



FALL 2025 RULES and REGULATIONS

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ARTICLE 1 – BOARD DUTIES

Section 1 – Executive Board Positions and Duties

- A. Executive Board – As described in Article IV of the League Charter By-Laws (By-Laws), the Executive Board shall be comprised of the President, Vice-President, Operational Vice-President, Treasurer, and Secretary. The President shall be the General Manager of the League and the succession to command the Board shall be Vice-President, Operational Vice-President, Treasurer, and Secretary, in that order. The duties and obligations of the Executive Board positions shall be as described in Article V of the By-Laws.

Section 2 – Non-Executive Board Positions and Duties

- A. Divisional Vice-Presidents – One position for each division – 6-Under / 8-Under / 10-Under / 12-Under / Uppers. Will work closely with the Vice-President, Operational Vice-President and Equipment Manager. In their division: Secures coaches applications and presents to Board for approval for Spring, Select, All-Star, and Fall Seasons. Interviews coaches prior to Board interview/approval. Oversees coaches; sees that they have and understand Rules and By-Laws of the League and are abiding by them, have adequate equipment, practice times, etc. Acts as liaison between coaches and Board. Ensures coaches are notified of any and all discipline actions, decisions, information. Responsible for all interactions, including administrative and operational matters and dispute resolutions pertaining to the division to which they represent. They will work with the Player Agent during the draft process and attend Parent Meeting. Must work with the team Head Coach to obtain any injury reports in their division. Oversees and coordinates player evaluations, in conjunction with the Operational Vice-President, in their division. Divisional Vice-Presidents are permanent members of the Rules Committee. Must be part of the Risk Management meeting for each season. Must be present and fully participate in all League-run tournaments and events. **Prior experience volunteering with MVGSA preferred (1 year of service on the Board of Directors) *Not applicable to the 6-Under Division Vice President position.**
- B. Equipment/Field Manager – Purchases, maintains and controls all equipment. Collects coaches’ deposits for equipment and maintains check out list of all equipment during the season. Responsible for checking all equipment out at the beginning of the season and back in at the end of the season. Maintains an inventory of all equipment and presents this to the Board prior to the start of Spring, Select, All-Star, and Fall Season listing all equipment that will need to be repaired and/or replaced (giving the Board multiple bids for such repairs and/or replacements). Said inventory shall be written and at the end of the term, an itemized inventory shall be presented to the incoming equipment/manager. Maintains large equipment bin on Field 2, keeping it clean and organized. Responsible for all field duties including, but not limited to, dragging and prepping fields for first games of the day. He/she works with the City on field maintenance issues, and setting up for Opening and Closing Ceremonies, League-run clinics, and all League-run tournaments. Maintains and stocks field boxes as required. May form committee to assist with field duties. Responsible for setting up the Field Prep Clinic. Responsible for field

clean-up before Saturday games. Acts as safety coordinator for all MVGSA fields, keeping alert for signs of any hazards and reports field conditions and concerns to the Board. Provides team Head Coaches with game balls. Must be present and fully participate in all League-run tournaments and events.

Note: Multiple bids need not be presented to the Board if League has established a strong longstanding professional relationship with a certain vendor. The bids must be presented to the board four (4) weeks prior to the start of the season. Board review and approval required.

- C. Event Coordinator – Plans and organizes Opening & Closing Ceremonies for Spring and Fall seasons, including but not limited to soliciting and following up with team participation. In doing so, will seek highest percentage from vendors to offset expenses, and collect funds from said vendor for Spring and Fall seasons. Seeks multiple bids for the purchase of League awards for Spring and Fall seasons. Seeks multiple bids and oversees team photo schedules and delivery for Spring and Fall seasons. Will work closely with the Vice-President for League-run clinics such as pitching, hitting, catching, etc. Works with other Board Members, as necessary, to complete tasks. Will work closely with the Tournament Director for the All-Star and Select tournaments. In charge of getting food vendors for the Spring and Fall Opening and Closing Ceremonies. Must get Board approval for the percentage or amount for the vendor contract agreement. Must be present and fully participate in all League-run tournaments and events.

Note: Multiple bids need not be presented to the Board if League has established a strong longstanding professional relationship with a certain vendor. The bids must be presented to the board four (4) weeks prior to the start of the season. Board review and approval required.

- D. Fundraiser Coordinator – Responsible for coordinating all fundraising activities. Propose fundraising activities and a budget for each season to the Board for approval and shall conduct such fundraisers in accordance with the policies adopted by the Board. Work to distribute the fundraising activity to the teams. Responsible for collecting all money and turning it into the Treasurer. Provide the Board a written financial update at the Board meeting following the close of each fundraising activity/event. Works closely with the Treasurer and Divisional Vice-Presidents. Must be present and fully participate in all League-run tournaments and events.

- E. Sponsorship Coordinator – Shall solicit sponsors for the League by contacting local businesses and working with coaches on finding team sponsors. Will act as a liaison between the League and its sponsors. Primary responsibility is to track all League and team sponsorships. Responsible for ordering and delivering sponsor plaques/awards. Shall coordinate with the Treasurer for sponsor receipts. Responsible for collecting sponsorship money and forwarding to the Treasurer. Responsible for maintaining and distributing the current Sponsorship form to teams/coaches. Responsible for ordering and displaying sponsor banners (when applicable) during the season. Responsible for giving complete information to Webmaster for posting on MVGSA website and for making sure sponsors are prominently displayed (when applicable) during the season. The goal is to ensure enough sponsors for Spring, Select, All-Star Seasons, and Fall have been secured. Works closely with the Treasurer and Divisional Vice-Presidents. Must be present and fully participate in all League-run tournaments and events.

- F. Head Scorekeeper – Holds Scorekeeper's Clinics for both Spring and Fall Seasons to train scorekeepers for all teams. Responsible for scheduling and conducting the scorekeeper's clinics

at least ten (10) days prior to the start of the season to train scorekeepers for all teams. Shall purchase and distribute the official scorebooks for all Spring, Select, All-Star, and Fall Seasons. Responsible for keeping a record of all game results and pitchers' outs. Shall work with the Webmaster to ensure that standings are kept current on the website. Shall work with the Umpire-In-Chief to validate scorekeeping questions when protests are filed. Coordinates with Divisional Vice-Presidents to make sure all teams are aware of reporting scores and pitching-out procedures. Informs Divisional Vice-Presidents of teams not reporting scores and pitching-outs by 8 am on the following day. Works closely with Secretary to make sure all forms are filed. Must be present and fully participate in all League-run tournaments and events.

- G. Membership Coordinator – Schedules and oversees League registration for all seasons. Reviews all registration forms to see that they are filled out completely and all players are paid in full. Registers all players and volunteers with USA Softball and insurance in accordance with USA Softball's instruction. Works closely with the Player Agent. Responsible for creating teams and adding players to roster based on draft night on League website. Works with the 6U VP in creating the 6U teams in accordance with League rules and regulations and provides coaches with 6U roster within a week of last night of draft for older divisions. Works with the Player Agent with new additions and drops of players to team rosters. Works closely with Divisional Vice-Presidents for background checks and badges of volunteers within their divisions. Maintains and reviews all financial aid scholarship applications for the Spring and Fall seasons. Prior to the start of each Spring and Fall seasons, the Membership Coordinator will ask for a percentage of total registration fees to cover scholarships (IF applicable). Responsible for maintaining a complete and current file of all player information and registration forms. Responsible for submitting all background checks and badges for all volunteers. Creates, collects, and maintains payment plans with membership as needed. Maintains Master League Insurance Policy for all players and volunteers, and keeps the financial status of all members up to date. Responsible for making sure rules and regulations are updated accordingly and posted to the website. Must be current or past MVGSA board member for one (1) year. Must be present and fully participate in all League-run tournaments and events.
- H. Player Agent – Is the liaison between coaches and players if issues arise. Coordinates Special Evaluations as well as Executive Board approval for Sister-Draft exceptions. Oversees and coordinates Evaluation check-in, creates Evaluation and check-in sheets based on registrations and provides Divisional Vice-Presidents and Head Coaches for all divisions with needed Evaluation paperwork. Manages "Coach-Block" process. Oversees and organizes draft night which includes providing necessary paperwork to coaches. Responsible for all new additions and drops of players to team roster and reports to Membership Coordinator. Confidentially maintains the waiting list and helps recruit players when needed. Shall have access to complete and current file of all player information, and registration forms. Player information shall be kept confidential and not released for reasons other than League business. Will maintain all player injury reports. Works directly with Membership Coordinator and closely with the Divisional Vice-Presidents. Attends USA Softball meetings, as required. The Player Agent is a permanent member of the Conduct Committee and Rules Committee. Knowledge of Microsoft Excel recommended for this position. Must have access to a computer (laptop and/or desktop). Must be a current or past MVGSA board member for one (1) year. Must be present and fully participate in all League-run tournaments and events.

- I. Media Coordinator – Produces and distributes League communication to all schools, daycare facilities, sporting goods stores and other local establishments within Murrieta and adds content to the social media network. Submits news items to local papers. Responsible for any public relations items that may arise or deemed necessary. Provides photography for all events including but not limited to Friday Night Lights, Opening and Closing Ceremonies, Select, All-Star, and other League-run tournaments. Must be present and fully participate in all League-run tournaments and events.
- J. Snack Bar Coordinator – Will be responsible for opening and closing the Snack Bar or Snack Bar Cart. Will keep accurate daily, weekly, and monthly accounting records for the snack bar cart. Will submit itemized financial reports to the Board at regularly scheduled Board meetings. Will be responsible for all snack bar inventory and equipment ordering and purchasing. Will provide all funds along with an itemization to the Treasurer on a bi-weekly basis. Will be responsible for the transportation and care of the Snack Bar Cart and trailer to and from fields and to the storage location. Will ensure safety protocols are followed when the Snack Bar Cart is in operation. Proof of valid driver's license and current insurance will be required. Only Board Members will be allowed to operate the Snack Bar Cart. Must be present and participate in all League-run tournaments and events.
- K. Team Parent Coordinator – Ensures that each team has a Team Parent. Handles all correspondence between the Board and the Team Parents. Coordinates the Team Parent/Scorekeeper pre-season meeting. Organizes Team Parents and sees that they are up to date with League functions and activities. Holds Team Parent meeting for all seasons to let them know of their responsibilities and to distribute information concerning League operations such as upcoming fundraisers and important dates, any/all information to the Team Parent of each team and act as a liaison between the League and the teams via the Team Parent. Obtains and distributes Player-of-the-Game certificates and picture package information for the Spring, Fall, Select and All-Star seasons. Must be present and fully participate in all League-run tournaments and events.
- L. Tournament Director – Plans and organizes the All-Star and Select Tournaments including but not limited to soliciting and following up with team participation. Coordinates all All-Star and Select activities. Responsible for designing and obtaining bids for tournament pins/trading pins and design bids for t-shirt and ordering of such following Board approval for the All-Star and Select seasons. Seeks multiple bids for the purchase of trophies and pins for the All-Star Tournament. Responsible for ordering pins for States and/or Nationals as needed for All-Stars. Seeks multiple bids and oversees team photo schedules and delivery for All-Stars and Select seasons. Will seek highest percentage from vendors to offset expenses and collect funds from said vendor for the All-Star and Select Tournaments. Acts as a liaison between potential and registered All-Star and Select Tournament teams and Board. Presents Board with All-Star tournament entry options, for approval. Shall chair the All-Star Tournament Committee. The Committee shall begin planning immediately after annual election and submit their plans to the Board for approval in spring. Shall work with the respective Board Members to help execute the activities of the tournament. Will work closely with the Event Coordinator. Attends USA Softball All-Star meetings as required. Responsible for submitting the annual advertisement for the USA Softball All-Star Blue Book. In charge of getting Food Vendors for the All-Star and Select Tournaments. Must get Board approval for the percentage or amount for the vendor contract agreement. Must be present and fully participate in all League-run tournaments and events.

Note: Multiple bids need not be presented to the Board if League has established a strong longstanding professional relationship with a certain vendor. The bids must be presented to the board four (4) weeks prior to the start of the season. Board review and approval required.

- M. Uniform Coordinator – Seeks multiple bids and oversees production, ordering of correct sizes, delivery and distribution of team uniforms, while keeping within approved budget as established and approved by the Board for Spring, Select, All-Star and Fall seasons. Responsible for ordering and collecting monies for additional apparel for players and coaches. Coordinates at least two (2) uniform fittings prior to the Draft, preferably Friday Night Lights and Player Evaluations. Maintains League merchandise and is responsible for placement of items for revenue at League events. Responsible for designing the shirts for League-run clinics. Must be present and fully participate in all League-run tournaments and events.

Note: Multiple bids need not be presented to the Board if League has established a strong longstanding professional relationship with a certain vendor. The bids must be presented to the board four (4) weeks prior to the start of the season. Board review and approval required.

- N. Umpire-in-Chief – The Umpire-in-Chief (“UIC”) shall be responsible to obtain USA Softball certified umpires to officiate all League games and assures that they are familiar with League rules. Shall schedule umpires for all games and evaluate the performance of all League umpires if necessary. The UIC shall also conduct an umpire-training clinic for all League umpires if necessary. The UIC is responsible for forming a Protest Rules committee if necessary. The UIC enforces League Rules and Regulations and By-Laws and works closely with Operational Vice-President and Event Coordinator (during the Select, All-Star, and other League-run tournaments). Receives all written protests. UIC is responsible for conducting Risk Management Meeting. Creates coach packages including but not limited to League expectations, field conduct, safety issues, and general information. Will receive and review all umpire ratings received on scorecards from the Head Scorekeeper on a bi-weekly basis. Will report to the Board at every regular scheduled Board meeting and at the end of each season the results of the seasons umpire ratings from the scorecards. Responsible for providing to the Board, the umpires’ USA Softball certification. The UIC is also known as the Safety Director. Must be present and fully participate in all League-run tournaments and events.

Note: Multiple bids need not be presented to the Board if League has established a strong longstanding professional relationship with a certain vendor. The bids must be presented to the board four (4) weeks prior to the start of the season. Board review and approval required.

- O. Webmaster – The Webmaster is responsible for ensuring all information on the League web site is accurate and current. The Webmaster will also serve as the primary administrator of all League technology. This includes but is not limited to the League website, League domain names, League email and data services. The President, Vice-President, and Membership Coordinator will serve as a back up to the Webmaster and will have knowledge and access to all technology sites and services managed by the Webmaster. Must be present and fully participate in all League-run tournaments and events.

ARTICLE 2 – INTRAMURAL DIVISION LEAGUE

Section 1 – Intramural Division Organization

- A. The Intramural Division of the Murrieta Valley Girls Softball Association (“MVGSA” or “League”) shall be governed solely by these rules and regulations as adopted and approved by the Murrieta Valley Girls Softball Association Board of Directors (“Board”).
- B. Intramural Divisions shall consist of the following: 6-Under (6U), 8-Under (8U), 10-Under (10U), 12-Under (12U), and Uppers.
- C. For purposes within this document, any reference to a “week” shall be defined as “Monday through Sunday.”

Section 2 – Division Team Composition

- A. Teams in the 6U Division shall be comprised of girls 4 to 6 years of age. Players must be age 4 as of Opening Day for current season.
- B. Teams in the 8U Division shall be comprised of girls no older than 8 years of age, as of September 1, 2024.
- C. Teams in the 10U Division shall be comprised of girls no older than 10 years of age, as of September 1, 2024.
- D. Teams in the 12U Division shall be comprised of girls no older than 12 years of age, as of September 1, 2024.
- E. Teams in the Uppers division shall be comprised of girls no older than 18 years of age, as of September 1, 2024.
- F. MVGSA will adhere to the age chart provided USA Softball. Players may move up to the next division two (2) seasons early, subject to further review by the Executive Board at the request of the Division Vice-President and/or Player Agent with respect to player safety.

Exception: Players in 6U will be eligible to move up to 8U **one (1) season** early with a special evaluation IF they have the skills to play in 8U (hitting, throwing, catching, etc). ***Parent must email their request to playeragent@mvgsa.com to request special evaluation.**

Section 3 – Registration

- A. All Intramural Division players shall be registered with the League and have paid any outstanding balance prior to team placement.
 - 1. Non- Resident Fee: Fee to be paid based on City of Murrieta requirement.
 - a) Priority is given to players that live in Murrieta.
- B. Sisters registering to play within the same division shall have the option of playing on the same team or of playing on separate teams. They shall indicate such intentions to the Player Agent at the time of registration. This applies to sisters entered into the draft only. Sisters

placed on the waiting list will not have the option of playing on the same team.

1. Sister draft exceptions must be submitted to the Player Agent and will be reviewed for approval by the Executive Board based on extenuating circumstances.
- C. Any special considerations affecting the placement of players on a team shall be brought to the attention of the Player Agent at the time of registration (i.e., physical or health). Any special considerations shall be given disposition by the MVGSA Executive Board prior to the player draft.
- D. At the time of registration, the Membership Coordinator and/or League representative shall advise each player and their parent(s) and/or guardian(s) as to the options and/or requirements affecting the player's placement on a team.
- E. There will be 100% refund of registration fees IF the player withdraws after Evaluations and prior to the Draft.
1. All refund requests received after the Draft has occurred shall be reviewed by the Board for approval or denial.
 2. The Board will review each refund request on an individual basis in order to consider all facts and mitigating circumstances.
 3. If a refund is approved by the Board, the uniform costs and/or USA Softball registration fee (if applicable) may be deducted from the original registration fee.

Section 4 – Evaluations

- A. Each Divisional Vice-President (or other person designated by the Board) will run the Evaluation program and manage the list of players for each division, except for the 6U division for which no evaluations will take place.
- B. All players eligible for the 8U, 10U, 12U, and Uppers Division(s) shall be required to participate in Evaluations in order to be entered into the Draft. Failure to participate in Evaluations could result in the player being placed in a blind draw depending on their experience discussed at "Bucket Talk" (defined below) after Evaluations.
- C. "Eligible Pitchers" and "Eligible Catchers" - In the 10U, 12U, and Uppers Division(s), players must try out at Evaluations as a pitcher and/or catcher to be considered eligible to pitch and/or catch **during the regular season**. Individual exceptions to this rule can be made with an Executive Board approval. The Divisional Vice-President or alternative representative shall provide a list of all Eligible Pitchers and Eligible Catchers immediately after Evaluations to the Head Coaches and Player Agent.
1. If an ineligible player is pitching during the **regular season**, it will be considered a rule violation and is subject to forfeit.
 2. If an ineligible player is catching during the **regular season**, it will be considered a rule violation and is subject to forfeit.
 3. The 8U division is **subject to Article 5 – Section 3.A.**
 4. Exemptions in other divisions can be considered upon recommendation by the respective Divisional Vice-President and can be adjusted upon approval of the Executive Board.
 5. **Brand new pitchers and catchers WITH NO PRIOR EXPERIENCE who want to try the**

pitching or catching position will be given the opportunity to play during regular season with approval from the respective Divisional Vice President and the Executive Board.

- D. "Bucket Talk" shall be defined as the coaches' meeting in each Intramural Division immediately following Evaluations to determine varying player designation and Rule exceptions. The Divisional Vice-President will oversee the meeting and may invite an additional Board member to attend as a non-voting participant. During the meeting, the Divisional Vice-President will work with the coaches to confirm all Eligible Pitchers/Catchers, and discuss any recommended Rule exceptions for the upcoming season. Coaches' majority will determine designation(s) as outlined below:
1. Coach's Daughter(s) – coach's daughter(s) will be placed in a specified round
 2. Sister-Drafts
 - a) Round-separation designation per Article 2, Section 6.K.
 - b) Sister-Drafts will not have a specific nor recommended round placement
 3. Designation of non-evaluated players per Article 2, Section 6.N.
 - a) A "Known Player" is a player who is known by one or more coaches and/or has previous softball experience. "Known Players" shall be designated as available in the open rounds of the Draft and will not have a specific round designation, but can be recommended for a certain round based on known experience.
 - b) A "Blind Draw Player" is a player who has not been deemed as a Known Player. Blind Draw Players shall not be available in the open rounds of the Draft and will be placed on a team in keeping with the Draft order at the end of the Draft through a blind draw.
 4. Divisional Vice-President shall be the tie-breaking vote when necessary.
 5. Divisional Vice-President shall have authority to overrule a coaches' majority decision and shall present this decision to the Executive Board for final approval.
- E. Players are NOT eligible to try-out in the "Select" program IF they do NOT participate at evaluations for that current season with the exception of the players being pulled from the Wait List to team(s) after the start of the season.
- F. Players are NOT eligible to try-out as a pitcher or catcher in the "Select" program if they did not evaluate as a pitcher or catcher during Rec Season Evaluations.

Section 5 – Formation of Teams

- A. The Board shall determine the number of teams within each division after all registration sessions have been conducted.
- B. 6U divisional teams shall be capped at eleven (11) players if at all possible and a maximum number of players shall be determined by the Executive Board.
- C. The 8U, 10U, 12U, and Uppers Division(s) teams shall be comprised of a minimum of ten (10) players and a maximum of twelve (12) players.
- D. The 8U, 10U, 12U, and Uppers Division(s) shall have a minimum of four (4) teams in order to have a postseason tournament.

E. Once the Draft is completed, all players are considered officially rostered to the team that selected them. No trades, releases, roster modifications or changing of divisions involving drafted players may occur without League approval. Players may not be moved to another team for any reason after the draft concludes, unless under exceptional circumstances and with the express written approval of the Executive Board.

1. There shall be NO REFUNDS. Exceptions may be presented to the board by the Membership Coordinator for approval.

Example Exception: Girls that have declared they are trying out for high school and make their high school team.

Section 6 – Draft

- A. The Player Agent shall conduct the Draft with the Draft Selection Committee. The Committee shall be comprised of the Player Agent, the President, the Divisional Vice-President, and two (2) other board members selected by the Player Agent. The player draft can be held in person OR online.
- B. The drafting order of the teams shall be determined by a drawing of numbers at the division player Draft night. There will be NO trading of draft numbers.
- C. If the Head Coach is unavailable at the time of Draft, a representative approved by the Board may attend Draft in his/her place. The Head Coach who is unable to attend Draft must notify the Player Agent and Divisional Vice-President via email of their absence prior to the Draft.
- D. The “Snake Draft” system shall be used. The first round of the Draft shall begin with Draft position-1 and continue consecutively (1-2-3-4-5..., etc.). The order of the Draft in the second round shall be the reverse of that used in the first round (...5-4-3-2-1). All subsequent odd numbered rounds shall be the same as the first round until the Draft is completed.
- E. Players in the 8U, 10U, 12U, and Uppers Division(s) shall be drafted onto teams by an open draft format. Each coach shall select a player from all players evaluated during each round.
- F. Players in the 6U division shall be placed on teams by the 6U Divisional Vice-President and/or Player Agent according to age in such a way to assure equal teams. Special considerations affecting the placement of a player may be given to 6U players (i.e., transportation, siblings, etc.). If a 6U coach wants to have a group of players that they have recruited to participate on their team, those players can be assigned to the coach’s team by request.
- G. Coaches and/or Board Members may not arrange before, during, or after the Draft to reserve any player(s) in order to obtain the services of the player’s parents in any capacity or for any personal reasons, including "Gentleman's Agreements".
- H. After the first three (3) rounds of the Draft, all teams must have one (1) Eligible Pitcher, one (1) Eligible Catcher, and one (1) Non-Eligible Pitcher/Catcher (“Utility Players”) on the roster. A team may draft any Eligible Pitcher/Eligible Catcher/Utility Player in each of the first three (3) rounds in any order they choose.

1. Round 3 will be complete after all teams have one (1) Eligible Pitcher, one (1) Eligible Catcher, and one (1) Utility Player.
 2. No team may have any two (2) Eligible Pitchers, Eligible Catchers, or Utility Players at the end of Round 3, unless any of those players is eligible as both a pitcher and a catcher.
Example: A team that drafts a player in the first round who evaluated as both a pitcher and a catcher will allow for that team to draft either an Eligible Pitcher or Eligible Catcher in the second or third round.
- I. **Rounds 4** and beyond will continue with all remaining players open to be drafted onto any team until completion of the Draft. The only exception will be the “Coach Block Option” defined in Article 2, Section 6.O.
- J. Sister Draft(s): When a player is drafted who has a sister in the same division and for those siblings having opted to play together, the siblings shall be drafted to the same team. Rounds between in which the second sibling will be drafted will be predetermined at Bucket Talk.
Example: If it is determined there will be three rounds between sister A and sister B and sister A is drafted in Round 3, sister B must be drafted in Round 7.
1. All sister drafts must be completed such that the sister B will not be drafted later than the last full round of the Draft.
Example: in the previous Example above, sister A must be drafted no later than the end of Round 8 in a full 12-Round draft
- K. When sisters have elected to opt out of the Sister Draft within their respective division, the Player Agent shall place the sisters into an open draft. This does not guarantee the sisters will be placed on separate teams.
- L. The Player Agent shall conduct the Draft in order to comply with any special considerations approved by the Board affecting the placement of players onto teams.
- M. All players who have registered but did not participate in Evaluations shall be selected by a blind draw after all evaluated girls have been drafted, in keeping with the Draft order.
Exception: Known Players as defined in Bucket Talk in Article 2, Section 4.D.
- N. Coach Block Option – A player has the option to block a maximum of ONE (1) coach during each Spring and Fall seasons.
1. Block requests MUST be emailed to the designated MVGSA email address by 12 pm the next day of Evaluations. All Coach Block request emails will be confirmed with a reply from the designated MVGSA email address.
 2. A sister draft counts as one coach block request.
 3. Coach block emails are treated as confidential information and maintained only by the Player Agent.
 4. Does **NOT** apply for Wait List registered players.
 5. Does **NOT** apply for players who do **not** participate at Evaluations.

Section 7 – Waiting List

- A. A Waiting List shall be established in each division in the order in which the Player Agent, Membership Coordinator, and another non-bias Executive Board Member receives them.
 - 1. In order to meet city residency requirements, non-residents may be put on Waiting List and may not be added to a team in the order in which they registered (i.e., residents may be placed on a team before a non-resident player).
- B. The Player Agent and Membership Coordinator shall confidentially maintain the waiting list and provide only the Executive Board with a copy, upon request. Confidentiality of the list must be observed in order to safeguard against unfair practices in reporting team shortages and recruiting. Coaches will not be considered to have any “need to know” regarding the details or status of Waiting List. A player’s position on the Waiting List may not be disclosed to unauthorized persons.
- C. Once teams have an equal number of players, they shall participate in a team blind draw for players on the Waiting List which is conducted by the Player Agent and Divisional Vice-President or available Executive Board member.
- D. Once players are assigned to a team from the Waiting List, the registration fee collected shall be as follows:
 - 1. When greater than 75% of intramural games for teams remain to be played, the FULL fee will be required.
 - 2. When 50-75% of intramural games for teams remain to be played, 75% of the fee will be required.
 - 3. When 50% or less of intramural games for teams remain to be played, 50% of the fee will be required.
- E. Once registration closes, players can ONLY be added to a team if they were already on the Waiting List. Waiting List registration can be reopened at the Board discretion.

Section 8 – Team Roster Modification

- A. Any players remaining on the waiting list after teams have reached their maximum size shall be placed from the top of the list onto teams as vacancies become available. A vacancy to be filled exists under the following circumstances:
 - 1. When a team roster falls below the maximum allowable number of players.
 - 2. When a player is injured and will miss 25% or more consecutive scheduled games and the coach requests another player to replace the injured player.
 - 3. If after 75% of intramural games have been played and a team falls below players (includes injured or dropped players), it shall be at the discretion of the Executive Board whether a player shall be added.
 - 4. If a pitcher and/or catcher is injured or dropped, no other current player on the team can play either position (**ONLY** in the 12U and Uppers divisions).
- B. If a player is injured or becomes seriously ill during a game, practice, team outing, or any other MVGSA event, the Injury Report Form must be completed by the Head Coach and submitted to the UIC/Safety Director, Player Agent, Divisional Vice-President, and Secretary within 24 hours after the injury.

1. Players who receive medical attention for any injuries or serious illness, must have a signed and completed MVGSA Return to Play/Participation Form BEFORE participating in any practices, games, or any other physical related activities.
 2. Failure for the Head Coach to properly submit the above required documentation may result in a game suspension.
 3. Should the injured or ill player recover and return to active playing status, the added player to the team roster shall remain as an active player of the team, even if such action results in a team exceeding the maximum allowable size.
- C. Any injured player who cannot return to active playing status during the regular season shall continue to be a member of that team roster and shall be eligible for all league activities and for such awards that may accrue to that team as a result of intramural play.
- D. Coaches shall report any shortages to the Player Agent and Divisional Vice-President as soon as they occur. The Player Agent shall contact any and all parents of the player leaving a team. The parent shall also be contacted as to ascertain the reason for leaving.
- E. Any player who drops from a team may not re-enter the League during that season. A voluntary drop will consist of a player communicating to the team Head Coach, Player Agent, and/or Divisional Vice-President of their intention to drop. An involuntary drop shall consist of no communication regarding an absence with the team Head Coach, Player Agent, and/or Divisional Vice-President (for the specific division) for five (5) days. Five (5) days starts on last day of player participation.
- F. Coaches unable to contact a new player must immediately notify the Player Agent and Divisional Vice-President within seven (7) days of non-contact with the parents.
- G. Any player who doesn't participate in five (5) scheduled consecutive team practices/games may be dropped from the team.
- H. In the event of a unique situation involving placement or removal of a player that is not contained herein, the issue(s) shall be resolved by the Executive Board.

Section 9 – Practices

- A. At the Draft, the last team to draft will be the first team to choose a practice day/time choice (pre-season and in-season practice days) and uniform color. All other teams will then be allowed to choose their practice day/time and uniform color as per the reverse order used during the draft.
- B. An adult female, age eighteen (18) or older that is a non-player, must be present along with a coach at all practices, games and team outings and must remain until all players have been picked up or left for home in the usual manner. At no time is any coach permitted to have a one-on-one practice sessions or outings with any players without an adult female present.
- C. Players shall not be required to practice for more than two (2) hours during a scheduled practice. If the Head Coach elects to practice earlier or later than the scheduled practice time,

players may choose to attend on their own accord.

- D. Teams may not participate in more than three (3) required field outings per week. An “outing” shall be defined as one (1) day, with the addition of one (1) optional practice week. In the event the coach chooses to have a fourth outing, it will be considered optional and players may choose to attend on their own accord.
- E. Players shall not be required to arrive at games more than one (1) hour before the scheduled game time. If the Head Coach elects to arrive early, players may choose to attend on their own accord. At no time shall a coach hold a practice AFTER a game (including an optional practice). The only exemption to this rule is IF a team has a double header game and there is a break in time between games.
- F. Teams in different age divisions cannot combine practices and share a practice field due to safety concerns.
- G. If a coach chooses to coach two teams in different age divisions, their team practices may NOT be combined and / or run simultaneously on different fields. The coach must keep his/her practices separate.
 - 1. Teams CAN NOT practice IF temperature is 104 degrees and above. Refer to the www.wunderground.com website or the Weather Underground app for Murrieta temperature.

Section 10 – Team Personnel

- A. All persons interested in becoming a Head Coach (returning or new) must have their Coach Application and Coach Code of Conduct form submitted to their Divisional Vice-President and register as a volunteer on the MVGSA website no later than the Coaches interviews/information night.
- B. Only after the formation of teams may coaches select their Team Personnel. This includes Assistant Coach 1 (A1), additional Assistant Coaches, Junior Coaches, Scorekeepers, and Team Parent(s).
 - 1. A list of all Assistant Coaches and Team Personnel must be submitted to their Divisional Vice-President within two (2) weeks of draft for Board approval.
 - 2. Team Personnel may be required to attend a Board meeting for final approval.
 - 3. Assistant Coaches will also be required to complete a Coaches Code of Conduct to be turned into the Divisional Vice-President.
 - 4. All Coaches and Team Parents must be a minimum of eighteen (18) years of age and register as a volunteer on the MVGSA website.
 - 5. In all divisions, all other Team Personnel must be a minimum of fifteen (15) years of age by September 1st of the current year and registered with USA Softball as a Junior Coach.
 - 6. Every team must have a Scorekeeper. Scorekeepers must be a minimum of fifteen (15) years of age.
 - 7. SafeSport must be completed every year by all Team Personnel before the team’s first game or Opening Day (whichever comes first). Completion of

SafeSport is a USA Softball requirement.

8. All Head Coaches and A1 Coaches must complete their Concussion Certificate.
 - a) Concussion Certificate is good for one (1) year (for example, January 2025 – January 2026).
 - b) Team Head Coaches are required to provide their Concussion Certificate to their Divisional Vice-President / UIC by the team's first practice. IF not, they are subject to a suspension.
 - c) A1 Coaches are required to provide their Concussion Certificate to their Divisional Vice-President/UIC by the team's first practice. IF not, they are subject to a suspension.
 - d) The team concussion certificates should be kept by the team Head Coach with the other required paperwork.
 - e) This is different from the SafeSport Certificate.
 9. ALL volunteers must electronically consent to their background and complete their SafeSport and Concussion Certificate before their MVGSA badge can be given to them.
 10. No member shall be considered Team Personnel without completing the above requirements.
- C. All Head Coaches and Team Personnel must be registered and insured with MVGSA according to the requirements as set forth by the League to be on the field or in the dugout at any time during practices and/or games. In addition, USA Softball requires all Team Personnel to have a criminal and/or motor vehicle background check performed. Any fees associated with registering Team Personnel shall be the responsibility of the person registering to volunteer, including USA Softball Background Check.
1. Anyone denied a background check, or not in the process of obtaining one, is not allowed to assist during any MVGSA event in any capacity. Violation will result in a disciplinary hearing and may result in Head Coach suspension and/or forfeiture of games.
- D. Head Coaches shall ensure that they have received, reviewed, understand, and abide by the MVGSA League By-Laws and Rules and Regulations. They shall also ensure that all Team Personnel are aware and understand their responsibilities and duties, and have reviewed and submitted the MVGSA Coaches Code of Conduct form.
- E. A copy of each player's signed registration form must be in the Head Coach's possession at all times. The registration form authorizes Team Personnel to obtain medical attention if a parent is unavailable. A hard copy of the registration form will be given to Head Coach to obtain parent signature.
- F. Every Head Coach must have in their possession at all times a team roster and all coaches must have in their possession a current MVGSA badge.
1. Once the current MVGSA badges are issued, they must be displayed by volunteers during practices and games.
- G. During games, a maximum of four (4) Team Personnel will be allowed in the dugout with the players. This includes Team Parents and Coaches. Any Team Personnel engaged in the dugout or on the field any time MUST have their current MVGSA badge visible at all times.

- H. Mandatory coaches’ clinic for the new team Head Coach and/or A1. Subject to first written warning if NOT attended and reimbursement of payment.

Section 11 – Player Discipline

- A. Players shall not be physically disciplined or embarrassed at any time. If a player needs to be disciplined or corrected, Coaches must be tolerant and fair. If further action needs to be taken, Coaches should contact the player’s parents, Player Agent, and/or Divisional Vice-President for assistance.
- B. If a Coach has a disciplinary problem with any player, every effort should be made to resolve the problem, and the Divisional Vice President needs to be notified immediately. Any disciplinary action must be in accordance with the MVGSA By-Laws and MVGSA Disciplinary Procedures.

ARTICLE 3 – INTRAMURAL PLAYING RULES

Section 1 – General

The playing rules for intramural games shall be of the OFFICIAL RULES OF SOFTBALL (Fast Pitch) as published by USA Softball, except as specifically modified by the rules as stated herein.

- A. The official diamond for each division shall have the distances as follows:

Division	Pitching	Baseline
6U	20 feet	55 feet
8U	30 feet	55 feet *
10U	35 feet	60 feet
12U	40 feet	60 feet
Uppers	43 feet	60 feet

* Fields 4 and 5 = 55 feet / Fields 1 and 2 = 60 feet

- B. If illegal pitching distances or baseline distances are discovered during the game, the umpire shall allow the illegal distance to be corrected at the completion of the current inning. They must then be corrected to the legal distance(s), if possible.
- C. The home team shall be responsible for providing the official scorekeeper. Each team is required to report the final score and recorded pitcher’s outs to the Head Scorekeeper or designated League agent by 8 am the following day. The first four (4) games will be a grace period for each team to report scores in a timely manner, but a written warning will be given within the four (4) game grace period if scores are not reported.

1. After the grace period has ended, failure to comply may result in a one (1) game suspension for the Head Coach to be served during the next regularly scheduled, played game for that team.
 2. Repeated offenses shall be dealt with in accordance with the MVGSA Disciplinary Policy.
- D. Home team is responsible for field preparation, pulling up temporary pitching mound, and locking the equipment bin at the field if they are the last game of the day. All teams shall be responsible for picking up all trash after their game.

Section 2 – Equipment

- A. A full set of equipment, including bin combo, will be distributed to each team Head Coach prior to first practice of the season. All equipment remains the property of MVGSA and is to be returned to the Equipment/Field Manager within one week of the close of the season. Equipment shall vary per division.
- B. Full coverage batting/running helmets with face mask must be worn by the batter, base runner(s) and on-deck batter, including catchers warming up pitchers. This includes practices and pregame warm-up.
- C. Game balls provided by the League shall comply with current USA Softball certification requirements. ALL practice balls marked MVGSA with a black permanent marker and game balls shall be returned during equipment check-in at end of season. The team Head Coach will be charged for every unreturned practice balls and missing/damaged equipment beyond normal wear.
- D. For all divisions 8U and up, all players are required to wear face masks during practice and games. A waiver MUST be signed by the parents IF they choose for their daughter(s) to NOT wear a face mask. The signed waiver MUST be kept with the Head Coach during practices and games at all times.
- E. Helmets shall have a non-glare (not mirror-like) surface.

Section 3 – Uniforms

- A. The uniforms provided for each player shall be similar in color, style and trim. Each player must wear identification numbers. League provided uniform jersey shall be worn by players at all games.
- B. The league shall furnish a uniform jersey.
1. Each team may elect to play in baseball/softball pants and sliding pants. This is optional with each team. The teams shall be responsible for optional clothing. No financial burden shall ever be imposed on any player or their family.
 2. Any modifications to League-furnished uniforms must be approved by the Executive Board prior to modification.
- C. A player must have their designated/issued uniform jersey on or available at all games from current season. If not, it is to be recorded by the official scorekeeper and reported to the Divisional Vice-President.

- D. Jersey numbers will be assigned in the following order:
 - 1. Head Coach daughter(s) gets first number choice.
 - 2. Board Member daughter(s) gets first number choice.
 - 3. Player(s) number is assigned by registration date/time stamp.
- E. No two (2) players on the same team shall have the same number.
 - 1. Example: 1 and 01 are considered the same number.
- F. Coaches must be in appropriate apparel including closed toe shoes during all practices and games.

Section 4 – Players and Substitutes

- A. Line-up cards must be submitted to the umpire at the pre-game meeting. Line-up cards shall include only players present at game time (including player's last name, first initial, and corresponding jersey number) and the designated starting pitcher and catcher.
 - 1. Copies must be given to the opposing coach, official scorekeeper and umpire. This shall be the official batting order for the game. In 10U, 12U and Uppers Division(s), the lineup must include the prior game's pitching outs in which pitchers have participated.
 - 2. Every player must be listed in the scorebook and shall become a batter in the order in which their name appears in the scorebook. Once the batting order is established, it shall remain the same for the duration of the game.
 - 3. Any player NOT present at the playing field at least fifteen (15) minutes prior to game time may be ruled absent at the team coach's discretion.
 - a) Any player who is not present at the official start time may be placed at the end of the batting order, after she arrives. If the order has batted through completely and the first batter has hit twice, the player arriving late shall not be eligible to play in that game, unless it brings the line-up to nine (9) players.
- B. In all divisions, a courtesy runner can be used for the pitcher and catcher of record anytime these players are on base. The courtesy runner will be the last player available according to the lineup.
- C. Should a player be removed from the game, an out shall be recorded each time the removed player's turn comes up in the batting order.
- D. If the player is removed due to an injury, illness or emergency, an out shall be recorded for that batter for only the first time that batter's name is reached.
- E. If a player is injured during the game, but reaches a base safely, the last recorded out shall be allowed to pinch run for the injured player. An out shall be recorded for the injured player's next at-bat if she is unable to bat and cannot continue in the game. The coach has the option of taking a one-time, time-out at the time of the injury.
- F. Coaches shall report all pitching changes to the umpire.

1. If not reported following the first at bat within the current inning, this shall be considered an unreported substitution. Should the opposing coach protest the unreported substitution, the pitcher in question may no longer play in the pitching position for the duration of the game. If the pitcher remains in that position in consecutive innings, she is considered an established pitcher and no penalty shall be given.
- G. The coach may bench a player for a game for reasons of their attitude or any other unsportsmanlike conduct during practices and/or games. The coach must report this to the Player Agent and Divisional Vice-President immediately (if possible) to observe the situation. The benched player may be allowed to bat in an effort to not punish the team in the event the player was benched during the game.
- H. Minimum play requirements shall be observed as appropriate for each division.
1. 6U: Every player shall play the entire game offensively and defensively.
 2. 8U, 10U, 12U, and Uppers: Every player shall play the entire game offensively and may not sit out two (2) consecutive innings defensively. Violations of this policy shall be justified in writing to the Divisional Vice-President and may be subject to discipline for repeated offenses.
 3. Exceptions to this rule is a player being benched during a game under Article 3, Section 4.G. above.
 4. Injury and/or illness.
- I. A team must start and finish with a minimum of eight (8) players, except in the event of an injury during the game, in which case the team may finish the game with seven (7) players. If a team falls below the required number of players, the game shall be declared a forfeit.
1. The 9th player spot will be an automatic out at every bat.
- J. Carelessly thrown bat rule – A carelessly thrown bat will be identified as an umpire’s judgment. Any team member shall not carelessly throw a bat.
1. First offense by any team member is a warning to the team.
 2. Second offense by any team member is a dead ball, batter is out.

Section 5 – The Game

- A. The home team shall be designated by the established League schedule and shall occupy the 3rd base dugout.
1. The home team is responsible for prepping the field and supplying the game ball. Home team is responsible for pulling up the temporary pitching mound and locking the equipment bin at the field if they are the last game of the day. All teams shall be responsible for picking up all trash after their game. First offense will be a warning to the Head Coach. Second offense will be a \$40 fee to the Head Coach.
 2. For 6U division, the home team shall also be responsible for supplying the batting tee to be used during game play.
- B. Both teams shall be responsible for the official scorebook and shall furnish a scorekeeper who shall secure the signatures of the umpire.

- C. Scheduled game time is forfeit time.
- D. If a coach knows in advance that he/she is unable to field a team, that coach must immediately contact the UIC and Divisional Vice President. Failure to do so will result in a one (1) game suspension and umpire fees must be paid back to the league. If the UIC is unavailable, the coach should contact their Divisional Vice-President.
 - 1. Forfeit is not official until determination is made by the UIC or Divisional Vice-President.
 - 2. Once forfeit is official, the opposing team does not need to report to the field.
 - 3. Any canceled game by the League is not considered an official game.
 - 4. The forfeiting team shall take the loss. Both teams shall report the score to the Head Scorekeeper by 8 am the following day of the scheduled game time. The score shall be entered by both teams as 7-0. Pitching outs shall be entered as zero (0) for both teams.
- E. With the exception of tied games, a game shall consist of seven (7) innings. Tied games shall continue until the time limit is reached.
 - 1. In 10U, 12U, and Uppers Divisions, no new inning shall be started after one (1) hour and twenty-five (25) minutes has elapsed since the start of the game, regardless of the score.
 - 2. In 8U, no new inning shall be started after one (1) hour and twenty (20) minutes per Article 5, Section 1.D.
- F. At the umpire's discretion, an official game may be delayed, called or canceled due to inclement weather, darkness and/or unsafe conditions.
 - 1. If such a game has completed at least one (1) hour of playing time and the home team is behind and has NOT completed their at-bat, the game shall revert to the prior inning and be considered the official score.
 - 2. If such a game has NOT completed one (1) hour of play, the game shall be rescheduled and replayed in its entirety, subject to field availability.
- G. At the umpire's discretion, an official may extend a game due to excessive stalling, or unforeseen circumstances.
- H. A team is allowed four (4) "defensive timeouts" in a seven (7) inning game. On the 4th visit or "defensive timeout", the team must make a pitching substitution.
- I. A coach or anyone from the dugout is allowed one (1) "offensive timeout" per inning.

Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute, on Sundays, holiday weekends, early afternoon, late evenings or on practice fields. Games that are in need of being made up are NOT guaranteed to be rescheduled if the League has non-availability for fields or due to season length. Should games be canceled due to inclement weather, darkness and/or unsafe conditions, the Divisional Vice-President and Operational Vice-President shall attempt to contact

all coaches. Teams that are not contacted MUST show for their scheduled game or risk forfeit. The Board shall not take responsibility for teams that are not informed of cancellations.

Section 6 – Pitching Regulations

Any violations of this section shall be valid grounds for protest. Rule protest must be entered prior to next play and written in both teams' scorebooks. Both scorebooks must be signed by umpire. Pitching out violations must be entered as soon as violations are discovered and written in both teams' scorebooks. Both scorebooks must be signed by the umpire. Protesting Head Coach is responsible for ensuring that both scorebooks are signed by the umpire in order for the protest to be considered valid. Any pitching-out violation, if a protest is upheld, is forfeiture of the game to the team causing the violation. Any rule violation protest upheld will be determined by decision of Protest Committee. Protest procedures may be found in Article 3, Section 8.

A. Pitching Outs

1. Each team is required to report the final score and recorded pitcher's outs to the Head Scorekeeper or designated League agent by 8 am of the following day.
2. In 8U, a pitcher may not exceed more than six (6) outs per game.
3. In 10U, a pitcher may not pitch more than eighteen (18) combined outs in any two (2) consecutive games **in which she has participated**.
4. In 12U, a pitcher may not pitch more than twenty-one (21) combined outs during any two (2) consecutive games in which she has participated.
5. In the Uppers Division, a pitcher may not pitch more than twenty-four (24) combined outs during any two (2) consecutive games in which she has participated.
6. In the best interest of a division, the pitching limitation rules can be adjusted upon recommendation by the respective Divisional Vice-President and with Executive Board approval.

- B. If a pitcher has one (1) or two (2) outs of eligibility remaining and a double or triple play causes her to exceed her out limit, there shall be no penalty, but all accrued outs must be reported. Once a pitcher has reached the maximum number of outs for the division of play, they must be removed from the pitching position and will not be allowed to pitch further. Any pitch after reaching the limit is a violation of the pitching outs.

1. Example: If a pitcher reaches the maximum outs and continues to stay in position, then pitches one more strike or ball, this is a violation and the team is subject to forfeit.

- C. It shall be the Head Coach's responsibility to verify the number of outs recorded against their pitcher(s) in the official scorebook. It shall also be the responsibility of the Head Coach to report the number of outs recorded against the pitcher(s) to the Head Scorekeeper along with the score.

1. The home team shall be responsible for providing the official scorekeeper. Each team is required to report the final score and recorded pitcher's outs to the Head Scorekeeper or designated League agent by 8 am of the following day. Failure to do so will result in penalty outlined in Article 3, Section 1. C.

- D. In the event of a forfeit, the pitcher's outs for both teams shall revert back to the previous

game played by the team for 8U/10U and previous game played by the player for 12U/ Uppers (provided they were on the roster and ready to play).

1. Refer to Article 3, Section 5.D.4. for pitching outs and score reporting procedure
- E. If the game is called while the home team is at bat and after the winning run comes in, only the outs actually recorded shall be charged to the pitcher of record.
- F. In the process of a pitching change, any pitcher may be returned to the pitching position one (1) time. If a coach returns the same player in the game to the pitching position more than once, this is an illegal substitution and the player must be removed from the pitching position.

Section 7 – Conduct at the Playing Field

- A. Any player, Head Coach, Team Personnel (including Assistant Coaches, Junior Coaches and Scorekeepers), or parent/spectator who makes any unsportsmanlike remarks towards team members, fans, umpires, players, Board members, or in general shall be subject to ejection by the umpire or two (2) non-bias board members and will be subject to further action in line with MVGSA Disciplinary Policy.
- B. Any player, Head Coach, Team Personnel, or parent/spectator shall not use any tobacco products, drink alcoholic beverages, or use vaping devices during any practices or games.
- C. Any player, Head Coach, Team Personnel, or parent/spectator shall not distribute/exchange/share marijuana, narcotics, drugs, etc during any MVGSA sanctioned events.
1. A violation of this rule shall result in a one (1) year suspension from the League.
- D. Scorekeepers shall not be interfered with during the game, unless they are asked for assistance by the umpire or coach.
- E. Music and artificial noise makers are not allowed during live game play. Walk-up music is allowed for the offensive team. The offensive team is allowed to play music in between innings and player walk-up song. Inappropriate language is prohibited.
- F. Any and all conduct issues are defined by the MVGSA Disciplinary Policy.

Section 8 – Protests

- A. Intent to protest must be declared to the plate umpire in accordance with USA Softball rules prior to the next pitch.
1. Once a protest has been declared to the plate umpire, it may not be rescinded for any reason. In the event that the umpire refuses to acknowledge the protest and/or refuses to sign both scorebooks, the Head Coaches shall contact the UIC/Safety Director via cell phone.
 2. All protests must be noted in both team's scorebooks. Both scorebooks must be signed by the umpire at the time of the protest prior to the next play in accordance

with USA Softball rules. Both team's scorebooks must note the violation that occurred as well as a time stamp of when said violation occurred.

3. The protesting Head Coach is responsible for ensuring that both scorebooks are signed by the umpire and the proper documentation has been noted in order for the protest to be considered valid in a decision.
 4. Once the protest has been completed, game play will continue.
- B. A written protest must be submitted to the UIC within twenty-four (24) hours after the scheduled start time of the game being protested.
1. Should the UIC not be available, the written protest may be given to the President within the same twenty-four (24) hour timeframe.
 2. If neither is available, the protest may be given to the Vice President within the same twenty-four (24) hour time frame.
 3. If all of the above are not available, the protest may be given to the Divisional Vice-President within the same twenty-four (24) hour timeframe.
 4. No other Board members may accept a written protest.
- C. All protests shall be recorded on a League Protest Form and contain all pertinent information surrounding or relating to the protest situation.
- D. Protests shall be accompanied by one-hundred dollar (\$100) protest fee, which is refundable if the protest is deemed valid and upheld. If the protest is not upheld, the protest fee will not be refunded.
- E. The UIC shall convene a Protest Committee consisting of a Divisional Vice-President from a different division and three (3) other non-bias Board Members. The UIC can bring in other board members to hear testimonials. All Protest Committee decisions are final.
1. The protest will be reviewed by the Protest Committee within forty-eight (48) hours of the UIC receiving the protest to make a decision. If the protest is deemed invalid, then the game result will stand as completed. If the protest is deemed valid, the game will then be rescheduled to pick up exactly from where the game was at prior to the protested rule according to the two scorebooks signed by the umpire, unless the result of the valid protest results in a forfeit by the opposing team.

Section 9 – Standings

- A. Divisional standings are calculated based on winning percentage, calculated using the below:
1. Wins: Determine the total number of games the team won.
 2. Losses: Determine the total number of games the team lost.
 3. Ties: Determine the total number of games that ended in a tie.
 4. Calculate Total Games Played: Add the number of wins, losses, and ties together.
 5. Calculate Wins + Tie Points: Add the number of wins to half the number of ties (wins + (ties / 2)).
 6. Divide and Calculate Percentage: Divide the result from step 5 (wins + tie

points) by the total number of games played (step 4). Multiply the result by 100 to express it as a percentage.

- B. Divisional tie-breakers between two (2) teams shall be determined by the following in the order that they appear:
 - 1. Head to Head
 - 2. Total Runs Against
 - 3. Total Runs For
 - 4. Total Runs Differential
 - 5. Coin Toss (Coin toss for seeding purposes, tied teams for 1st or 2nd would receive trophies)
- C. Divisional standings will be used as seeding for the Post Season Tournament outlined in Article 7.

ARTICLE 4 – SPECIAL RULES FOR 10-UNDER DIVISION ONLY

Section 1 – Application of League Rules and Regulations 10-Under

- A. All sections of Article 2 shall apply to the 10U Division.
- B. All sections of Article 3 shall apply to the 10U Division, except the following:
 - 1. An 11” ball shall be supplied by the League.
- C. Run limitations are in effect. This limitation shall be known as the “Run Rule”.
 - 1. No more than four (4) runs are allowed in one (1) inning, unless that team is behind, in which case the team behind may go ahead four (4) runs.
 - 2. If runners are on base and more than four (4) runs score before the play is completed, ALL RUNS SHALL COUNT.
 - 3. The pitcher of record shall be charged with any remaining outs in that inning.

ARTICLE 5 – SPECIAL RULES FOR 8-UNDER DIVISION ONLY

Section 1 – Application of League Rules and Regulations 8-Under

- A. All sections of Article 2 shall apply to the 8U Division.
- B. All sections of Article 3 shall apply to the 8U Division, except the following:
 - 1. A 10” ball shall be supplied by the League.
- C. Run limitations shall be in effect. This limitation shall be known as the “Run Rule”.
 - 1. No more than four (4) runs are allowed in one (1) inning, unless that team is behind, in which case the team behind may go ahead two (2) runs.
 - 2. If runners are on base and more than the allowable amount of runs score before the play is completed, ALL RUNS SHALL COUNT.
 - 3. The pitcher of record shall be charged with any remaining outs in that inning.

- D. No new inning shall start after one (1) hour and twenty (20) minutes has elapsed since the start time, regardless of the score.

Section 2 – Defensive Positioning

- A. A maximum of six (6) players shall be positioned in the infield. A maximum of four (4) players may be positioned in the outfield. Field position designations shall be as follows:

Infield

1. Pitcher
2. Catcher
3. First Baseman
4. Second Baseman
5. Third Baseman
6. Short Stop

Outfield

1. Left Fielder
2. Right Fielder
3. Left Center Fielder (positioned between left & center field)
4. Right Center Fielder (positioned between left & center field)

- B. Any position above the basic nine are alternate positions and the coach may adjust the players' positions as required by the game situation and number of players available. The above positions are only suggestions and are not mandatory, however, outfielders must remain on the grass until the ball is pitched.
- C. No player may play the same position for more than two (2) complete innings per game.
- D. After the first six (6) games, all players MUST play in the infield for one (1) inning at every game OR forfeit. No forfeit IF less than 3 innings have been played. Exception can be made by the team Head Coach with Divisional Vice-President approval due to safety concerns.

Section 3 – Pitching, Catching and Batting

- A. Players must try out at Evaluations as a pitcher and/or catcher to be considered eligible to pitch and/or catch in the first three (3) games the regular season.
 1. If an ineligible player is pitching and/or catching during the first three (3) games of the season, it will be considered a rule violation and is subject to forfeit.
- B. Pitchers are allowed to pitch a maximum of no more than 6 consecutive outs per game.
 1. If the inning ends due to the Run Rule any remainder outs will be charged to the current pitcher on record.
- C. Illegal pitches will be called. Corrections shall be given by the umpire at the time of the violation to the player and coach. The first violation will be a warning only. The second violation will result in the pitch being deemed a ball. Base runner(s) do not advance on an illegal pitch unless the

first base is occupied or the bases are full.

- D. When a walk has been issued, the batter who was issued the walk may not advance to the next base until the next pitch has been thrown. If the runner does advance, they may be put out during this attempt but shall be returned to the first base by the umpire if not put out during the attempt.
- E. One batter allowed in specified on deck circle.
- F. Drop 3rd strike rule NOT in effect.
- G. During the season and playoffs, coach-pitch will not be allowed.

Section 4 – Base Running

- A. Base runners may not leave their base until the ball leaves the pitcher's hand.
- B. Base runners may NOT steal home plate.
- C. During live ball play, per pitch, runners may advance a maximum of one (1) base on an initial overthrow. No additional base may be taken on that overthrow even if further defensive errors occur.
 - 1. If a throw is made from the infield dirt to the pitcher with no active play being made on a runner the ball is considered dead once the throw is released and no advancement is permitted.
- D. One (1) base allowed on an overthrow during live play per pitch.
- E. There shall be only one (1) stolen base allowed PER PITCH. If the defensive team causes an overthrow to the base that the base runner is attempting to steal, that runner may not advance to the next base. If the runner does advance to the next base, the play is still live and the runner can be put out. Once the play ends, the runner if not put out, will be returned to the previous base they were attempting to steal.

ARTICLE 6 – SPECIAL RULES for 6-UNDER DIVISION ONLY

- A. The batter may use the tee after four (4) pitches from the coach. The batter will be allowed an extra pitch if there is a foul tip on the fourth (4th) pitch or subsequent extra pitches.
- B. No bunting.
- C. Runners may advance only one base on a ball hit. **In the event the ball passes the grass line, all runners may attempt two bases.**

- D. No runner advances on overthrows.
- E. Halfway through the regular season, the defensive team completes an out at any base, the batter-runner will be considered out.
- F. No stealing.
- G. All players play on defense.
- H. Each player must play in the infield a minimum of one (1) inning. **Exception:** Coach feels there may be a safety risk to player. Coaches are encouraged to spread the infield play out evenly throughout the season.
- I. The number of infielders allowed is limited to six (6). Pitcher, catcher, 1B, 2B, SS, and 3B. All other defensive players must play on outfield arc.
- J. No player shall play the same position in consecutive innings.
- K. When the batter is using the tee, the catcher must play back and off to the side to avoid being hit by a thrown bat.
- L. Recommendation: A minimum of two (2) coaches shall be on the field with the girls at all times.
- M. No scorekeeping.
- N. Drop dead game time limit is 1 hour or 3 full innings.
- O. The ball shall be a 10" soft training softball.
- P. A faceguard is required on all helmets.
- Q. This division may participate in a post season type tournament. If so, the post season rules will be provided by the 6U DVP to the team Head Coaches during the Spring and Fall seasons.

ARTICLE 7 – POST SEASON TOURNAMENT for 8-Under, 10-Under, 12-Under, and Uppers

- A. Home team is determined by higher seed from season throughout the tournament until the championship game(s). Team that emerges from winner's bracket will be home team for the first championship game. Should a second championship game be needed, home team will be determined by a coin toss. The higher seeded team (and winner's bracket team) will

occupy the 3rd base dugout and be responsible for field prep throughout the playoffs.

- B. Time Limit:
 - 1. During bracket games, the time limit shall be 1:25 no new inning.
 - 2. During championship game(s), there will be no time limit:
 - a) 8U shall be 4 full innings.
 - b) 10U shall be 5 full innings.
 - c) 12U and Uppers shall be 7 full innings.
- C. Run Rule shall be in effect, except in championship game(s).
- D. USA Softball "Run Ahead" Rule shall be in effect in all playoff games, including championship game(s).
- E. International Tie Breakers (ITB) will be used in the event of a tie score at the end of regulation time or innings during bracket play and championship game(s). For 8U/10U ITB, Run Rule does not apply.
- F. In all divisions, all pitch counts will begin at zero for the beginning of the tournament. Any pitcher may be returned to the pitching position one (1) time. If a coach returns the same player in the game to the pitching position more than once, this is an illegal substitution. Pitching changes must be announced to the umpire.
 - 1. 8U will follow regular season pitching out rules once the tournament begins.
 - 2. 10U will have twenty-one (21) combined pitching outs every two games in which the pitcher has participated once tournament begins.
 - 3. 12U and Uppers divisions will have no pitching limitations during tournament.
 - 4. No pitching changes need to be made in all divisions during championship game(s).
 - 5. No pitching limitations for 8U/10U during championship game(s)
- G. For 8U/10U divisions, during the championship game(s), there shall be no pitching limitations nor Run Rule limitations. USA Softball "Run Ahead" Rule shall be in effect per Article 7 - Section D.
- H. In 8U division, during the championship game(s), players can remain in the same defensive position for the entire game, but no player may remain on the bench for two consecutive innings per Article 3 – Section 4.H.2.
- I. Games may be cancelled by the umpire prior to the time limit due to inclement weather, darkness, and/or unsafe conditions.
- J. If such a game has NOT completed one (1) hour of play, the game shall be rescheduled and replayed in its entirety, subject to field availability.

- K. If such game HAS completed one (1) hour of playing time the following will apply:
1. If the inning is completed, the score at that point will be recorded as official.
 2. If the inning is not completed:
 - a) If the visiting team completes their at-bat and the home team is leading, the score at the time the game is called will be official.
 - b) If the visiting team does not complete their at-bat or is leading at the time the game is called, the score at the end of the last completed inning will be the official score. In the event that the score be tied at the end of the last completed inning, the winning team will be determined based on the number of runners reaching first base. Runners reaching first base as a result of hits and errors during the completed innings only (not including base on
 - c) balls, hit by pitch or illegal pitches), as recorded in the official scorebook, shall be counted.
 - d) In the event that the runners reaching first base is tied, a coin toss shall decide the winning team.
- L. In the event of tournament games requiring to be rescheduled due to inclement weather, darkness and/or unsafe conditions, games will be rescheduled within allotted time given by City of Murrieta and at Board discretion.
- M. In the event of a Championship game being cancelled due to inclement weather, darkness and/or unsafe conditions, and a rescheduled game cannot be completed prior to the posted Closing Day for the season, placement shall be as follows:
1. The team advancing from the Winner's bracket shall be awarded 1st place honors.
 2. The team advancing from the Loser's bracket shall be awarded 2nd place honors.
- N. No protest will be allowed during post season. However, if any rules are not followed or misconduct arises, the game will be subject to forfeit by the Executive Board and the team will NOT be recognized nor receive awards.