



Seaside of Oxnard Girls Fast Pitch Softball

LEAGUE OPERATING RULES

The Seaside of Oxnard Girls Fast pitch Softball league, hereinafter referred to as "SOGFS", approved these Softball Playing Rules. Failure to comply with League Operating Rules will result in disciplinary action, up to and including expulsion from the League.

SOFTBALL ORGANIZATION SOFTBALL BYLAWS

In addition to Article I through IX of the SOGFS Bylaws, the SOGFS Softball Program shall be governed by Article 1 through 25, of these League Operating Rules.

ARTICLE 1 LEAGUE ORGANIZATION

1.1 The softball program shall consist of the following age levels and is determined by the player's age on January 1st of the current season. The divisions are grouped into the following age groups provided enough players register to fill each division. At the discretion of the Board, some age groups may be combined:

Blast Ball 3&4 year olds

6U Division 5 & 6 year olds (Will accept 4yrs old players, w/ the discretion of Parent & Player Agent)

8U Division 7 & 8 year olds

10U Division 9 & 10 year olds

12U Division 11 & 12 year olds

14U Division 13 & 14 year olds

12U/14U Combo Division *at Board's discretion

17U Division 13-17 year olds

ARTICLE 2 LEAGUE SIZE

2.1 The number of teams in each age level will be determined each year by the Board of Directors based on the number of players registered in each level.

2.2 If more girls register than can be carried by the number of available teams, they will be placed on a waiting list and will be assigned to a team when a vacancy occurs. In the order they signed-up. Fees will not be collected if an application is submitted for waiting list purposes until the player is placed on a team. If a player is added to any team the Board shall use its best efforts to place the player on a team to ensure parity between all of the teams.

2.3 EVALUATION PROCEDURE - See Appendix A

2.4 DRAFT PROCEDURE - See Appendix B

ARTICLE 3 ROSTER SIZE

3.1 The number of players on each drafted team may vary from no less than nine (9) players up to a maximum of twelve (12) players, unless otherwise approved by the Board.

ARTICLE 4

4.1 Registration will begin at least **2** months prior to Opening Day.

ARTICLE 5 APPLICATIONS

Every Parent or Guardian must completely fill out all information on the standard league registration form (application) at league registration. The Parent will fill out the medical aid consent portion. It must include:

- i. Emergency and/or Home phone numbers.
- ii. Drugs or treatment to which the player is allergic.



- iii. Any known physical limitations.
- iv. Permission to administer medical treatment in case of emergency.
- v. Insurance Information / Parent's signature
- vi. Copy of Birth Certificate(s) is required at registration, unless player has played for SOGFS the previous year.

PARENT'S "CODE OF CONDUCT" - See Appendix C

5.1 Every Parent or Guardian must completely fill out the Parent's "Code of Conduct" form. WAIVER RELEASE FORM - See Appendix C1

5.2 The SOGFS "Waiver Release and Assumption of Risk" form must be completed for each player in the League and signed by the applicable Parent or Guardian. No participation in the League activities will be allowed without this form completed and turned into the appropriate league official(s).

SPECIAL REQUEST - See Appendix D

5.3 Any special requests (i.e. carpool, coach conflict, cousins etc.) must be submitted in writing to the league on the "Special Request" form at the time of registration. Special request will be voted on by the Board of Directors 1 week before the draft. Parents will be notified of a decision within 24-48 hours.

ARTICLE 6 FINANCIAL COMMITMENT

6.1 League fees are due at the time of registration. Special financial arrangements may be made w/ written request on a "Special Request" form. (Appendix D) - Not all requests may be granted. Must contact the **Treasurer** for terms and conditions. All terms must be met.

REFUND POLICY -See Appendix C (Parent Code of Conduct).

ARTICLE 7 TEAM MANAGEMENT

- 7.1 **TEAM MANAGER** – An individual who provides guidance, instruction, direction to their team. Creates a positive environment oriented to trust, open communication and team effort.
- 7.2 The Player Agent for each respective age division will solicit candidates who are interested in managing or coaching.
- 7.3 The Board must approve all managers, assistant coaches and team parents.
- 7.4 In the event that a manager resigns or is removed, the Division Player Agent shall solicit & select a replacement, subject to Board of Directors approval.
- 7.5 In the event that a coach is not available at game time to help coach bases, a substitute coach may be used in the game (substitute coach must be USA Softball background checked approved).
- 7.6 A responsible adult chaperone (over the age of 18 yrs. old) is strongly encouraged to accompany the team anytime it is assembled.

MANAGER SELECTION PROCESS - See Appendix E

MANAGER'S AGREEMENT - See Appendix F

MANAGER / ASST. COACH APPLICATION - See Appendix G

FIELD MAINTENANCE RESPONSIBILITIES - See Appendix H



ARTICLE 8 MANAGER EDUCATION

8.1 Managers are encouraged to attend the district endorsed USA Softball Coach's Clinic every year. Managers and assistant coaches are also encouraged to attend coach's clinics that SOGFS will provide before and during the season. These clinics will be used as one of the many factors by the board of directors when considering an All Star Manager. Only regular season Managers/Coaches will be considered for the All-star Managers.

ACCIDENT REPORT - See attached report on the league website under downloads.

8.2 This form is to be completed for all injuries incurred by individuals while on SOGFS property or participating in a SOGFS authorized event or activity.

8.3 All Managers, Coaches, Team Parents & Board Members must submit to a background check.

ALL STAR TOURNAMENT TEAMS - See Appendix I

ARTICLE 9 ELIGIBILITY CRITERIA OF SOFTBALL PLAYERS

9.1 All players will be registered with SOGFS and officially assigned to a team roster as recorded by the League. A Player may not be drafted and/placed on a team without first being evaluated or **rated/ranked** by the Division Player Agent or another board member.

9.2 Players will be assigned to the division corresponding to their age level. If parents are wishing to have their daughters play up a division, it must be decided before registration for the regular season. During regular season registration parents must fill in the age division that they are requesting their daughter to play in. Once an age division has been chosen, a parent cannot move their daughter up or back down for any reason, unless approved by the Board of Directors (i.e. safety issue).

9.3 If Parents request (or Player Agents recommend) their daughter advance to the next upper division the following guidelines must be met:

- a. Player must have played one (1) regular season in her correct age division.
- b. The Player must only try out for the age division she plans to move up to.
- c. If Player, Parents, Guardians or Board of Directors determine after evaluation, that the player should remain in her respective age division - they will automatically become hat picks for the age divisions.

ARTICLE 10 ILLEGAL PLAYER

10.1 Teams are not allowed to use an illegal player.

10.2 An illegal player is one who has not been officially assigned to a team, has falsified her application or has not completed required league registration materials.

10.3 Penalty for illegal player use. Coach is ejected and player is ejected. Disciplinary action pending review from Disciplinary Board.

ARTICLE 11 SOFTBALL RULES OF PLAY

11.1 All teams playing in SOGFS will be governed by the fast pitch rules of the USA Softball. SOGFS Softball Playing Rules and Supplemental Rules will take precedence, and may be specific to each age division.

11.2 DISSEMINATION OF RULES

- a. A current copy of the USA Softball Rules will be made available to each SOGFS Board Member and all Managers. Current USA Softball Rule books and Division Supplemental rules will be distributed to each division Manager and Division Player Agent (**In Manager's Binder**).



ARTICLE 12 EQUIPMENT REGULATIONS

- 12.1 Players in the on-deck batting area, base-runners, and players coaching in the baseline coaching boxes are required to wear approved headgear (if under the age of 18) which protects the top of the head, temples, ears and base of the skull. Protective headgear must meet NOCSAE standards.
- 12.2 Any player serving as a catcher to warm up a pitcher must wear a mask.
- 12.3 When on the field defensively, all players except the catcher are strongly encouraged to wear appropriate headgear (hats, visors for sunglasses when applicable).
- 12.4 Double base(s) will be used for 6U, 8U, 10U, 12U, 14U & 18U.
- 12.5 Any protective gear (helmets/faceguards) must be NOSCAE stamped or the player cannot use the equipment during warm ups or game times.

ARTICLE 13 TEAM UNIFORMS / NAMES

All players are required to wear full conventional uniforms. A full uniform consist of the following:

13.1 VISORS

Uniform headgear is recommended of all players on a team.

13.2 JERSEYS

SOGFS will provide jerseys consistent with team colors during spring season. A number must be placed on the back of the uniform. Parents/Guardians will be responsible for any fees that come with having Team Name and/or Players Name embroidered onto them.

13.3 PANTS

It will be the Parents / Guardians responsibility for providing shorts and / or pants (pending Team Managers discretion). During game time the complete Team shall dress uniformly (every player must be in shorts or every player must be in pants - not 1 girl in pants & the rest of the team in shorts).

13.4 SWEATSHIRTS / JACKETS

SOGFS will provide sweatshirts or jackets as part of the players' uniform. Therefore no other jackets, windbreakers, pullovers, warm-ups, sweatshirts, etc., will be allowed to be worn during game day warm ups, game day(s) or any other SOGFS function unless approved by the Board of Directors. Players or teams not following these rules will be subject to disciplinary action by the SOGFS Board. Parents/Guardians will be responsible for any fees that come with having Team Name and/or Players Name embroidered onto them. Deviation from these guidelines must be approved by the Board of Directors.

13.5 TEAM COLORS

The Uniform Coordinator will determine what Team Colors are available. Each Manager at the end of the draft meeting will select team colors. The managers will select a team color according to the order of the draft. First pick of players will pick last for uniforms. Subject to change without notice pending an approval by The Board of Directors.

13.6 TEAM NAMES

Team names shall be non-offensive and shall be subject to the approval of the Board.

ARTICLE 14 GAME CONDUCT AND REGULATIONS

- 14.1 There will be one Adult Manager or Coach in charge of the team on the playing field throughout the game.



14.2 The use of tobacco, alcohol or any other controlled substances, in any form in or around the playing and practice facilities is strictly prohibited.

14.3 It shall be the responsibility of the managers and coaches to enforce the following policies:

- a. Players, coaches or managers shall not handle equipment in a destructive manner. The umpire shall have sole discretion to enforce this policy and has the authority to eject any manager, coach or player who does not comply.
- b. All team cheers must be of a positive nature.
- c. Yelling of the word "SWING" by the defensive team is not allowed.

14.4 Complaint or problems solving during the season shall be handled in the following manner: a.

- First - The issue should be brought directly to the applicable manager. If not resolved, then;
- b. Second - The issue should be brought directly to the applicable Division Player Agent. If not resolved, then;
- c. Third - The issue should be brought to the Board of Directors.

ARTICLE 15 GAME AND INNING LENGTH REGULATIONS 6& UNDER

15.1 Game time shall be 2-3 full innings or 1 hour 15 minutes drop dead time limit.

15.2 All players shall play defensively on the field; outfield must play 15' behind the baseline. No more than 3 coaches shall be allowed on the field to direct players defensively. Defensive coaches are not allowed to physically direct players (w/hands); verbal direction is allowed.

15.3 Round Robin Batting - no more than 3 coaches will be allowed on field offensively (2 base coaches & 1 coach pitching on pitching rubber fast pitch). Batting coaches & Base coaches will not be allowed to physically (hands) direct the batters or runners, verbal direction is allowed.

15.4 No stealing will be allowed, no lead offs, home plate is cold.

15.5 1 base per overthrow ex: If runner is almost on 1st base and a throw is made to get the out but was overthrown - the runner can advance to second. Runner may be put out. Once base is reached ball is dead. It is the judgment of the Umpire or Adults calling the game to send runners back or award extra bases. There will be a chalk line drawn at halfway point between 1st & 2nd - 2nd & 3rd - 3rd & Home so the Umpire can better judge where players are when the ball crosses/breaks the line.

15.6 Pitcher shall be even with pitching rubber to the left or right of coach or behind while coach is pitching.

15.7 When hitting off the tee, the pitcher should be at the back of the pitching circle.

15.8 In the event that there is no Umpire, Managers will call their own outs during their at bat.

15.9 Bases will be set at 60' apart. Pitching rubber will be set at 30" from the back of home plate.

15.10 Batters will get 3 Coach pitches, if ball is not hit batter gets two (2) swing off the tee. Batter will only get 3 Coach pitches - if the last pitch is fouled off, the batter gets one more attempt to put the ball into play. - if batter fouls off the 2nd swing from the tee the batter will not get another attempt - batter is out. Coach must pitch from pitching rubber and pitches must be delivered underhand in a fast pitch motion.

15.11 If coach is hit by batted ball and makes an attempt to move, the ball is live. If coach catches ball or prevents fielders from making a play on the ball the batter is out. This is a judgment call by the umpire.

15.12 Once 3 outs have been reached or 4 runs have been scored, the inning is over and teams will switch sides.

8 & UNDER

15.13 USA Softball rules (w/ the following modifications).

15.14 Four (4) runs per inning.

15.15 Round Robin Batting.

15.16 Open Subbing.

15.17 1 hour 15 minutes drop dead or 5 innings

15.18 Runner can now steal one base at a time

15.19 Bunting is allowed (only off pitcher)

15.20 Home plate is cold.



- 15.21 Ten (10) players allowed on field. 10th player plays outfield
- 15.22 Pitcher is allowed 3 innings (not consecutive) per game. This rule does not apply to seeding or post season games.
- 15.23 One (1) base per overthrow- ex: If runner is almost on 1st base, a throw was made to get the out but was overthrown - the runner can advance to second. Runner may be put out. Once base is reached ball is dead.
- 15.24 Both coaches must sign official score card at the end of game..
- 15.25 If pitcher walks batter, Offensive Coach will pitch remaining count to batter. On last pitch, batter fouls ball, batter gets ONLY 1 more pitch. If ball is not put into play batter is out.
- 15.26 Coach must pitch from the pitching rubber, fast pitch motion.
- 15.27 If coach is hit by batted ball and makes an attempt to move, ball is live. If coach catches ball or prevents fielders from making a play on the ball, the batter is out. This is a judgment call by the umpire.
- 15.28 Bases will be set at 60' feet apart. Pitching rubber will be set at 30' feet from the back of home plate.
- 15.29 2 defensive coaches are allowed in the outfield during the first half of the season.

8U New Rules will be issued for the 2nd half of the season

- 15.30 **Home plate is cold.**
- 15.31 Leading off early is an out.
- 15.32 Batter can now work the count. If batter gets 4 balls she is awarded 1st base.
- 15.33 Pitcher is allowed two (2) walks per innings. Once the 3rd batter is walked, the coach will pitch the remaining count to the batter and every batter that is walked after that for the remainder of the inning or until the pitchers is removed. If pitcher is removed prior to her 3rd walk and returns to pitch she will still keep her number of walks.

10 & UNDER

- 15.34 USA Softball Rules (w/ the following modifications).
- 15.35 Four (4) runs per inning.
- 15.36 Round Robin Batting.
- 15.37 Nine (9) players on field.
- 15.38 Open subbing.
- 15.39 Home plate is Hot.
- 15.40 1 hour 15 minutes drop dead or 5 innings (weekends)
- 15.41 Pitcher is allowed 4 innings (not consecutive) per game. This rule does not apply to seeding or post season games.
- 15.42 Both coaches must sign the official scorecard at the end of game.
- 15.43 Infield Fly Rule in effect.
- 15.44 Drop third (3rd) strike rule in effect.
- 15.45 Bases will be set at 60' feet apart. Pitching rubber will be set at 35' feet from the back of home plate.

12 & UNDER - 17 & UNDER

- 15.46 USA Softball Rules (w/ the following modifications).
- 15.47 Four (4) runs per inning.
- 15.48 Round Robin Batting.
- 15.49 Open Subbing.
- 15.50 Pitcher is allowed 5 innings (not consecutive) per game. This rule does not apply to seeding or post season games.
- 15.51 1 hour 15 minutes drop dead or 6 innings
- 15.52 Both coaches must sign official scorecard at the end of game.
- 15.53 Bases will be set at 60' feet apart. Pitching rubber will be set at 40' feet (12u) and 43' feet (17u) from the back of home plate.

ARTICLE 16 REGULAR SEASON PLAYOFFS & CHAMPIONSHIP GAME RULES

6U (week day game times will be modified) Will follow all USA Rule Book Rules w/ modifications:

- 16.1 3 coach pitches, 2 swings off the tee



- 16.2 Round Robin batting still in effect
- 16.3 Home Plate Cold
- 16.4 1 Base per overthrow
- 16.5 Double Elimination Tournament
- 16.6 Playoff games are 1 hour 15 no new inning or 4 Complete innings (3 ½ innings if home team is winning)
- 16.7 Championship Game 4 innings (4th inning open runs)

8U (week day game times will be modified) Will follow all USA

Rule Book Rules w/ modifications:

- 16.8 Unlimited pitching
- 16.9 Home Plate Cold
- 16.10 One Base per overthrow
- 16.11 Double Elimination Tournament
- 16.12 Playoff games are 1:20 no new inning or 5 innings
- 16.13 Championship Game is 1 hour 20 mins/no new inning or 6 innings (Last inning Open Runs)

10U, 12U, 14U: (weekday game times will be modified) Will follow all USA Rule Book Rules:

- 16.14 Bat 9 w/ subs
 - 16.15 Unlimited Pitching
 - 16.16 Double Elimination Tournament
 - 16.17 Playoff games are 1:20 no new inning
 - 16.18 Championship Game 5 innings no time limit
- *Please note all line ups must be turned in 15 minutes prior to game time and will become official.

ARTICLE 17 PITCHING LIMITATIONS (Regular Season only)

- 17.1 All Divisions (See division supplemental rules for time and inning restrictions)
- 17.2 In the case of an incomplete, suspended, postponed game or the resumption thereof, the limitations that were in effect at the time of suspension shall apply.
- 17.3 If a pitcher shows a severe lack of control that presents a hazard to other players, which the pitcher's manager is unable to correct, it is the responsibility of both managers to replace the pitcher.

ARTICLE 18 UMPIRES

- 18.1 During game play, should a setting sun or weather conditions presents a hazard to the players, the umpire in charge shall have the authority to stop play until the conditions no longer present a hazard. The time the game is suspended shall be added to the games scheduled ending time.
- 18.2 If an umpire has not arrived within 15 minutes after the game's scheduled starting time, the team's managers must elect one (1) of the three (3) options listed below:
 - a. Contact the SOGFS Chief of Umpires to contact the contracted umpiring association to send out a replacement umpire.
 - b. Contact the SOGFS Chief of Umpires to contact a substitute umpire from the SOGFS volunteer list. SOGFS volunteer umpires will call an official game.
 - c. Contact a SOGFS Board Member to substitute umpire.
 - d. Find a volunteer to umpire the game (6U & 8U will have Junior Umpires calling games, if not available a Board Member will officiate. If a Board Member can't officiate, a Board Approved Parent can officiate. Both Coaches must approve on the Parent Umpire.



ARTICLE 19 PLAYER RESPONSIBILITY

- 19.1 All Players must understand that signing up to play for SOGFS is a full commitment.
- 19.2 Players must come to practices or games fully prepared:
- 19.3 Proper Uniform
- 19.4 Proper Equipment
- 19.5 Willingness to play (in whatever position Manager or Coach(s) gives them)
- 19.6 Any Player can be benched for the following:
- Not meet Team Standards during practice or game times.
 - Unsportsmanlike conduct.
 - Missing excessive practice(s) (w/out a reasonable excuse) - after (3) consecutive missed practices or games, Player may be dropped from roster (w/out refund) - unless player has a reasonable excuse (sick, death, family, school or church)
 - Improper Uniform (regular street shoes, not uniformly dressed like team, etc.)
- 19.7 All Managers must notify their Division Player Agent(s) and parents within 24 hrs. before the player is benched or Within 24 hrs. after the player has been benched (during the same game day).
- 19.8 In the event of serious misconduct or repeated misconduct by a player or parent, said player or Parent shall appear before the Board for possible disciplinary action.

ARTICLE 20 SOFTBALL PLAYING REQUIREMENTS

- 20.1 A team shall consist of the number of players shown in 3-3.3; however a game may be played without forfeit if:
- 20.2 A Manager may borrow another player from another team from the same age or lower division..
- 20.3 The Following guidelines must be all followed:
- The Manager must first get approval from the Board
 - The Manager must get approval from the Player(s) Manager & Parent(s) or Guardian(s).
 - Must not interfere w/ players scheduled game
 - Player(s) will only be used to play an outfield position & be placed at the bottom of the lineup.
 - In no way shall the player(s) be used for a key position on defense or offense unless a pitcher or catcher is needed to keep the game from being forfeited.
 - If a regular player shows up to the game late, bringing the total number of players to the minimum number of players allowed to play w/out forfeit, the borrowed player will be pulled from the game.
 - No players can be borrowed during playoffs/championship

ARTICLE 21 ROUND ROBIN BATTING

- 21.1 Round Robin Batting will apply and all players in attendance will be in the batting order. Absent players must be listed at the bottom of the roster and labeled as absent and also turned in to scorekeeper for the scorebook. (In Division playoffs & Championship Game - see Playoff & Championship Rules).
- 21.2 A player who will miss her turn at bat due to injury or illness will be recorded as an out on her next at bat, and only once. She may re-enter the game into her batting position with the opposing manger's approval.
- 21.3 If a regular roster player shows up to the game late, she may enter the game without penalty. Late player(s) are entered at the bottom of the line-up.

22 SUBSTITUTION

- 22.1 Free substitutions are allowed defensively except for pitchers. (Regular season only)



ARTICLE 23 INNINGS PLAYED REQUIREMENT

23.1 6U - DIVISION - All players in this age division play during offense & defense. All players are required to play 2 full innings offensively & defensively. Penalty for non-compliance is one (1) game suspension for the Manager. (Suspension will be excused by a parental waiver which must be presented prior to the start of the game).

a. Coaches are encouraged to rotate all players into the infield.

23.2 8U - DIVISION - All players are required to play 2 full innings offensively & defensively. Penalty for non-compliance is one (1) game suspension for the Manager. (Suspension will be excused by a parental waiver which must be presented prior to the start of the game).

a. Coaches are encouraged to rotate all players into the infield.

23.3 10U - DIVISION - All players are required to play 2 full innings offensively & defensively. Penalty for non compliance is one (1) game suspension for the Manager. (Suspension will be excused by a parental waiver which must be presented prior to the start of the game).

a. Coaches are encouraged to rotate all players into the infield.

23.4 12U - DIVISION - All players are required to play 2 full inning offensively & defensively. Penalty for non-compliance is one (1) game suspension for the Manger. (Suspension will be excused by a parental waiver which must be presented prior to the start of the game).

a. Coaches are encouraged to rotate all players into the infield.

23.5 14U - DIVISION - All players are required to play 2 full inning offensively & defensively. Penalty for non-compliance is one (1) game suspension for the Manger. (Suspension will be excused by a parental waiver which must be presented prior to the start of the game).

a. Coaches are encouraged to rotate all players into the infield.

ARTICLE 24 PENALTY FOR NON-COMPLIANCE WITH THE SOGFS PLAYING RULES

24.1 If at any time it is discovered that a Manager has failed to comply with the publicized SOGFS By Laws and League Operating Rules, that manager will receive a mandatory two (2) game suspension which may be reduced through a Board appearance to appeal. Further disciplinary action may include forfeiture of the game(s), further game(s) suspension, and/or dismissal of the Manager.

24.2 Once a disciplinary action has been given to a Player, Parent, Manager, Coach(s) or Fan, they will have 3 days from disciplinary action to request an appeal. On the 4th day after the disciplinary action has been given & no appeal has been requested, this person has waived their right for an appeal & all disciplinary action(s) will stand.

24.3 Penalty for the use of an ineligible player shall be immediate removal of the player from the lineup or position upon appeal by the opposing manger, notification by the official scorekeeper or Division Player Agent, provided the official scorebook or other league records verify the ineligibility of the player concerned.

24.4 An ineligible player is one who is legally a member of the league, but who is ineligible to play or to pitch in a particular game or games because of the limitations set forth in Article V "Playing Rules" or as a result of a previous rule violation or disciplinary action.

24.5 For the purpose of interpreting this rule, a player shall not be considered in violation of the playing rules until at least one pitch has been thrown.

24.6 In the event the manager of an ineligible player refuses to remove the player from the lineup when the appeal is made and verified, the game is forfeited.

24.7 Illegal equipment shall be removed from the game (Reference USA Softball Rulebook)

24.8 Penalty for the use of illegal equipment shall be removal of the equipment from the game, and if no other legal equipment is available, the player(s) will be removed from the lineup. (See USA Softball Rulebook)

24.9 Player, who refuses to wear protective headgear and catching equipment as required by these rules, shall be removed from the lineup. (See USA Softball Rulebook).

24.10 Any Player, Manager, Coach, Parent or Spectator disciplined by the Protest/Disciplinary Board for failure to follow SOGFS Rules & By-laws has the right to an appeal, given within 72 hrs. from time of request. Once appeal has been heard, the Protest/Disciplinary Board will re-group to discuss the appeal & person(s) will be notified within 48 hrs. with final decision. All decisions from the Board after an appeal will be final & take effect immediately



25 Awards

25.1 Player Awards will be handed out to team players at the conclusion of the Spring Season as follows:

- a. End-of-year tournament finalists will receive trophies or medals.
- b. 6U will receive individual player trophies or medals
- c. 8U Finalists receive trophies (remaining teams receive medals)
- d. 10U-12U Finalists receive trophies or medals