

# **Lutz Leaguerettes Standing Rules**

## **I. Registration and Drafting Procedures**

1. The number of players per team in a division will be determined by the coaches and managers in that division, with approval from the player agent and Executive Board, up to a maximum of thirteen (13) as per County rules. The last day that a player may register for our league is December 1<sup>st</sup>. Any player who registers after the end of registration, but prior to the end of tryouts, shall be assessed a late fee of \$25 per family. Any player who registers after tryouts, but prior to December 2nd, shall be assessed a late fee of \$50 per family.
2. An assistant coach shall not be appointed prior to the draft. The assistant coach must register with the league. A registered assistant coach may attend Board of Director meetings and vote. At time of draft, the player agent of that division and an Executive Board member shall monitor the draft count to assure equal team size.
3. At the beginning of the draft meeting, the player agent must announce any sisters that are registered. Unless the parents request otherwise, sisters will be placed on the same team. If a sister registers after the draft is completed, she will not automatically be placed on her sister's team, but will be placed the same as any other individual signing up late.
4. The Player Agent will also identify all All-Stars from the previous year and all coach and manager daughters.
5. Coaches and managers' daughters shall be rated by a majority of coaches and managers prior to the draft. Coaches and managers daughters who were All-Stars the previous year shall automatically be first round picks for their age group. All sisters shall also be rated.
6. Prior to draft, if it is determined that there will not be an even distribution of players, then teams shall draft until an even distribution is reached. At that point, remaining players' names shall be put in a hat along with blank pieces of paper to equal the number of teams drafting. Each team will select from the hat, with the remaining players placed on the team that draws their name.
7. Please see "Attachment 1" for the "Detailed Drafting Procedures" that will be used by all of the player agents.

8. Players signing up following the draft will be placed using the following procedure:
  - A. The player agent should monitor the teams, to determine how many teams in the division are short players. Coaching pairs with the most coaching seniority shall always draw first.
  - B. If two or more teams are short a player, new registrants will be placed on a team immediately by entering their name(s) on a slip of paper, along with the proper number of blank slips, in a hat. Teams short of players will draw for the new player(s).
  - C. If only one team is short a player, and one player signs up, she must wait until a second player registers. The team that is short a player will draw from between these two players, equalizing all teams in the division. All teams then draw for the extra player; however, if all other teams already have thirteen players and one team has twelve players, the first player who registers may be placed immediately on the team that has twelve players, subject to the approval of all the coaches and managers in that division.
  - D. In addition, if only one team is short a player and only one player has registered to play since the draft, and no other players have registered after a two (2) week period has passed since the first player registered, the player may be placed on the team with the least number of players with the approval of all the coaches and managers in that division.
9. Any new player must attend one team practice before being included on a game roster. Pre-game warm-up does not constitute a practice.

## **II. Local Rules for Game Play**

1. The Official Playing Rules as published by the Amateur Softball Association and H.C.P.R.D. shall be binding within this League. ASA Rules will be provided to each team when they become available through H.C.P.R.D. The hierarchy for rule determination shall be Lutz Leaguerettes Standing Rules first, the Hillsborough County Leaguerettes Softball Guide next, followed by the most current ASA Rules.
2. Only a coach, manager, or appointed adult with coaching card shall coach bases in any division.
3. There must be at least one female base coach.

4. Uniform shirts must be worn by every player.
5. Safety Equipment
  - A. Helmets with chinstrap shall be worn before exiting dugout, while in the on-deck circle, while batting, while running bases, and cannot be removed until the player is back inside the dugout.
  - B. Mouthpieces shall be worn during practice and during games at all times a player is on the field outside of the dugout.
  - C. All jewelry shall be removed for all games and for practice prior to entering the field.
6. There shall be continuous batting in all divisions. This rule allows all players to bat equally in every game. The team submits a batting order of all players; and they bat in that sequence. All absent players must be recorded as required in Article VI of the Bylaws. In short, there are no “subs” in batting order, only on the field. The 10<sup>th</sup> batter rule is in effect.
7. If a player that is listed at game time as being absent arrives after the start of the game, the player may be inserted into the game immediately after the late player’s coach has notified the opposing coach, umpire, and official score keeper that she has arrived and is going to play in the game. Such player must meet the “six defensive outs” and the “one at bat” requirements, and failure to do so shall result in a forfeit for the team with the late player. The player must bat at the bottom of the lineup. If the late player arrives and is officially inserted into the game after her team made the last **offensive** out of an inning and her team’s last offensive out was made by the initial last batter in the lineup, then the number one batter shall bat lead off when her team comes up to bat.
8. If a player must leave the game due to injury or sickness, she is struck from the game lineup and her position in the lineup is merely skipped and no out or at-bat is recorded. She is not allowed to re-enter the game, as she becomes an ineligible player once removed for the reasons previously stated. If, however, a player is removed from a game due to ejection **or any other reason**, then her spot in the lineup is left in the official scorebook and when her time at bat comes up, she is recorded as an automatic out.
9. Only six year olds or younger may use a batting tee, and only during the first half of the season.
10. Teams may not postpone or reschedule games for any reason. A team that is short of players must pick up players or forfeit. The team will be

allowed to pick up players to reach a maximum of ten players. A maximum of four (4) players can be picked up by any team for any one game. A team must have a minimum of nine (9) players to start a game or that team will forfeit. Once the game begins a team must have at least eight (8) players to finish the game or forfeit.

Pony division must pick up Pigtail players  
Pigtail division must pick up Pixie players  
Pixie division must pick up a 6 or 7 year old.

The pick up player(s) must bat at the bottom of the batting order. Placement of the first two (2) pick ups is limited to right field and/or catcher. If only one pick up player is needed, she may play either catcher or right field. All additional pick ups shall be placed in the remaining outfield positions in the following order: right center, and either left center or left field. Teams may not pick up the same player more than three (3) times during the season.

11. Game cancellations, due to weather, field problems, or other unsafe conditions, can only be made by the umpires in charge and/or the president, grounds committee and player agent (jointly).
12. Teams shall be responsible for dugouts being clean after each game.
13. The Rules Committee (the 3 player agents and an Executive Board member) shall serve as the League's Protest Committee. All game protests must be filed at game site with the official scorekeeper, prior to the next pitch, after the play in question. All protests must be submitted in written form with all pertinent and required information and turned in to the Protest Committee within 24 hours after the game. A protest fee of \$20, payable to Lutz Leaguerettes, must accompany the written request. The Protest Committee should render a decision on the protest within 72 hours of receiving same. All local League rules will take precedence; all games rules not covered in local rules or the County's Leaguerette Guide will be governed by all current year's ASA rules. The Player Agent for the division involved will chair the Protest Committee, will ensure that both teams' positions are considered, and will provide the basis for the decision, in writing, to both teams. All protests that have been ruled on by the local Protest Committee may be appealed to the County Umpire-In-Chief, whose decision shall be final.
14. When a player in the Pixie Division is using a tee, any swing attempt that does not make contact with the ball is a strike. This includes any swings that only hit the tee and miss the ball.

15. All outfielders in the Pixie Division must remain in the outfield grass on the Pixie Field at all times. When Pixie games are being played on the larger fields, the outfielders shall position themselves no closer than the infield baselines.
16. All infielders in the Pixie Division shall position themselves no closer to the batter than the distance between the pitcher and batter.

### III. Awards and Tournament Selections

County Tournament: The division champions (first place team) and the second place team will represent the league at the County tournament. The first place team will be determined by the best overall record and

A. The First Place Team is determined by best overall record as follows:

1. The team with the most overall wins **for the season** shall automatically qualify for the county tournament as the first place team.
2. In the event of a tie for the most overall wins, a playoff shall be scheduled to break the tie regardless if any team tied for the most overall wins has won a half or **third**. If there are an odd number of teams involved in the playoff, a team that did not win a half or **third** shall not be eligible to receive a bye, **and that team/s will only be playing for 1<sup>st</sup> place.**

B. The Second Place Team will be determined by the half or third season winners as follows:

1. **If the first place team wins both halves or all three thirds, then the second most overall wins for the season will be the second place team. In the event of a tie for the second most overall wins, a playoff shall be scheduled to break the tie.**
2. **If the first place team only wins one of the halves or one/two of the thirds, then the second place team shall be the team who won the other half or the other thirds. If more than one team wins a remaining third, then a playoff shall be scheduled to break the tie between those two teams.**
3. **If the first place team does not win either half or any thirds, the teams who did win a half or third will have a playoff game/s to determine the second place team.**

4. If there is a tie in **any** half **or third** of the season then there must be a playoff at the end of **that** half **or third** of the season as soon as possible to determine the half **or third** winner.
  5. The player agent for the division shall schedule all playoff games required.
2. All-Star Tournament: The Coach and Manager of the All-Star Team shall be the coach and manger of the first place team in each division. Coaches, managers, and the player agent of each divisional shall select thirteen (13) All-Star players to comprise the All-Star team for that division from the list of nominees using the following procedure:
- A. At least two weeks prior to the day that our league's final games are scheduled, each team will submit one **confidential** list of 13 nominees to the player agent in its division. The player agent will schedule a meeting with the coaches and managers prior to the date that the list of 13 nominees is due to review each of the teams' players that the coaches and managers believe are All-Star caliber players.
  - B. The player agent will compile a master list of nominees for confidential distribution to coaches and managers only, as soon as possible. Any players receiving only one vote will not be included on the master list. Each coach and manager will use this list to watch and evaluate the players on the list prior to the All-Star selection meeting.
  - C. Each coach and manager must vote in every round. The player agent may vote at his or her discretion. Coaches and manager who are not present or represented by proxy forfeit their vote.
  - D. On the first ballot, voters will submit a list of his or her thirteen All-Star choices. The Executive Board member and the player agent will tabulate the votes. On a given ballot during the voting process, a player must receive 70% or more of the overall vote to be selected as an All-Star.
  - E. If all thirteen positions are not filled on the first ballot, the remaining positions will be filled by a second ballot in which those voting select from among the remaining nominated girls. On the second ballot, those voting will cast votes for as many girls as are needed to fill a team of thirteen girls. Players who receive more than 70% of the votes will be All-Stars. This process shall be

repeated for 3 rounds. Then after 3 voting rounds without completing the All Star team roster, the player agent casts the deciding vote for the highest majority player.

### **Certification**

The foregoing Standing Rules of Lutz Leaguerettes were approved on September 11, 2006 by a 2/3 vote of the general membership present at a duly constituted general membership meeting.

## **Attachment 1**

### **Detailed Drafting Procedures for the Player Agents**

1. Make sure you have the most updated list of players eligible for the draft. Each age group should be on a separate sheet of paper and should be in alphabetical order.
2. Provide the following to each Coach and Manager:
  - a. The list of players eligible for the draft that includes their age, name, phone number, address, whether they are a coach or manager's daughter, if they made the all-star team the previous year, and if they have a sister playing in the same division including the sister's age. Leave room for last minute sign-ups for each age group.
  - b. A separate sheet of paper with the list of coaches' and managers' daughters eligible for the draft, in alphabetical order, with a space to document their draft round.
  - c. A separate sheet of paper with the list of sisters eligible for the draft with a space to document their draft round.
  - d. An empty spread sheet that includes the teams across the top (coach/manager) and 13 rounds down the side to fill in with the players selected for each team.
3. Once all the coaches and managers have arrived and you are ready to begin the draft, ask if anyone has any corrections that need to be made to any of the documents given to them in step 2.
4. Rank the coaches' and managers' daughters' by round within their age group in alphabetical order. All daughters that were on their respective all-star team the previous year are automatically 1<sup>st</sup> round selections.
5. Rank all the sisters by round within their age group.
6. Identify the priority order of the coach/manager teams, which is determined by service time.
7. Draw numbers to determine draft order. Begin with the top priority coach/manager and continue in descending order. When it becomes necessary to draw numbers again for draft order, the 2<sup>nd</sup> highest priority coach/manager begins the process. This process continues until the draft is complete. Always begin the

draft with the oldest age group within the division, then move to the next oldest and so on.

8. Draw numbers to determine a new draft order when:
  - a. there are not enough players remaining in an age group to complete another full round of selections. At this point, if there are any players remaining in the higher age group, they will move to the next lower age group. After the new draft order is established, selections begin in the lower age group.
  - b. one complete draft cycle has been completed and there are enough players remaining in that age group to complete another full round or cycle. If there are 6 teams in a draft, then a round results in 6 players being selected and a cycle results in 12 players being selected.
9. Draft examples:
  - a. If there are 6 teams in a division, and there are 10 players in the oldest age group, then the first 6 selections would be made (1 thru 6)(defined as a round) and the remaining 4 players would roll down to the next age group.
  - b. If the next age group already has 18 players, there would now be a total of 22 players after the 4 players from the older age group roll down. Teams would draw numbers again to determine draft order. The next 12 selections would be made (1 thru 6 and 6 thru 1)(defined as a cycle). The numbers would be drawn again for a new draft order. The next 6 selections would be made (1 thru 6) and the remaining 4 players would roll down to the next age group. This process continues until the final **full** round of selections is completed.
10. Teams draft until the final **full** round is completed. If there are still players remaining to be drafted, their names are placed on a piece of paper and placed in a hat along with blank pieces of paper to equal the number of teams drafting. Each team will select from the hat with the remaining players placed on the team that draws their name. The selection order will begin with the team that is next in line to begin drawing for a new round.
11. Use flipchart paper to show draft order for each round or cycle for each team.
12. Discuss notification process for the players.
13. Decide on practice day preferences and uniform colors. Get a first and second choice practice day for each team. Coach/manager seniority is used to determine priority for practice days and uniform colors. Each team gets one practice day before any team gets their second choice.

## **Addendum I:**

### Local Rules for Game Play - Add

#### **Tie Breaker Rule:**

a. If a score is tied after the completion of the regulation number of innings listed below by division, the next inning will begin using the tie-breaker.

- Pixie Division – 5 Innings
- Pigtail Division – 6 Innings
- Pony Division – 7 Innings

b. If a score is tied and the regulation time limit listed below has expired before the completion of the regulation number of innings have been played, the tie breaker rule will be used to begin the next inning.

- Pixie Division – 1 Hour
- Pigtail Division – 1 Hour and 5 Minutes
- Pony Division – 1 Hour and 15 Minutes

#### **Tie Breaker Procedure:**

- A. The visiting team will place a runner (the last out from the previous inning) on second base. If available, a legal substitute may be used.
- B. The visiting team has 3 outs with which to score as many runs as possible.
- C. After 3 outs are made, the home team will follow the same procedure as outlined in A.& B.
- D. The team that scores the most runs is declared the winner. If the score is still tied at the completion of each additional inning, the procedure will be repeated from Step A.

#### **Certification**

The foregoing Addendum to the Standing Rules of Lutz Leaguerettes were approved on February 2, 2009 by a 2/3 vote of the general membership present at a duly constituted general membership meeting.

## **Addendum II:**

Players signing up on, or after, December 2, but prior to February 1<sup>st</sup>, will be placed using the following procedure:

- A. The player, or player's parent/guardian, will submit a request for "Special Consideration" to the 1<sup>st</sup> Vice President. The 1<sup>st</sup> VP will then collect records, and distribute any necessary information for consideration, due to special or extenuating circumstances, to the other members of the Executive Board. The Executive Board members will record a "Yes" or "No" vote on whether to admit this player to the identified division. Any vote receiving the majority will be the decision of the Executive Board.
- B. "No" decisions may be appealed by the player, or player's parent/guardian, in writing to a committee made up of the Executive Board and the Player Agents, within 10 days of notification. The committee will meet within 15 days to deliberate. The decision of this committee is final.

A player receiving a majority "Yes" vote for admittance into the specified division of the league, will be placed according to the following procedure:

- A. The player agent will determine how many teams in the division are short players.
- B. If two or more teams are short a player, new registrants accepted under "Special Circumstances" approval will be placed on a team immediately by entering their name(s) on a slip of paper, along with the proper number of blank slips, in a hat. Teams short of players will draw for the new player(s). Coaching pairs with the most coaching seniority shall always draw first.
- C. If more than one player in a division is accepted under "Special Circumstances" approval. The team that is short a player will draw from between these two players, equalizing all teams in the division. All teams, with the next lowest number of players, will then draw for the extra player, and coaching pairs with the most coaching seniority shall always draw first.
- D. In addition, if only one team is short a player, and only one player has registered to play accepted under "Special Circumstances" approval, and no other players have been accepted since the first player was accepted, the player will be placed on the team with the least number of players.
- E. Any new player must attend one team practice before being included on a game roster. Pre-game warm-up does not constitute a practice.

## **Certification**

The foregoing Addendum to the Standing Rules of Lutz Leaguerettes were approved on February 2, 2009 by a 2/3 vote of the general membership present at a duly constituted general membership meeting.