

## 2010 League Rules

### 1.0 PURPOSE

The purpose of this league is to provide healthful recreation, develop a feeling of fellowship and cooperation with the community and make practical application of the rules of good sportsmanship through friendly competition.

### 2.0 BY-LAWS

The Raytown Girls Softball League will be governed by the by-laws of the Raytown Girls Softball League, Incorporated, adopted December 11, 1978, revised and amended August 13, 2007, and by such rules as follow.

### 3.0 ELIGIBILITY

3.1 Girls who are 5 to 18 years old on January 1 of the current year are eligible to participate in the youth divisions of the league.

3.2 New registrants must present their birth certificate for verification of age at the time of registration.

3.3 Except in Division IV and the Women's League, no player may play more than 2 years in any division unless still eligible by age as defined in rule 4.2.

### 4.0 REGISTRATION AND TEAM ASSIGNMENT

4.1 To participate in the league, a girl must (a) complete a contract and sign a waiver of league responsibility, which must also be signed by her parent or guardian if the player is under 18 years of age and (b) pay the registration and any other approved fees.

### 4.2 DIVISIONS

4.2.1 Girls who are 5 or 6 years old on January 1 of the current year are assigned to T-Ball League.

4.2.2 Girls who are 7 or 8 years old on January 1 of the current year are assigned to Coach-Pitch League.

4.2.3 Girls who are 9 or 10 years old on January 1 of the current year are assigned to Division I.

4.2.4 Girls who are 11 or 12 years old on January 1 of the current year are assigned to Division II.

4.2.5 Girls who are 13 or 14 years old on January 1 of the current year are assigned to Division III.

4.2.6 Girls who are 15, 16, 17 or 18 years old on January 1 of the current year are assigned to Division IV.

4.2.7 Women who are 18 years old or older on January 1 of the current year will be eligible for the Women's League. Those who qualify will be allowed to play in both Division IV and the Women's League.

### 4.3 PRE-REGISTRATION

4.3.1 Managers may select up to 11 girls (12 if approved by the division director) to register for their teams prior to regular registration dates. The players selected must be eligible by age to play in the division or must be eligible based on guidelines for playing up or down. **League teams are not allowed to hold player tryouts.**

4.3.2 Players selected must complete registration requirements of rule 4.1 and managers must submit all contracts and fees to the division director before the first regular registration date.

4.3.3 The number of players pre-registering for a team may not exceed the limitations for select teams.

a. A select team is one which (1) did not participate in the league as a team the previous year and (2) has practiced as a team after November 1 of the previous year and before regular registration for the current year.

b. Select team rosters must be made known to the board of directors at least 7 days before the first registration date.

c. A league team may have no more than 4 select team players on its roster.

d. Violation of this rule will cause the league team to forfeit any game it played while more than 4 select team players were on its roster.

e. League teams which participate in more than six invitational tournaments (not including the Ann Harrison Tournament) during the season will be classified as select teams the following year and no more than 4 of those players may return to play on the same team the following year.

#### 4.4 REGULAR REGISTRATION

- 4.4.1 Regular registration will consist of two or more sessions in which girls will register and choose teams.
- 4.4.2 All eligible girls who did not pre-register must attend regular registration to sign up for the open team of their choice in their order of arrival at regular registration.

4.5 The board of directors will supervise the team assignment procedure and may revise team assignments should an extreme imbalance in any division occur. The board may reassign to their correct age-based division any players who choose to play up if playing up appears to present a concern for their safety.

#### 4.6 Roster Size

- 4.6.1 Team rosters will initially be limited to 11 players (12 in Division IV).
- 4.6.2 Once all teams in a division have 11 players (12 in Division IV), subsequent registrants will be placed on a waiting list. If the number of girls on the waiting list reaches 9, a new team will be formed, subject to the availability of a sponsor and manager. Its roster will also be limited to 11 (12 in Division IV).
- 4.6.3 Additional registrants and late registrants will be placed on a waiting list, ranked in the order in which they registered.
- 4.6.4 When an opening on a team occurs, the registrant highest on the list will be given the option of signing or declining to sign with that team. If she declines, she will be placed at the end of the waiting list and the registrant next highest on the list will be given the same option and so on until the opening is filled.
- 4.6.5 Two weeks after the final registration session, any girls on the waiting list will be assigned to teams by blind draw with no more than one girl assigned to each team for a total of 12 (13 in Division IV) on the roster.
- 4.6.6 The manager must notify the Division Director when any player quits the team or cannot continue playing during the season.
- 4.6.7 No player may be added to a team's roster after the team's 8<sup>th</sup> game without approval of the Division Director. The manager must provide the girl's completed contract and paid fees to the Division Director at least 24 hours before a game or the player will not be eligible to participate in the game.

4.7 Managers will be notified of their team rosters at the pre-season general meeting.

4.8 Teams are allowed to participate in no more than one "B" or "A" tournament between March 1<sup>st</sup> and the date that the league post season tournament for that team's division ends. If a team participates in more than one "B" or "A" tournament during that time, the team will be immediately disqualified from further participation in the league and no refunds of registration fees will be given.

#### 4.9 (IV only) Reserve Pool.

- 4.9.1 The reserve pool will consist of Division III players who have volunteered to play for Division IV teams as needed.
- 4.9.2 Division IV managers will be given the list of eligible pool players.
- 4.9.3 A team will be allowed to use only as many reserve pool players as it takes to give the team 9 players for the game. A team must have at least 5 of its regular roster players to play a game.
- 4.9.4 If a team starts a game with reserve pool players and a regular roster player arrives late for the game, thereby giving the team more than 9 players [including the reserve pool player(s)], the late-arriving player will be added to the end of the batting order. The reserve pool player(s) will be allowed to continue playing in the game.
- 4.9.5 Reserve pool players may be added after the game begins as long as the team has fewer than 9 players.

#### 5.0 EQUIPMENT

5.1 For each game, the home team manager will furnish a new ball (supplied by the league) and the visiting team manager will furnish a good used ball (acceptable to the other manager and umpire).

5.2 All field equipment for regular and tournament games will be furnished by the league.

- 5.3 All helmets worn by players must have the chin strip fastened (TB-IV) and have a face guard (I-IV) that meets NOCSAE safety standards (and is stamped as such). Chin straps for helmets are provided. Any other safety equipment is optional.
- 5.4 Shoes with metal spikes, metal cleats, or metal toe protectors are prohibited for use in all divisions.**
- 5.5 The board of directors is solely responsible for obtaining practice fields from the Raytown C-2 school district and Raytown Parks & Recreation. The board will also attempt to allocate the fields at Little Blue Trace for practices.
- 6.0 MANAGERS
- 6.1 Filling openings for managers
- 6.1.1 Once openings for managers are made known, prospective managers must notify the division director that they want to manage in the division and whether they have a preference of teams. Managers will be assigned to the open team of their choice in the following order:
- Coaches who want to manage the team they coached the previous year.
  - Previous year managers who want to manage a team in a different division.
  - Coaches who want to manage a team which they did not coach the previous year.
  - Any other person.
- 6.1.2 The division director and two other members of the board of directors must approve the selection of managers.
- 6.1.3 Any manager wanting to manage a second team must have the approval of a majority of the board of directors.
- 6.2 Managers are responsible for reading and learning official softball and league rules and interpretations and are requested to attend a pre-season meeting with the division director concerning the rules. All managers are required to be certified by the National Youth Sport Coaches Association.
- 6.3 Managers are responsible for their teams' equipment, uniforms and finances, including fund-raising money and merchandise.
- 6.4 Prior to regular registration dates, managers will distribute and collect registration forms and fees for all players they choose to pre-register.
- 6.5 Managers will arrange for the following:
- 6.5.1 PRACTICE
- Teams will practice during the season and preferably two or more times each week before the season starts.
  - Failure to practice is cause for removal of the manager by the board of directors.
- 6.5.2 (I-IV only) A scorekeeper for each game
- 6.5.3 Providing assistance to the Field Manager on scheduled work days and when the playability of fields is questionable
- 6.6 The manager will make all team members and parents aware of team rules.
- 6.7 Managers will notify players on their teams of the following:
- 6.7.1 Team meetings and practices
  - 6.7.2 Fund-raising and other league meetings
  - 6.7.3 League and team schedules, including any tournament games
  - 6.7.4 Canceled games and make-up games
  - 6.7.5 Taking of team pictures
- 6.8 Managers must be present at all games their team plays or select an acting manager for games they cannot attend.
- 6.9 Managers must fill out a lineup sheet for each game.
- 6.10 Managers may suspend players on their team according to league rule 7.6.
- 6.11 (I-IV only) Awards
- 6.11.1 Managers will vote on the Sportsmanship Award according to rule 13.1.

- 6.11.2 Managers are not required, but have the option, to select team Hustle Award and Most Valuable Player Award winners. Those team awards will not be part of the league's annual awards presentation.
- 6.12 Suspension or Removal of a Manager
- 6.12.1 The board of directors may suspend or remove a manager in the following proven instances:
- Failure to practice
  - Blatant disregard for the purpose of the league
  - Unfair treatment of one or more players
  - Improper recruiting of players
  - Appropriation of fund-raising merchandise, money or prizes and team equipment or uniforms
  - Other improper, unethical or immoral actions
- 6.12.2 A manager must submit to the league president a written statement of appeal of an action to suspend or remove the manager. A hearing on the appeal will be held and the decision of the hearing will be final.
- 7.0 GAME ROSTER AND LINEUP
- 7.1 Two copies of the game roster and lineup must be filled out by each manager for each game. One copy is given to the official scorekeeper and one copy is given to the opposing manager.
- 7.2 The game roster and lineup will be presented to the official scorekeeper no later than 5 minutes before scheduled game time.
- 7.3 (I-IV only) Any player whose name is not listed on the game roster and lineup as a starter or substitute will be ineligible to play in that game. Any team playing a girl not listed on the game roster and lineup will forfeit the game(s) in which she competed. [Exception: (IV only) When a player who is not listed on the game roster arrives late for a game, but before the start of the 6<sup>th</sup> inning, she will be eligible to play in the game. The player will not be eligible to play if she arrives after the start of the 6<sup>th</sup> inning, but her team will not forfeit the game because of her late arrival.]
- 7.4 (I-IV only) Any team playing a girl who has not duly registered and been assigned to the team (except pool players in Division IV games) will forfeit the game(s) in which she competed. If it is discovered and verified during a game that a team is playing a girl who has not duly registered and been assigned to the team, the game will stop immediately and be declared a forfeit. Managers who allow an unregistered girl to play for their teams will be immediately suspended for a minimum of 4 games if the unregistered girl does not duly register and pay the full non-prorated registration fees (\$125 in 2008) prior to the team's next game (subject to board approval).
- 7.5 (I-IV only) PARTICIPATION RULE: Every player will be permitted to participate in at least 2 innings on defense in each game provided she is present, in uniform, and not under suspension. Failure to do so will result in a forfeit.
- 7.5.1 The Participation Rule is waived if a game is legally stopped before 7 innings (such as for time limit or when called by the league) and the player would have been able to play 2 innings on defense had the game not been stopped or if the player is not present for the resumption of a suspended game.
- 7.5.2 The Participation Rule is waived if required substitution (Rule 10.16.1) prevents the starters from re-entering and playing 2 innings on defense.
- 7.6 Player Suspensions
- 7.6.1 A manager (and only the manager) may temporarily suspend any player on the team for conduct detrimental to her team, failure to attend regular practices, tardiness for games or infractions of league rules.
- 7.6.2 A manager who suspends a player prior to the day of a game must, within 24 hours, give notice of the decision to both the player and the division director. The division director will then contact the player, and the division director and another Board member selected by the division director will decide whether to uphold or deny the suspension.
- 7.6.3 A manager may suspend and remove a player during a game for conduct detrimental or dangerous to others (e.g., throwing a bat). If the team has at least 7 other players, the team will not forfeit the game even if the player has not played at least 2 innings on defense.
- "During a game" is interpreted as that time during which the players are in the manager's charge, including any warm-up or pre-game period.

- b. The suspending manager will immediately notify the opposing manager and a Board member that the player has been suspended.
- 7.6.4 Names of suspended players and absentees will be submitted to the official scorekeeper on the game roster. Reason for the suspension will also be given.
- 8.0 SCHEDULE
- 8.1 The board of directors will determine the number of regular season games to be played in each division.
- 8.2 All teams will play every other team in their division at least once. Any remaining games will be decided by the Director of Scheduling.
- 8.3 The Director of Tournaments and Awards may schedule tournaments involving league teams. Tournament results will not affect the regular season standings.
- 9.0 SUPERVISION
- 9.1 Any team without adult supervision (21 years of age or older) at a game will forfeit the game.
- 9.2 (I-IV only) The league will provide two official umpires for each game. Umpires should be registered with the United States Specialty Sports Association.
- 9.3 (I-IV only) Each team will provide its own scorekeeper and the home team scorekeeper's scorebook will be official.
- 9.4 (I-IV only) The two scorekeepers must sit in the stands behind home plate. Failure to do so could result in a forfeit.
- 10.0 (I-IV only) GAME RULES
- 10.1 All games will be played according to the latest issue of the United States Specialty Sports Association (USSSA) Fast Pitch Official Playing Rules except those superseded by league rules.
- 10.2 Game rules are to be enforced by the umpires with the assistance of the managers and league members.
- 10.3 Both managers must see that the field is properly laid out, including the pitching rubber and chalk lines.
  - 10.3.1 The pitching distance is 35 feet in Division I, 40 feet in Divisions II & III, and **43 feet in Division IV** and Women's League.
  - 10.3.2 Bases are 60 feet apart in all divisions.
  - 10.3.3 The distance from home plate to second base is 84 feet, 10¼ inches in all divisions.
- 10.4 The home team will occupy the first base bench area unless the opponents are there from the previous game.
- 10.5 Each team will have no more than the manager, coaches, a bat boy or girl and the players to occupy the bench or bench area.
- 10.6 All playing equipment not in use will be kept adjacent to the bench.
- 10.7 All players not actually participating in play, warming up pitchers or batters on deck will remain on the bench except those excused by the manager. Unexcused absences from the bench make the player subject to suspension.
- 10.8 During the game, no coach, manager or player (except for players on the field) will be allowed within 15 feet of the backstop.
- 10.9 No unsportsmanlike conduct, smoking, intoxicating beverages or use of profane language will be allowed on the field or in the bench area. All offenders will be removed from the park.
  - 10.9.1 If any spectator, player, coach, manager or umpire physically or verbally abuses another spectator, player, coach, manager or umpire, that person may be banned from the Raytown Girls Softball League. The banned person may be granted a hearing by the league's board of directors if so requested.
  - 10.9.2 Any player who carelessly and deliberately throws the bat will be subject to ejection from the game. The first occurrence will result in a warning being given to the player and both managers.
- 10.10 If time permits, pre-game infield practice will be allowed with both teams equally sharing the time so long as it does not delay the starting time of the game.
- 10.11 Catchers must wear a helmet, face guard, throat protector and a body (chest) protector. Refusal to do so can result in forfeiture of the game.

- 10.12 No restrictions mentioned in the official rules concerning headwear will apply in the league except that plastic visors for the defensive team will not be permitted.
- 10.13 The Designated Player will not be used.
- 10.14 A team must have at least 7 players present to start and continue a game or the team will forfeit the game.
- 10.14.1 A team that starts with fewer than 10 players will be allowed to add late-arriving players to the end of the batting order and an 8<sup>th</sup>, 9<sup>th</sup> and/or 10<sup>th</sup> player may immediately play on defense when time is called and the official scorekeeper is notified. A team will not forfeit a game if late-arriving players do not play in the field.
- 10.14.2 Except for pool players from Division III, only late-arriving players on the team's own roster may be added.
- 10.15 A team's batting order will include all players present at the game, although only 10 may play in the field at a given time. Substitutions refer only to substitutions on defense.
- 10.15.1 (III-IV only) When playing with 10 on defense, teams must keep 4 fielders in the outfield grass before every pitch until the pitch reaches the batter.
- 10.15.2 (I-II only) When playing with 10 on defense, teams must keep 4 fielders beyond the base lines between first and second and second and third bases before every pitch until the pitch reaches the batter.
- 10.16 SUBSTITUTIONS
- 10.16.1 No player will sit out two consecutive defensive innings unless injured or ill.
- 10.16.2 Substitutions are to be reported to the official scorekeeper.
- 10.16.3 When a player on the field becomes incapacitated or is removed from play by an umpire, another player will take her place in the field. When a player leaves the game, her spot in the batting order will be skipped without penalty.
- 10.17 Teams will be allowed no more than 3 minutes between half-innings. If the team at bat is not ready by that time, the umpire will begin calling a strike every 20 seconds. If the team in the field is not ready by that time, the umpire will begin calling a ball every 20 seconds.
- 10.18 GAME LENGTH AND TIME LIMIT: A regulation game will consist of 7 innings.
- 10.18.1 A full 7 innings need not be played if the home team scores more runs in 6 innings or before the third out in the last half of the 7<sup>th</sup> inning.
- 10.18.2 A game called by the league will be regulation if 4 or more complete innings have been played or if the home team has scored more runs before the third out in the last half of the 4<sup>th</sup> inning or at the completion of the inning when the time limit expires, regardless of the number of innings played.
- 10.18.3 A game called by the league will be regulation if one hour has been played. In the case where the game was stopped during an incomplete inning, the game ends as of the last previously completed inning unless the home team has the lead after the visitors bat in the incomplete inning. Except in Division I, if the game was tied as of the last previously completed inning, the game will be resumed at the exact point where it was stopped.
- 10.18.4 The time limit begins one minute before the first pitch of the game. The plate umpire will start the field timer at 76 minutes or will announce the starting time to the official scorekeeper.
- a. (II-IV only) No new inning may start after one hour and 15 minutes unless the game is tied. When a game is tied after the time limit expires, the visiting team will begin its turn at bat in each inning thereafter with the player who is scheduled to bat last in that half inning being placed at second base. The home team will likewise begin its turn at bat in the bottom of that inning.
- b. (I only) No new inning may start after one hour and 15 minutes unless the game is tied. When a game is tied after the time limit expires, the visiting team will begin its turn at bat in each inning thereafter with the player who is scheduled to bat last in that half inning being placed at second base. The home team will likewise begin its turn at bat in the bottom of that inning. Only one tiebreaker inning will be played and a game that is tied at the completion of the tiebreaker inning will be declared a tie.**
- 10.18.5 If the home team is ahead and batting when the time limit expires, the game is over and no further play is required. Until the time limit expires, teams will get to bat even if they cannot catch up because of the 7-run rule.

- 10.18.6 Time lost due to injury, power failure or repair of the field or field equipment will not count as part of the time limit. When teams are ordered off the field by the umpires due to rain, lightning or other cause, the time lost during suspension of the game will not count as part of the time limit.
- 10.18.7 Games that are not considered regulation will be resumed at the exact point where they were stopped. No tie games will be allowed except in Division I. Original lineups must be maintained when the game is resumed unless players in the original lineup are not present. Players not in the original lineup may be used as substitutes and added to the end of the batting order when the game is resumed.
- 10.18.8 Intentional stalling will be determined by the umpires. Timekeeping will stop and, at the umpires' discretion, the manager/coach of the stalling team will be ejected and/or the game will be forfeited. The manager/coach may appeal the decision.
- 10.19 7-RUN RULE: In every inning, teams will change sides when the team at bat has scored 7 runs in the inning.
- 10.20 A substitute runner **must** be used for the catcher when she reaches base or is on base when the 2<sup>nd</sup> out occurs. The substitute runner must be the player who was put out for the 2<sup>nd</sup> out. No courtesy runner for the pitcher will be permitted.
- 10.21 (II-IV only) There will be only one conference between the manager or other team representative from the dugout with each and every pitcher in an inning. The second conference will result in the removal of the pitcher from the pitching position. That pitcher may not return to pitch in that inning unless the relieving pitcher is injured or hits three batters in the inning.
- 10.22 Popup slides are allowed.
- 10.23 Any pitcher who hits 3 batters in one inning must be removed as pitcher for the remainder of the inning.
- 10.24 Players, managers and coaches who are ejected from a game must sit out the remainder of that game only and must leave the vicinity of the field.
- 10.25 Rules for **DIVISION I only**
- 10.25.1 In each game, each pitcher may only remain in the pitching position for a maximum of 12 outs. She will not be allowed to pitch to another batter after the 12<sup>th</sup> out. However, after the 7<sup>th</sup> inning, the 12-out limit is removed. Any pitcher will be allowed to return (or continue) to pitch in extra innings.
- 10.25.2 There will be only one conference between the manager or other team representative from the dugout with each and every pitcher in an inning. The second conference will result in the removal of the pitcher from the pitching position. Anytime a pitcher is removed from the pitching position, that pitcher may return to pitch only one more time if she remains in the game on defense or re-enters once the relieving pitcher(s) record(s) at least one out.
- 10.25.3 The infield fly rule will not apply.
- 10.25.4 The batter is out and may not advance to first base if the third strike is not held by the catcher.
- 10.25.5 Runners may attempt to steal second and third base with liability to be put out. Runners may only steal one base per legal pitch, even if the putout attempt is overthrown or mishandled. Players must slide if a play is made on them. At no time may a runner steal home. Once the runner reaches third base, after any pitch not put in play, baserunners who cannot advance must immediately return to their bases and the catcher must immediately return the ball to the pitcher.
- 10.25.6 When the pitcher has possession of the ball and is positioned in the circle surrounding the pitching rubber, a runner attempting to advance may advance to the next base only, unless a play is made on the runner. The ball is live and the runner may advance at the risk of being put out. If no play is made on the runner and the pitcher holds the ball while in the circle, the runner must stop at the base to which she is advancing.
- 10.26 PROTESTS
- 10.26.1 All protests will be made in accordance with official softball rules, followed in writing to the league President and postmarked no later than 48 hours after the protested game.
- 10.26.2 The protesting team must post a bond of \$20 with its letter.
- 10.26.3 Managers of both teams involved will be invited to attend the meeting at which the protest is heard.

- 10.26.4 All protests will be heard by a panel of 5 league members and 2 alternates from divisions other than the division involved in the protest. Members of the panel and alternates will be appointed by the President. Alternates will serve in the absence of a member of the panel. The decision of the panel is final and no appeal will be allowed.
- 10.26.5 If the protest is denied, the bond will be forfeited and deposited in the league treasury.
- 10.26.6 If the protest is upheld, the bond will be returned and the game resumed or forfeited as the rules apply.
- 10.26.7 All protested games which are to be replayed will be scheduled as make-up games.

#### 11.0 RAIN-OUTS AND MAKE-UP GAMES

- 11.1 All games will be played as scheduled unless teams are notified that a game is canceled by the Field Manager or his/her appointees.
- 11.2 Teams will be notified of a canceled game at least one hour and thirty minutes prior to scheduled game time, if possible.
- 11.3 Individuals will be notified of a canceled game in the following order: (1) Umpire-in-chief (2) Managers of teams involved (3) Concession stand personnel (4) Field set-up crew
- 11.4 The Director of Scheduling will schedule all make-up games as soon as possible.
- 11.5 A manager may decline one time only to play a make-up game within 7 days of a rain-out. After 7 days, teams will play when scheduled or forfeit the game. The 7-day rule does not apply during the final 2 weeks of the regular season. Teams involved in rain-outs during that period will play whenever scheduled by the Director of Scheduling. Once a make-up game is rescheduled and agreed on it counts as a regularly scheduled game.
- 11.6 Make-up games and continuations of suspended games take precedence over individual team practices for the use of practice fields.
- 11.7 No games, except those canceled by the Field Manager, will be rescheduled once the official schedule is released unless approved by the Director of Scheduling.
- 11.8 Once a makeup game is scheduled, a team will only be allowed to cancel and reschedule the game by paying a \$20 penalty to the league. If the fee is not paid prior to the time of the original makeup game, the game will be forfeited to the opposing team.

#### 12.0 (I-IV only) POST-SEASON TOURNAMENT

- 12.1 Upon completion of the regular season schedule, all teams will advance into a post-season double elimination tournament:
  - 12.1.1 All teams in divisions with 6 or fewer teams will play in a single Post-Season Tournament.
  - 12.1.2 The top 3 teams in 7-team divisions will play in the Division A Tournament and the others will play in the Division B Tournament.
  - 12.1.3 The top 4 teams in 8- and 9-team divisions will play in the Division A Tournament and the others will play in the Division B Tournament.
  - 12.1.4 The top 5 teams in 10- and 11-team divisions will play in the Division A Tournament and the others will play in the Division B Tournament.
  - 12.1.5 The top 6 teams in divisions with 12 or more teams will play in the Division A Tournament and the others will play in the Division B Tournament.
- 12.2 Teams will be seeded according to their order of finish in the regular season standings.
  - 12.2.1 Ties will be broken according to established tiebreaker procedures.
  - 12.2.2 Any team which qualifies to participate in the post-season tournament but which will be unable to participate will be replaced by the next lower place team.
- 12.3 Official softball rules and league post-season tournament rules will apply.
- 12.4 Any team that forfeits a regular league game in order to participate in a tournament or non-league game will be ineligible for the league post-season tournament.

#### 13.0 AWARDS

- 13.1 (I-IV only) Sportsmanship Award
  - 13.1.1 A sportsmanship award will be presented to one team in each division.

- 13.1.2 The recipient of the award will be determined by a vote of the managers of each division.
- 13.1.3 Each manager will select the 3 teams in the division which he/she believes most merit the award, ranking them 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>. Managers may not vote for their own team.
- 13.1.4 Based on a point system of 6 points for 1<sup>st</sup>, 3 points for 2<sup>nd</sup> and 1 point for 3<sup>rd</sup>, the one team receiving the most points will receive the award. If 2 or more teams are tied in points, the team named on the most ballots will receive the award. If 2 teams remain tied and only one voted for the other, the team that voted for the other will receive the award. If 2 teams remain tied, both will receive the award.
- 13.1.5 Each member of the team receiving the award will be presented with a sportsmanship patch for her uniform.
- 13.2 (I-IV only) The players of the regular season 1<sup>st</sup> and 2<sup>nd</sup> place teams will be presented with awards.
  - 13.2.1 If 2 or more teams tie for 1<sup>st</sup> place, all those teams will be given 1<sup>st</sup> place awards and no 2<sup>nd</sup> place awards will be given.
  - 13.2.2 If 2 or more teams tie for 2<sup>nd</sup> place, all those teams will be given 2<sup>nd</sup> place awards.
- 13.3 (CP-IV only) The players of the post-season Division A and Division B 1<sup>st</sup> and 2<sup>nd</sup> place winners will be presented with awards.
- 13.4 (TB-I only) All players except those on regular season and post-season 1<sup>st</sup> and 2<sup>nd</sup> place winners will be given participation awards.
- 13.5 (IV only) Wendell Luney/RGSL Scholarships
  - 13.5.1 Scholarships will be awarded each year to 2 players in Division IV. The amount awarded will be determined by the board of directors.
  - 13.5.2 Players must meet the following requirements to be eligible for the scholarship:
    - a. Four or more years participation in the league
    - b. Plan to attend college
    - c. Grade point average of 3.0 or better on a 4.0 scale
  - 13.5.3 Scholarship recipients will be chosen in a random drawing of eligible applicants.
  - 13.5.4 The drawing will be held during awards ceremonies following the regular season.
- 13.6 Proposals for any additional trophies and awards presented by the league must be approved by the board of directors.