts provided by the league or shirt with matching team colors approved by their division commissioner (last minute parent fill-ins will not be held to this rule).
- (B) All players must wear the team uniform provided by the league. It must be worn as designed. Jerseys must be neatly tucked in during play.
- (C) No jersey, pants, shorts, socks, coaches shirt, etc may be altered, rolled up or cut in any way as to deviate from its original design. Tank tops, cut-off jeans or open toe shoes will not be allowed.

# ARTICLE 11

## DIVISION PLAYING RULES

### 11.1 GENERAL

- (A) The current year's edition of the ASA Playing Rules (Official Rules of Softball) shall apply unless modified by Article 10 or this Article 11.
- (B) No jewelry will be allowed to be worn by players during the games (see Article 10.6 D for further clarification).
- (C) If a team does not have the required number of players to play a regulation game; a regulation game may be played if both teams agree. If both teams agree to start the game with less than the regulation number of players, the final outcome of the game shall be official.
- (D) All games will be preceded by an umpires conference at home plate, five (5) minutes in advance of the scheduled game time. Coaches will exchange their line-ups and umpires will discuss rules interpretations, playing conditions, etc. Unless waiting for the required players, coaches must be timely for this conference. If the required players are present and the coach is not timely, the other team will be awarded two runs.

### 11.2 T-BALL

- (A) T-Ball players shall use an eleven (11) inch "A.D. STARR" softball.
- (B) A regulation game may start with six (6) players. No outs will be recorded for the missing batters (i.e. the short handed rule is not in effect). Up to ten (10) players may be placed in the field. Teams shall field (6) "infield players" and (4) "outfield players". Outfield players must set up with at least one foot in contact with the grass. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- (C) The pitcher's plate, for purposes of distances only, is thirty-five (35) feet from home plate and the base paths are sixty (60) feet.
- (D) There is one umpire, initially positioned at the plate area. A second umpire may be utilized in the field.
- (E) Game time is one (1) hour or five (5) innings, or in the case of inclement weather, three (3) innings.
- (F) There is a five (5) run limit per inning.
- (G) T-Ball and Little League bats may be used.
- (H) The infield fly rule will not be observed.
- (I) All base runners must maintain one (1) foot in contact with the base until the Release of the Ball by the Coach Pitcher; or Until the Bat passes or Hits the Ball on the Tee.  
PENALTY:
  - 1. First offense is a team warning
  - 2. On the second offense the Base Runner is Declared Out and the No Pitch Rule Applies.
- (J) A runner may score only on a batted ball. There is no base stealing.
- (K) On a hit ball, the ball remains "in play" until a runner is stopped by a play being made on her. If there is more than one runner, the ball remains "in play", with a runner(s) ahead and behind of the ball able to advance as far as possible (i.e. home plate).
- (L) The batter will have a maximum of five (5) chances with which to put the ball legally in play in the following order: the first three attempts/pitches will be coach pitch; two additional attempts can be made off the tee. If the batter has not put the ball into play after five pitches/attempts (including foul balls), the batter is out. The coach pitcher may pitch from the front of the 16' (dia.) circle, but at least one foot must be within the pitcher's circle when the pitch is delivered. The adult pitcher must avoid interfering with a play on the batted ball, and will move to either 1st or 3rd base foul territory after the ball has been hit and passed them. If the adult pitcher is hit by a live batted ball, the ball will be declared dead. The umpire in his/her judgment; will determine if the interference was intentional or not. If the interference was unintentional, the batter/runner will be awarded 1<sup>st</sup> base and all runners will advance only if forced. If the interference was intentional, the batter/runner will be declared out and all runners will be returned to the base occupied at the time of the

pitch. The adult pitcher may not coach/speak to the batter-runner or other runners after the ball has been pitched. The umpire will issue a warning. Repeated failure to comply may result in the replacement of the adult pitcher. The umpire may issue as many warnings as they deem appropriate.

- (M) A twenty (20) foot arc, extending from the back of home plate into fair territory, will be drawn between the first and third base lines. In order for a fair batted ball to be considered “in play”, the ball must travel beyond the twenty foot arc. If the ball stops before reaching the designated line, the ball is a foul ball and shall be declared dead by the umpire. EXCEPTION: If a moving fair ball is touched by a defensive player within the twenty foot arc, the ball is “in play”.
- (N) A batted ball shall be considered foul if:
- (i) it is a “foul ball” as defined in the ASA Playing Rules;
  - (ii) it does not travel beyond the twenty foot arc in fair territory and is not touched by a defensive player while the ball is moving within the arc; or
  - (iii) the batter hits the batting tee causing the ball to fall from the tee Note: if the batter first hits the ball and then the tee, the ball is legally hit.
- (O) The Defensive Player Pitcher MUST stand in the back one-half of the pitching circle until the ball has BEEN HIT. With the exception of the catcher, NO Defensive Player may be closer than the halfway lines (30 feet) from the batter until the ball is HIT.
- VIOLATION of this rule allows the Offensive Coach to:
1. Take the result of the play –or
  2. Advance the Batter to First base; and when forced, all base runners move up one base.
- (P) On the first play/throw on the infield after the ball is hit, if a thrown ball is not caught or is mishandled by the receiving defensive player, the batter/runner and all other runner(s) will be permitted to advance at their own risk no more than one extra base beyond the one that they are advancing to, if no additional play is made on the runner(s). The one extra base rule will be governed by the position of the runner(s) at the time of the throw. Should the defensive team make a subsequent play on the runner(s) during the advancement, the initial one extra base limit will be removed and the runner(s) may advance further at their own risk.
- (Q) PLAY-the ball is declared DEAD and all play is suspended when: The pitcher enters the pitcher’s circle with the ball in her possession OR while the pitcher-who has BOTH feet within the Pitcher’s Circle-and the ball CROSSES THE PLANE of the Picher’s Circle -OR- If an Overthrow occurs returning the ball to the pitcher-who has BOTH feet within the Pitcher’s Circle-and the ball CROSSES THE PLANE of the Picher’s Circle. Runners who are already past the Half-Way Lines may continue to the next base; IF less than half-way they must return to the last base occupied.
- (R) ALL Defensive Players are to Throw/Toss the ball, IF NEEDED; A defensive play can be made with or without a thrown ball by simply touching the base closest to their defensive proximity on the INITIAL defensive play. NO RUN DOWNS by an Individual Player will be allowed ...
- PENALTY:
- 1) A delayed dead ball is declared by the Umpire, and the base runner is placed on the LAST base safely occupied.
- (S) Offensive coaches will be permitted to occupy the coaching boxes and at home plate for instruction; however, they are not allowed to physically assist the base runner(s). The offensive coach stationed at home plate will set the height of the batting tee for the batter in preparation for hitting the ball. The coach at home plate is also responsible for removing the batting tee and bat from the home plate area after the ball has been put into play. The home plate coach with the batting tee and bat, must immediately move to, and remain at the backstop/fence until the ball is declared dead. Failure to do so may result in an interference call.
- In addition to the offensive coaches, up to two (2) defensive coaches will be permitted in foul territory behind first and third base.

### 11.3 PIXIE

- (A) Pixie players shall use an eleven (11) inch “A.D. STARR” softball.
- (B) A regulation game may start with seven (7) players. No outs will be recorded for the missing batters (i.e. the short handed rule is not in effect). Up to ten (10) players may be placed in the field. Teams shall field (6) “infield players” and (4) “outfield players”. Outfield players must set up with at least one foot in contact with the grass.

All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.

- (C) The pitcher's plate, for purposes of distances only, is thirty-five (35) feet from home plate and the base paths are sixty (60) feet.
- (D) There is one umpire positioned at home plate area and a second umpire positioned in the field.
  - (E) Game time is one (1) hour or five (5) innings, or in the case of inclement weather, three (3) innings.
  - (F) There is a five (5) run limit per inning.
  - (G) T-Ball and Little League bats may be used.
  - (H) The infield fly rule will not be observed.
  - (I) All base runners may leave the base when the ball leaves the coach pitcher's hand; however, they may only advance as a result of batted ball. The ball is dead if not hit and base runners must return to the base they left with out liability to be put out. Runner(s) will be given one warning for leaving before the pitch leaves the coach pitcher's hand; this is a team warning, with one warning given to each team. If a runner leaves the base early after the team warning, the umpire will declare a dead ball and the runner will be called out.
  - (J) A runner may score only on a batted ball. There is no base stealing.
  - (K) On a hit ball, the ball remains "in play" until a runner is stopped by a play being made on her or the pitcher has control of the ball in the circle. When play is stopped by making a play on a runner if there is more than one runner, the ball remains "in play" with a runner(s) ahead and/or behind of the ball able to advance as far as possible (i.e. home plate).
  - (L) Dead Ball placement of runners:  
The pitcher enters the pitcher's circle with the ball in her possession OR while the pitcher-who has BOTH feet within the Pitcher's Circle-OR- If an Overthrow occurs returning the ball to the pitcher-who has BOTH feet within the Pitcher's Circle-and the has possession of the ball. Runners who are already past the Half-Way Lines may continue to the next base; IF less than half-way they must return to the last base occupied.
  - (M) The dropped third strike rule will not apply (i.e. a batter cannot run to first base on a dropped third strike).
  - (N) Illegal pitch will not be called; instead the pitch will be called "no pitch".
  - (O) An adult team representative, will pitch to their team while keeping one foot in the 16' (dia.) pitcher's circle when the ball is released. The adult pitcher must avoid interfering with a play on the batted ball, and will move to either 1st or 3rd base foul territory after the ball has been hit and passed them. If the adult pitcher is hit by a live batted ball, the ball will be declared dead. The umpire in his/her judgment; will determine if the interference was intentional or not. If the interference was unintentional, the batter/runner will be awarded 1<sup>st</sup> base and all runners will advance only if forced. If the interference was intentional, the batter/runner will be declared out and all runners will be returned to the base occupied at the time of the pitch. The adult pitcher may not coach/speak to the batter-runner or other runners after the ball has been pitched. The umpire will issue a warning. Repeated failure to comply may result in the replacement of the adult pitcher. The umpire may issue as many warnings as they deem appropriate.
  - (P) A batter will receive up to five (5) pitches from the adult pitcher. If the batter swings and misses strike three before the batter has received five (5) pitches, the batter is out. If the batter does not hit a fair ball within the five (5) pitches, the batter is out. EXCEPTION: If a batter hits a foul ball on the fifth pitch, she will receive an additional pitch. Should she foul the sixth pitch off, she will receive a seventh and final pitch to put the ball in play. If she receives a seventh pitch and fails to put the ball in play she will be declared out.
  - (Q) On the first play/throw on the infield after the ball is hit, if a thrown ball is not caught or is mishandled by the receiving defensive player, the batter/runner and all other runner(s) will be permitted to advance at their own risk no more than one extra base beyond the one that they are advancing to, if no additional play is made on the runner(s). The one extra base rule will be governed by the position of the runner(s) at the time of the throw. Should the defensive team make a subsequent play on the runner(s) during the advancement, the initial one extra base limit will be removed and the runner(s) may advance further at their own risk.
  - (R) Bunting and slapping will be allowed.
    - i. The player can NOT show bunt until the coach pitcher is in the pitching Motion.
    - ii. Once the player shows bunt they can NOT pull back and swing at a pitched ballResult: It is a Dead Ball-The pitch will count as a Strike and all runners will return to the base they occupied at the time of the pitch.
  - (S) The defensive player/pitcher must stand in the back half of the circle with one foot in the circle.
  - (T) ALL Defensive Players are to Throw/Toss the ball, IF NEEDED; A

defensive



play can be made with or without a thrown ball by simply touching the base closest to their defensive proximity on the INITIAL defensive play. NO RUN DOWNS by an Individual Player will be allowed ...

PENALTY:

1) A delayed dead ball is declared by the Umpire, and the batter runner is awarded 1st base and all runners must return to the last base occupied unless forced to advance"

- (U) A batter hit by a pitched ball is not awarded first base. If the batter does not swing at the pitch, it is a dead ball and will be counted as one of the pitches delivered to the batter. If the batter swings at the pitch, it is a strike and a dead ball
- (V) No defensive coaches are permitted on the field.

#### 11.4 PONYTAIL

- (A) Ponytail players shall use an eleven (11) inch softball.
- (B) A regulation game may start with seven (7) players. No outs will be recorded for the missing batters (i.e. the short handed rule is not in effect). Up to ten (10) players may be placed in the field. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- (C) The pitching distance is thirty-five (35) feet and the base paths are sixty (60) feet.
- (D) There are two umpires, home plate umpire and field umpire.
- (E) Game time is one (1) hour and fifteen (15) minutes or five (5) innings, or in the case of inclement weather, three (3) innings.
- (F) There is a five (5) run limit per inning.
- (G) T-Ball and Little League bats may be used.
- (H) The infield fly rule will not be observed.
- (I) One base on an overthrow is NOT in affect. Batter runner is allowed to advance a their own risk until the defense makes a stop or the ball is in the circle.
- (J) All base runners may leave the base when the ball leaves the pitcher's hand (either the player-pitcher or the coach-pitcher). Runners will be allowed to steal one base, including home, per pitch from the player-pitcher. Runners may not advance any further than 1 base as a result of a pick off play following a pitch from the player-pitcher. Runners may not steal a base on a pitch from the coach-pitcher
- (K) A runner may score as a result of one of the following:
  1. A batted ball
  2. A walked batter with bases loaded
  3. A hit batter with bases loaded
  4. Catcher obstruction with bases loaded
  5. Stealing home
- (L) Look back rule will be enforced.
- (M) The dropped third strike rule will not apply (i.e. a batter cannot run to first base on a dropped third strike).
- (N) The player-pitcher(s) will have to walk one (1) batter in an inning before no more walks will be allowed and the "coach-pitcher" comes in. From there on during that half inning, if a batter receives four (4) pitches which are called balls by the umpire, a representative of the offensive team, not a player, will pitch to the batter. This representative is called the "coach-pitcher". A batter will have up to two (2) pitches from the "coach-pitcher" with which to put the ball legally in play. On the second pitch and any succeeding pitch the batter can remain alive in an at bat (and eligible to receive an additional pitch) by fouling off the ball. The strike count immediately before the "coach-pitcher" entered the field is retained. The first pitch from the "coach-pitcher" cannot be strike three, unless the batter swings and misses, and had a two strike count before the "coach-pitcher" entered the field. If the first pitch from the "coach-pitcher" is fouled off, regardless of the count, the batter will receive the second pitch from the "coach-pitcher"  
The "coach-pitcher" will have thirty (30) seconds to take his or her position on the pitcher's plate after being instructed to do so by the plate umpire. Failure to do so may result in the batter being called out. The "coach-pitcher" must have one foot in contact with the pitcher's plate when the pitch is delivered.

After the pitch, the "coach-pitcher" will vacate the field, moving away from the ball and defensive play. If a "coach-pitcher"

touches or is hit by a “live” ball, the umpire will have the final decision on a possible “interference” call. The “coach pitcher” may not coach/speak to the batter-runner or other runners after the ball is pitched. The umpire will issue a warning. Repeated failure to comply may result in the replacement of the “coach pitcher”. The umpire may issue as many warnings as they deem appropriate.

The defensive player who is the pitcher shall position herself to the left or right of the “coach-pitcher” in the pitching circle.

- (O) A batter hit by a pitched ball thrown by the “coach-pitcher” is not awarded first base. If the batter swings at the pitch, it is a strike.
- (P) In the event a player-pitcher hits three (3) batters in one inning, or cumulatively hits five (5) batters in a game, the player must be removed from the pitching position for the remainder of the inning and the next full inning.
- (Q) Bunting and slapping will be allowed at all times, including when the “coach-pitcher” is pitching.
  - a. During Coach Pitch the player can NOT show bunt until the coach pitcher is in the pitching Motion.
  - b. Once the player shows bunt they can NOT pull back and swing at a pitched ball
  - c. Result: It is a Dead Ball-The pitch will count as a Strike and all runners will return to the base they occupied at the time of the pitch.
- (R) Whenever the player occupying the catcher’s position reaches base with two outs, or is on base when there are two outs, a courtesy runner will replace that player. The courtesy runner will be the last player to have completed their “at bat” who is not currently on base. For the purposes of this rule, the player occupying catcher’s position is defined as the player listed as catcher on the starting lineup or the last player who played catcher in the last half inning. The catcher who is removed from base for the courtesy runner is expected to go to the dugout and begin putting on the catcher’s equipment in preparation for the next half inning.

#### 11.5 FRESHMAN

- (A) Freshman players shall use a twelve (12) inch softball.
- (B) A regulation game may start with eight (8) players. No outs will be recorded for the missing batters (i.e. the short handed rule will not be in effect). Up to nine (9) players may be placed in the field. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- (C) The pitching distance is forty (40) feet and the base paths are sixty (60) feet.
- (D) There are two umpires, home plate umpire and field umpire.
- (E) Game time is one (1) hour and fifteen (15) minutes or six (6) innings, or in the case of inclement weather, three (3) innings.
- (F) There is a six (6) run limit per inning.
- (G) Only official softball bats, as defined in the ASA Playing Rules may be used.
- (H) No use of courtesy runners will be allowed.

#### 11.6 SOPHOMORE / JUNIOR / SENIOR

- (A) Sophomore / Junior / Senior players shall use a twelve (12) inch softball.
- (B) A regulation game may start with eight (8) players. No outs will be recorded for the missing batters (i.e. the short handed rule will not be in effect). Up to nine (9) players may be placed in the field. All players on the roster and present will bat. No out shall be recorded for injured/sick players unable to bat.
- (C) The pitching distance is forty (43) feet and the base paths are sixty (60) feet.
- (D) There are two umpires home plate umpire and field umpire.
- (E) Game time is one (1) hour and fifteen (15) minutes or six (6) innings or in the case of inclement weather, three (3) Innings.
- (F) There is a six (6) run limit per inning.

- (G) Only official softball bats, as defined in the ASA Playing Rules may be used.
- (H) Sophomore / Junior / Senior teams may co-op with other area associations, if there are not enough teams within CFGAA.
- (I) In the event that a “co-op” is formed, teams will play with the rules jointly developed by the participating associations. Copies of these rules will be given to the manager of the team(s) and to the CFGAA UIC for distribution to the umpires.
- (J) In the absence of co-op rules or in the event there is an exclusive Cy-Fair league, the Sophomore / Junior / Senior rules in Article 11.6 will apply.
- (K) No use of courtesy runners will be allowed.

## **ARTICLE 12**

### **RULE COMPLIANCE**

#### **12.1 GENERAL**

- (A) All registered members, players, guest players, umpires, coaches and fans must comply with the above rules.

#### **12.2 REGISTRATION**

- (A) All players for all teams must be registered with CFGAA. If a player is not registered, then they may not practice or play in games / tournaments. Any player in violation of this rule will be immediately suspended until properly registered. Any coach knowing that such player or players are not properly registered, will be suspended until the situation is corrected. In the case of tournament teams, all practices will be cancelled until all players are properly registered.

#### **12.3 TOURNAMENTS**