



Brownsburg Girls Softball League Competition Handbook

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MISSION STATEMENT

Brownsburg Girls Softball League will provide the finest facility for organized girl's softball in a safe and healthy environment. We strive to promote teamwork, sportsmanship, safety, and instruction of superior quality and value. The Brownsburg Girls Softball League exhibits characteristics of recreation and competition. It is our commitment to develop and responsively facilitate the needs of the sport, athletes, and community. Our primary goal is to offer a positive atmosphere that will enhance the physical and social development of our youth. We are proud of our facilities, reputation, and strong support.

FOR THE PURPOSE OF THIS HANDBOOK, BGSL MAY BE REFERRED TO AS THE "LEAGUE" AND/OR "CORPORATION".

GENDER – SECTION 1

All references in this BGSL Competition Handbook to the masculine gender will include the feminine gender.

GOVERNING RULES – SECTION 2

ALL DIVISIONS (1)

The League is governed by BGSL Principles and Bylaws and this BGSL Competition Handbook, which take precedence over Amateur Softball Association of America (ASA) rules and regulations where in conflict. The latest edition of the ASA Official Rules of Softball will govern any situation not covered by the Principles and Bylaws or by the BGSL Competition Handbook.

U6 COACH PITCH (2)

The U6 coach pitch division is an instructional and training oriented division. The following are the rules governing the U6 coach pitch division.

- a) Team construction will be by a blind draw process with a redraft every year.
- b) The U6 division will use an eleven-inch (11") Softball.
- c) The U6 division will be training oriented and non-competitive. No score will be kept. There will be no wins and losses nor standings compiled.
- d) It is strongly recommended that managers and coaches attend an U8 division game to familiarize themselves with the level of play expected in the U8 division in an effort to facilitate the effectiveness of their coaching in the U6 division.
- e) Diamond Dimensions-
 - o Distance between the bases will be fifty-five (55) feet.
 - o The pitching circle will have a radius of eight (8) feet from the FRONT of the pitching rubber.
- f) Playing Rules
 - o A "game" will consist of a maximum of sixty (60) minutes or called earlier due to inclement weather, whichever occurs first. Sixty (60) minutes after the game start time, the game immediately concludes.
 - o An inning consists of each team having one time at bat. A team's time at bat consists of each player on the roster having one (1) and only one (1) turn at bat during an inning. Each player on the roster shall bat each inning in an order determined as follows: the batting order will be determined by player's shirt numbers and will change for each game. In each team's first game, the player wearing shirt number one (1) will serve as the lead-off batter for that game, followed by the remaining players on the roster, in sequential order by shirt number. In succeeding games, the lead-off batter for each team will be the player wearing the shirt number corresponding to that team's game number, and followed by the remaining players on the roster in sequential order by shirt number.
 - o Each batter will be allowed three (3) pitches and then three (3) swings at the ball on a batting tee. If the batter is still not successful at hitting the ball into play, a coach will assist with the batter's swing to place the ball into play. There will be no strikeouts in this division.
 - o Runners may not continually advance on overthrows. If they are proceeding toward a base and an overthrow occurs, they may pass that base and try for one more only. If the ball is overthrown again (a double overthrow in one time at bat), the ball is dead and all activity shall stop.
 - o Each time three (3) outs have been recorded by the defensive team, the bases will be cleared. However, per rule f, ii), a team's time at bat will continue until the last player in that team's lineup for that inning has completed her turn at bat.

- Fielding positions-players will be alternated between all possible positions and should alternate between infield and outfield to the greatest extent possible. Injured players may re-enter games an unlimited number of times. All players will play defense each inning.
- The defensive team shall station a player, called the “pitcher-player” within a circle drawn on the field. The “pitcher-player” will have both feet inside the circle until the ball is hit.
- Including the “pitcher-player” and the catcher, no more than seven (7) players may position themselves prior to any pitch in a non-outfield position, as defined by the Competition Committee prior to the start of the season.
- The team playing in the field may have no more than three (3) coaches on the playing field while on defense. These coaches may position themselves anywhere on the field, fair or foul, but must be behind the baselines of the infield prior to each pitch and until the ball crosses home plate. These coaches may speak to the players and otherwise instruct them during both dead and live and dead ball situations.
- Any live ball, which strikes any coach on the field, shall result in an immediate dead ball.
- The infield fly rule will not be in effect in this division.
- Only the manager, coaches, scorekeeper, team parent, and players are allowed in the dugout.
- Games will be umpired by the managers. Home team manager has final say.
- Team will have a maximum of 10 players

U8 COACH PITCH (3)

The U8 coach pitch division is training oriented division. The following are the modified rules that govern the U8 coach pitch division:

- a) The U8 coach pitch division maximum roster size shall be eleven (11) players.
- b) The U8 coach pitch division will use a regular eleven (11) inch softball. Post season invitational tournaments generally use regular ASA approved eleven (11) inch softballs.
- c) It is strongly recommended that managers and coaches attend a U10 division game to familiarize themselves with the level of play expected in the U10 division, in an effort to facilitate the effectiveness of their coaching in the U8 division.
- d) Base distances will be sixty (60) feet. The pitcher’s plate will be thirty-five (35) feet from home plate.
- e) The U8 coach pitch division will be considered a competitive division where the score will be kept.
- f) A game will consist of six (6) innings. However, no new inning may start after sixty (60) minutes,
- g) Teams switch sides after three (3) outs have been recorded in a half inning. However, a team’s time at bat will end when all players on its roster have batted in any half inning and there remain less than three (3) outs. Should this occur, that half inning will be considered concluded, and the team at bat will take the field to play defense. A team with fewer players than its opponent will be allowed to bat the same number of players (in regular order) as the number of players in the opposing team’s lineup. For example: If one team has eight (8) players and the other has all twelve (12) and the team with only eight (8) players does not have three (3) outs, the team with eight (8) players will continue to bat through twelve (12) batting positions or three (3) outs, whichever occurs first.
- h) Runners may not continually advance on overthrows. If they are proceeding toward a base and an overthrow occurs, they may pass that base and try for one more only. If the ball is overthrown again (a double overthrow in one time at bat), the ball is dead and all activity shall stop.
- i) Pitching will be performed by the manager or coach of the team at bat, or by an adult designee of the manager. This “coach pitcher” shall pitch to the batters with an underhand motion in a coach pitch style.
- j) The coach pitcher shall deliver each pitch starting with both feet inside the pitching circle. Failure to comply with this rule, in the judgment of the umpire shall cause the umpire to immediately rule and announce a “no pitch”, resulting in an immediate dead ball. A “no pitch” shall not count against the batter’s maximum of six (6) pitches. The pitching circle is a circle with an eight-foot (8’) radius drawn on the field from the FRONT of the pitcher’s plate.
- k) The defensive team shall station a player, called the “pitcher’s helper” within the pitching circle. The pitcher’s helper will have both feet inside the pitching circle at the time of the pitch release, and positioned so as not to interfere with the coach pitcher delivering the pitch to the batter. This player may not move outside the circle until the pitch has crossed home plate. No more than one pitcher’s helper may be used, and no other player shall station herself closer than ten (10) feet in front of the nearest baseline at the time of the pitch.

- l) Including the “pitcher’s helper” and the catcher, no more than seven (7) defensive players may position themselves prior to any pitch in a non-outfield position, which is defined as closer to home plate than ten (10) feet behind any baseline. All other defensive players will be designated outfielders. All outfielders may not be positioned on any infield (dirt) area prior to each pitch and must be located on the outfield grass area at the time of the pitch release.
- m) A player’s turn at bat shall consist of a maximum of six (6) pitches. If a batter has not reached base safely or been put out by the defense (including by strikeout) after six (6) pitches, this shall be considered a strikeout and the player’s turn at bat ends. There are no bases on balls. Any pitch not struck at by the batter is simply ruled a “pitch”. Any pitch swung at and missed is a strike. Any pitch hit foul with less than two (2) strikes constitutes a strike. A two strike foul is simply a “pitch” unless it is the sixth pitch, in which case one more pitch, for a total of seven (7) pitches will be allowed. Three (3) strikes constitute a strikeout, which ends the payer’s turn at bat.
- n) The team playing in the field may have no more that two (2) coaches on the playing field while on defense. These coaches may position themselves anywhere in the outfield, fair or foul territory. These coaches may speak to the players and otherwise instruct them during both dead and live ball situations.
- o) Any batted ball which strikes any coach on the field, shall result in an immediate dead ball and shall not count against the batter’s maximum of six (6) pitches.
- p) The infield fly rule will not be in effect in this division.
- q) The third strike foul rule (strikeout) will not be in effect in this division, unless per rule n), it is the batter’s sixth pitch. However, a third strike foul tip caught and held by the catcher will be an out.
- r) Games will be umpired by paid umpires. However, managers and coaches within this division may be assigned by the Vice-President of Competition to umpire games, if paid umpires are not available.
- s) Ties will be broken by the BGSJ tie-break procedure defined in Section 2, #5

FAST PITCH SOFTBALL (4)

The League sponsors spring-season fast pitch teams for U10, U12, and U14 divisions. Eligible girls (per ASA age regulations) may register with the League to play either slow pitch or fast pitch, but not both. Slow pitch and fast pitch practice and game schedule conflicts are inevitable and unavoidable, so it is impractical to participate in both concurrently. The rules and regulations detailed in the BGSJ Principles and Bylaws and this BGSJ Competition Handbook shall apply to all BGSJ registered fast pitch player participants, manager, coaches, scorekeepers, and fans, except where superseded by playing rules and regulation which have been adopted and/or modified by the League’s Board.

- 1) All Fast Pitch specific rules apply to both spring and fall fast pitch.
 - a) All fast pitch divisions are governed by ASA Rules and Regulations. ASA Rules are the priority except where there is a conflict with the BGSJ Competition Handbook. In the case of a conflict, the Competition Handbook takes priority.
 - b) A game is defined at seven (7) or seventy (70) minutes
 - c) No player-participant shall be allowed to play both slow pitch and fast pitch at the same.
 - i. U10 Exceptions
 - a. A game is defined as six (6) innings or seventy minutes
 - b. There are ten (10) defensive players in the field with free/unlimited substitutions. Four (4) of these must be playing in the outfield positions.
 - c. Pitchers can pitch a maximum of 4 innings per game. During innings 1 – 3, no one pitcher can pitch more than 2 innings.
 - d. A player is not allowed to steal home at any time
 - ii. U12 Exceptions
 - a. Pitchers are allowed to pitch no more than five (5) innings in anyone game

***if the BGSJ Board decides to participate in the Indianapolis Westside Fast Pitch Association, any rule conflicts will defer to the Westside rules as the priority, followed by the BGSJ Competition Handbook then the ASA Rules

INTERNATIONAL TIE BREAKER RULE (5)

If the score of a game is tied at: 1) the end of regulation seven innings or (2) a full inning is completed after the expiration of the established time limit, the international tie breaker rule will be used immediately.

PLAYER-PARTICIPANT REGISTRATION – SECTION 3

1. Player-participant registration will be held as determined by the Board. Public notice will be given at least ten (10) days prior to the initial registration date.
2. The registration fees will be determined annually by the Board and may be waived at the Board's discretion in certain hardship situations.
3. Each girl's parent (s) or legal guardian (s) will complete and sign the player-participant registration form and any other form (s) that may be deemed necessary by the Board. When the above requirements have been met, and the League registration fees satisfied, the girl becomes a player-participant and is eligible to participate in League sanctioned activities.
4. A player-participant must play in their age appropriate division as defined in Section 5 Paragraph 1.
5. Any eligible girl desiring to register may do so within the registration period, which closes one week prior to the draft process. Any registration received after the draft process will be placed on the waiting list waiting for team vacancies. No player participant, who registers after the close of the draft process, will be placed on their previous team. Online registration will close one week prior to the draft day. Online registration will re-open upon completion of the draft process, this will constitute as Late-Registration. All Late-Registrations are subject to the approval of the Board, by a simple majority vote of Board Members present. Late registrants will be subject to a minimum ten-dollar (\$10.00) late fee and any additional costs incurred by the League as a result of the late registration. Late registrants' names and the dates that their registrations were completed (including fees satisfied) will be placed on a list, which shall be maintained by the Vice President of Competition, to await vacancies within League teams in their respective divisions. Recommendation for assignment of late registrants to League teams will be made by the Vice President of Competition to the Board. LATE REGISTRANTS WILL NOT RETURN TO THEIR ORIGINAL TEAM. Final assignment to teams will be done by simple majority vote of the Board members present, which will take into account the order of completed registrations and other factors, including maintaining competitive balance within the division. Late Registration will close on the first day of practice for the league.
6. The general rules for refunds will be:
 - a. All requests for refunds must be made to the Vice President of competition in writing.
 - b. Registration refunds must be approved by the board by simple majority vote of those members present at the next regularly scheduled board meeting.
 - c. Fund raiser monies and late fees will not be refunded.
 - d. No refunds will be issued after the first practice.
 - e. Registration funds may be credited to future seasons at the Board's discretion in lieu of a cash refund.
7. Each first year registrant must present a copy of her birth certificate at the time she registers, which will be retained by the League for its records. The Vice President of Competition is responsible for keeping and maintaining the League's copies of birth certificates.

MANAGERS AND COACHES – SECTION 4

1. Managers will be selected, approved, and assigned to teams by the Board from those persons submitting applications for open manager positions, and will be subject to a limited criminal history check performed in accordance with state and local laws. In the event that a limited criminal history check provides that a manager applicant has been convicted of a felony, the applicant will not be assigned a team or allowed to coach. In addition, all existing managers will be subject to a limited criminal history check in accordance with state and local laws. In the event that an existing manager has been convicted of a felony, the manager will be immediately removed from his position and not be allowed to manage or coach in the League. His vacancy will be filled in accordance with this section. Although no all-inclusive and in no particular order of importance, the board will use the following list of criteria when selecting Managers and Coaches.
 - a. Past experience with youth coaching or leadership activities
 - b. Limited criminal history check
 - c. knowledge of the game of softball
 - d. Availability of and willingness to commit necessary time and resources to effectively manage and train young players

- e. Prior managing and/or coaching experience with the League
 - f. Recommendations of parents and league patrons
 - g. Being interviewed by the Board and agreeing to conditions required of manager and coach established by the board.
 - h. Past written complaints files with the board will be reviewed
 - i. Past draft away history will be considered
2. Those persons submitting applications to manage in the League for the first time will be subject to an interview before the Board, at a regular Board meeting, prior to approval and assignment to manage a League team. The board reserves the right to interview any and all returning managers from any previous season.
 3. Managers are expected to attend all meetings of their respective divisions or have a representative present in their absence.
 4. It will be mandatory for each manager or his representative to attend any umpire training, or rule clinics scheduled by the Board's respective committees. If a manager fails to attend two (2) successive meetings or any mandatory clinics, the manager may be removed and replaced at the discretion of the Board.
 5. Managers will make all final decisions on positions, time-outs, and protests.
 6. Both managers scheduled for the first game on any diamond on any day are responsible for placing the bases, and lining the diamonds. Both managers scheduled for the last game on any diamond on any day are responsible for removing the bases from the diamond and placing them in the diamond dugout box.
 7. A person may manage only one (1) regular-season League team. A person may, however, manage a regular-season League team and a State Tournament team or All-Star team. No person may manage both a State Tournament team and an All-Star team in the same season. A person may be officially affiliated with three (3) teams, provided the teams are in different divisions. For the purpose of this rule, State Tournament teams (See Section 11) are considered to be in separate divisions, (i.e. 10U State Tournament division, 12U State Tournament division, etc.). Note: A person may also manage one (1) 10U fast pitch division as defined in Section 2, 5) team along with one (1) other team within the League.
 8. A manager will provide to the Division Director not more than two (2) coaches to be rostered and to assist him with his team in addition to one (1) team mom. Coaches will not be selected until after the draft process/blind-draws are complete. The names of coaches and team mom may be disclosed to the Division Director by a manager at the conclusion of the draft process. Names of coaches and team mom must be disclosed to the Division Director not later than two (2) weeks prior to the League's scheduled opening day. Coaches and team mom must complete and sign a League application, the Board may vote to disallow a coach or team mom by a simple majority vote. Coaches will assist the manager with properly training team members and will act in the same capacity as the manager in his absence.
 9. If a manager is assigned a team after the teams are filled, and he has a daughter in the same division, his daughter will be assigned to his team, if requested by the manager.
 10. After the teams are filled, no girl will be allowed to move to another team because her parent or guardian was made a coach of that team.
 11. Each manager will be responsible for the discipline, safety, and conduct of his team during League sponsored activities.
 12. The use of tobacco is prohibited on all League owned property.
 13. Use or possession of alcohol or illegal drugs, profane or abusive language, or unsportsmanlike conduct of any kind during League sanctioned activities may be cause for the immediate suspension of any player-participant, scorekeeper, manager, team parent, or coach by any Board Member.
 14. Any manger, coach, team parent, scorekeeper, or player-participant ejected from a game by an umpire is subject to a mandatory one-game suspension.
 15. All suspensions will be reported immediately to the Board Member of the Day (BMOD). The suspension of any player-participant, scorekeeper, team parent, coach, or manager may be appealed in writing to the Board. The written appeal must be personally received by a member of the Executive Committee within twenty-four (24) hours after the suspension, but no later that two (2) hours prior to the scheduled start time of the suspended party's next game. At the time of the written appeal is personally received by any member of the Executive Committee, that member will immediately, or as soon as otherwise practicable, notify the President (or Vice President in the absence of the President) and the appropriate Division Director. Timely receipt of the written appeal shall have the immediate effect of temporarily setting aside the suspension, pending the Board's hearing of the appeal. The Board will hear the appeal within forty-eight (48) hours from

- the time the written appeal is received by a member of the Executive Committee, and will act in one (1) of three (3) ways. The Board may:
- a. Nullify or alter the suspension
 - b. Uphold and enforce a determined suspension
 - c. Continue the suspension indefinitely until such time as the condition resulting in the suspension has been rectified to the satisfaction of the Board. Such actions necessary, in the Board's view, to rectify the situation will be communicated directly and immediately to the suspended party by the Board.
16. Managers and coaches shall not attempt to distract or interfere with players by physical or verbal action. Any manager or coach who, in the judgment of the umpire, violates this rule may be ejected from the game by the umpire.
 17. Managers will inform their team that only coaches, player-participants, scorekeepers, and team parents are allowed in the dugout. Managers shall be responsible for enforcing this restriction.
 18. Any complaint must be written, signed, and submitted to a Board Member. Such complaints will be heard by the Board and appropriate action will be taken no later than the next Board meeting.
 19. The respective home team manager is responsible for maintaining the official score book for each game. Failure to abide by this rule will result in forfeiture of the game.
 20. Each team is responsible to provide at least six (6) parents or representatives from their team to perform concession duties as scheduled. The duties may be required during any activity held at the BGSL facility. A concession stand duty schedule will be presented to each manager, which may be revised at any time throughout the season. It is the responsibility of the team manager to ensure his team's parents or representatives participate. A team not fulfilling its concession obligation may result in the Board moving to disallow the team's manager from managing the BGSL for a period of one (1) year.

PLAYER-PARTICIPANTS – SECTION 5

The League will consist of 6-under (6U), 8-under (8U), 10-under (10), 12-under (12U), 14-under (14U), 19-under (19U) slow pitch age divisions and 10-under (U10), 12-under (12U), 14-under (14U) fast pitch age divisions. Each player-participant will be registered in a division or divisions according to her age.

1. The league age divisions for both slow pitch and fast pitch are as follows:
 - a. The 6U division will consist of player-participants who are at least five (5) years old before May 1st of the playing year, and who have not reached their seventh (7th) birthday before January 1st of the playing year.
 - b. The 8U division will consist of player-participants who are at least seven (7) years old before January 1st of the playing year, and who have not reached their ninth (9th) birthday before January 1st of the playing year.
 - c. The 10U division will consist of player-participants who are at least nine (9) years old before January 1st of the playing year and who have not reached their eleventh (11th) birthday before January 1st of the playing year.
 - d. The 12U division will consist of player-participants who are at least eleven (11) years old before January 1st of the playing year, and who have not reached their thirteenth (13th) birthday before January 1st of the playing year.
 - e. The 14U division will consist of player-participants who are at least thirteen (13) years old before January 1st of the playing year and who have not reached the fifteenth (15th) birthday before January 1st of the playing year.
 - f. The 19U division will consist of player-participants who are at least fifteen (15) years old before January 1st of the playing year and who have not reached their twentieth (20th) birthday before January 1st of the playing year.
2. Additional age divisions may be defined and instituted at the discretion of the Board, and as player-participants availability and interest dictates.
3. Any player-participant wanting to move up an age division must submit their request in writing, to the BGSL Board of Directors. The Board will consider this request and make their decision no later than one week or to the draft process. Once the draft process is complete and player-participants are placed on teams, no one will be allowed to move to another team.

TEAM CONSTRUCTION – SECTION 6

1. All player-participants, other than late registrants [See Section 3, 5)], returning within the same division will remain on their previously assigned teams. If a change of manager is requested, the player-participant's name will be included in the draft process.
2. A player-participant may request to draft away from only one manager each season prior to the close of the regular registration period [See Section 3, 5)]. A player-participant and her sister(s) who intend to play together on the same team will be considered a single entity for the purpose of drafting away from a manager.
3. Each manager who has a daughter (s) or granddaughter (s) playing in the division in which he manages will have the option of having her on the team he manages.
4. New player-participants in the League, player-participants going back into the draft process, or player-participants moving up a division, other than manager's daughter (s) or granddaughter (s) will be selected to teams by either a normal draft process or a blind draw process. Blind draws will be conducted in a manner that, to the maximum extent practical, will result in all teams within the division having an equal number of player-participants of the same playing age. The blind draw process will be conducted and supervised by the Division Directors, Competition committee members and Board members.
5. The draft process will be scheduled and conducted by the Competition Committee. A draft list for each division will be provided to each manager at least two (2) days prior to the draft. The draft process is separate by division and begins with a player-participant evaluation by the managers of that division. Teams will draft in reverse order of the teams' final standing during the prior year's season; that is, the last place team will have the first selection and the first place team will have the last selection in each complete round in which it is entitled to a selection. Teams will continue to select in this order, each team dropping out of the sequence when its roster reaches the number of player-participants equal to the predetermined number of complete rounds to be conducted in the draft process. If any expansion team is necessary, the expansion team will be designated as the last place team for the purpose of establishing drafting order. If more than one (1) expansion team is necessary, a draft order among all the expansion teams will be established by a blind draw conducted by the Vice President of Competition or his designee.
6. All player-participants attending the draft process will be selected before any player-participants not attending the draft process are eligible to be selected. Player-participants in the draft pool will be selected by teams as described above [See Section 6, 5)], until completion of the predetermined number of full rounds. (Generally, teams will be equal in player-participant number at this point.) When player-participants remain to be selected, but not enough for every team to make a selection, all teams will be assigned a drafting sequence for the remaining player-participants by means of a blind draw. For those teams not receiving one of the extra selections in this process, this sequence will be taken into consideration by the Board in assigning any late registrants to teams.
7. All player-participants in the draft pool must appear at and/or participate in the draft process for their respective divisions. Those prohibited from participating by junior high or high school athletic rules need only appear at the tryout process in order to be considered present and eligible for selection during the first phase of the draft. Player-participants unable to participate in the tryout process due to injury or illness, and present at the try-out, will be eligible for initial phase of the selection process. The participants not able to attend the try-out process, whether injured, ill, or for any other reason, will be eligible at the beginning of the second phase of the draft process.
8. Any player-participant going back into the draft process cannot be re-drafted by the same team or the manager selected to be drafted away from. The draft away processes allows for a player participant to draft away from a specific manager or their returning team. (See section 6 # 2)
9. Any expansion team will be filled via the draft process, the same as any existing team. However, an expansion team will have an additional first-round and an additional third-round selection at the end of those rounds, provided the number of manager's daughter (s)/granddaughter (s) on that expansion team does not equal the number of player-participants of the non-expansion team which begins the draft process with the fewest player-participants. If an expansion team's extra first-round selection brings it equal in number with the non-expansion team with the fewest player-participants, the extra third-round selection for that expansion team is forfeited.
10. Non-expansion teams which would begin the draft process with three (3) or fewer rostered player-participants (including returning player-participants from the prior year's roster, the manager's daughter

- (s)/granddaughter (s), and returning player-participants sister (s) automatically assigned to the team by virtue of moving into the division) will be disbanded. Those player-participants affected, other than managers' daughter (s)/granddaughter (s) will be included in the draft process. However, a manager may request that a team not be disbanded if he desires to retain the returning players and enter the draft process with an existing team, which begins with either two (2) or three (3) player-participants. A team which would begin the draft process with only one (1) returning player must be disbanded.
11. For the purposes of these rules, the term "sisters" is defined as biological sisters, stepsisters, or foster sisters living in the same household or having the same biological parent (s) of legal guardian (s). Sisters in the same division will be drafted to the same team unless otherwise requested in writing by their parent (s) of legal guardian (s) prior to the close of regular registration [See Section 3, 5)]. A manager selecting a player-participant with a sister of sisters in the same draft pool will receive the other sister (s) as his next selection (s) in succession. If there are not enough remaining roster slots to accommodate the selection of sisters, a manager may not draft the sisters to his team. In such an instance, however, if there is to be an extra partial round for remaining unselected players at the end of the draft process [See Section 6, 6)], a manager may elect to use this one extra slot to accommodate his selection of sisters. (Note: this paragraph does not apply to a manager's daughter (s) [See Section 6, 3]).
 12. A player-participant new to a division in which she has a sister or sisters returning to or already assigned to an existing team in that division shall be assigned to that team. If she has two (2) or more sisters within the division who are on separate teams by virtue of their parents' or legal guardians' request [See Section 6, 11)], she shall be assigned to one of her sisters' teams as chosen by her parent (s) of legal guardian (s). If she is to be assigned to a sister's current team, she shall fill the slot in what would have been that team's round two (2) draft position, and that draft selection is forfeited. If there are additional sisters new to the division to be assigned to that team, they will fill the team's slots in the succeeding even-numbered rounds (i.e. a second sister new to the division fill the slot in that team's round four (4) draft position, etc.) and those draft selections are forfeited. However, if these slots are not open for that team in these rounds, sisters will be assigned to the earliest available remaining draft selection slots belonging to the team. If a team has only one (1) draft selection to make prior to the assignment of any incoming sister (s), the first sister to be assigned will fill the available round one (1) draft slot, while additional sisters to be assigned will be added to the extra incomplete round at the end of the draft grid [See Section 6, 6)] and beyond, as necessary. Teams already full and possessing no draft selections must still accommodate incoming sisters regardless of available roster slots. In such cases, the sister (s) to be assigned will be added at the end of the draft grid as "extra" selections to that team.
 13. Trading of one player-participant per team after the completion of the draft is permissible upon agreement of the managers or the manager's respective representative involved. This one trade rule constitutes a manager requesting a trade and a manager receiving a trade request. In other words, a manager may only initiate ONE trade and only accept ONE other manager requesting a trade. ALL SUCH TRADES MUST BE REPORTED TO THE DRAFT CHAIRMAN BY ALL PARTIES INVOLVED IN THE TRADE, WHILE STILL IN THE DRAFT ROOM. ANY SUCH TRADE WILL ONLY BE VALID AND BINDING AFTER THE APPROVAL OF THE VICE PRESIDENT OF COMPETITION AND THE DIVISION DIRECTOR FOR THE DIVISION THE TRADE EFFECTS. No trades will be allowed after the draft proceedings are complete.
 14. If a manager wishes to have a representative stand in for him during the draft process, the manager must submit his representative's information to the Vice President of Competition prior to the draft venue date. No more than one representative per team may be present during the draft proceedings. If no team representative is present the Board will name a substitute for the draft proceedings, his decisions will stand.

PLAYING RULES AND REGULATIONS – SECTION 7

1. Violations of these rules and regulations by parents, managers, coaches, scorekeepers, or player-participants should be reported in writing to the Board.
2. Confirmed violations of these rules and regulations will be considered unsportsmanlike conduct and may be cause for suspension [See Section 4, 13)-15)].
3. It will be the responsibility of the umpire to determine if a scheduled game is to be played in the event of inclement weather. In the event of inclement weather, if any umpire suspends play on any diamond, League play will be suspended on all other diamonds. The Chairperson of Buildings, Grounds and Maintenance; Division Directors; Vice President of Competition; or BMOD may overrule an umpire's decision to continue

- play in the event field conditions are perceived to be dangerous to player-participants or if the playing fields could suffer damage by continuing play.
4. All games will be played as scheduled unless weather or other conditions prohibit the playing of the game.
 - a. Decisions on game postponements may be made at any time up to the scheduled game time. Postponement of a scheduled game does not mean automatic postponement of any subsequently scheduled game (s). The Chairperson of Buildings, Grounds, and Maintenance; Vice President of Competition; President; Vice President; Division Directors; or BMOD must take careful notice of playing field conditions by taking into consideration the workability of the diamonds and the willingness of the coaches and managers to help in preparing the fields for play before proceeding with a scheduled game.
 - b. Decisions on playing field conditions shall be made by the Chairperson of Buildings, Grounds, and Maintenance; Vice President of Competition; President; Vice President; or BMOD; or Division Directors in the order listed as such persons may be present at the playing fields.
 - c. The start of the game will be delayed no more than fifteen (15) minutes for weather conditions. If a game does not start with fifteen (15) minutes of its scheduled start time, that game may be rescheduled to the first available time slot for rescheduled games.
 5. Teams must be present at their assigned playing field and ready to begin at least five (5) minutes prior to their scheduled game time. An umpire will allow five (5) minutes after the time he arrives at the playing field and declares himself ready to begin the game, whichever is later, at which time he shall declare a forfeit against a team which is not yet present and ready to begin play.
 6. All player-participants, managers, coaches, scorekeepers, and fans are expected to conduct themselves in a sportsmanlike manner at all times.
 7. Game schedules will be prepared by the Competition Committee and approved by the Board prior to each playing season.
 8. No more than three (3) and not less than two (2) practice sessions will be conducted by any team in any calendar week prior to the League's opening day and no team will conduct more than two (2) practice sessions in any calendar week after commencement of the League's game schedule. However, a team must conduct at least one (1) practice session during such calendar week. No practice session during such calendar week will be required if a team is scheduled to play three (3) or more games during that calendar week. A calendar week begins on Sunday and ends on the following Saturday. No practice session may be held earlier than the date established by the Board.
 9. Practice time will not exceed two (2) hours per practice for any player-participant.
 10. A player-participant must attend practices or present a valid excuse to her manager or the manager is not required to play the player-participant in the next scheduled game. Player-participants who have been injured, are unable to play due to sickness, or are being disciplined by the manager may be seated on the team bench.
 11. Managers must notify a Division Director in writing prior to the suspension of any player-participant. Manager found to be unfairly disciplining player-participants may be suspended by the Board [See Section 4, 15)].
 12. The infield fly rule will NOT be in effect for the 6U and 8U divisions.
 13. ASA substitution rules do not apply to league games. All player-participants present and able to play will bat, whether or not they are playing in the field that inning. If a player-participant is not available to play at her assigned place in the batting order during the first rotation of the batting order she will be moved to the bottom of the batting order. Should the player-participant arrive after her first rotation in the batting order she will be allowed to play and thereafter be subject to the mandates of the paragraph 18 below.
 14. All player-participants present and in the game lineup must play defense at least every other inning. No player-participant shall sit out more than two (2) innings per a seven (7) inning game, unless a player-participant is being disciplined and the opposing manager and BMOD have been informed. A complete defensive inning must be played or the game may be forfeited.
 15. A player-participant present and in the lineup that becomes ill, injured, or is for any reason unable to continue in the game may be scratched from the batting order. Her position in the batting order will thereafter be skipped, with no out being recorded. If this occurrence results in only seven (7) player-participants remaining in the lineup, the game may continue to be contested. However, no game may continue with less than seven (7) player-participants. In such cases, the game will be stopped and a forfeit recorded against the team short of players. Even if a player-participant position in the batting order has been skipped one or more times subject to the above, she may reenter the game at any time in her original batting position, including the

- conclusion of a suspended/postponed game. However, under this rule, a player-participant may be reentered no more than one time in any game. If a player-participant is scratched from the game's lineup a second time, she may no longer reenter that game. (EXCEPTION: In a suspended game, a player-participant who was scratched twice prior to the game's suspension may reenter in her original spot in the order and play in the rescheduled conclusion of the game. She will be allowed no further reentry for the remainder of the game.)
16. In the event of a suspended game, player-participants who were not in the original lineup may be added at the end of the lineup and allowed to participate in the postponed conclusion of the game. Likewise, player-participants originally in the lineup, but unable to participate in the postponed conclusion, may be removed from the batting order without penalty. If fewer than eight (8) player-participants of a team are present and able to play in the postponed conclusion, the game will be recorded as a forfeit against the team (s) short of players.
 17. Unless excused by the manager, all player-participants and coaches must remain in the dugout area when not participating on the playing field.
 18. When a team is playing offense (batting), there may be a first base coach and third base coach allowed on the playing field within the chalk lines established for both bases respectively. A third coach may also be permitted to be outside the dugout on the playing field provided the coach remains against the fence at the entrance of the dugout only and is not allowed to leave the entrance area of the dugout under any circumstances except when time-out is called.
 19. When a team is playing defense (in the field), there may be one coach permitted to be outside the dugout on the playing field provided the coach remains against the fence at the entrance of the dugout only and is not allowed to leave the entrance area of the dugout under any circumstances except when time-out is called.
 20. Time-outs are limited to two (2) per team per inning. The third time-out will require removal of the pitcher from the pitching position for the remainder of that inning.
 21. A courtesy runner may be used for an injured player-participant who has reached base safely. The courtesy runner will be the injured player-participant's teammate who was last put out and is not currently on base.
 22. Time limits of the League's games will be determined by the Board prior to the League's opening day. If an inning has started prior to the expiration of game's time limit, the game will continue until completion of the inning, subject to its interruption by other rule, such as run-rule provisions or game suspension. The next inning is deemed to have started immediately at the time the final out of the preceding inning has been recorded.
 23. During the last five (5) minutes of a timed game, all called time-outs and injury time-outs will result in the umpire stopping the game clock until he orders play to resume.
 24. A team may begin a regular season game with no fewer than eight (8) player-participants present and ready to play. (Eight (8) player-participants is the required minimum in order to play an official game.) If a team is unable to field eight (8) player-participants the game will be recorded as forfeit against the team with the less than required number of player-participants. If both teams lack the minimum number of required player-participants, the game will be recorded as a double forfeit. If both managers are in agreement, the game may be played using player-participants from each others team to field a complete defensive team. However, the official out-come of the game will be as described earlier in this paragraph.
 25. All disputes will be settled on the field by the two (2) managers and the head umpire. If not, the umpire's decision will stand.
 26. A player-participant and her manager will be warned by the umpire about throwing her bat on the first offense and will be called out for the second offense as determined by the umpire. The effect will be a dead ball and an out. The third offense will result in an out and dead ball and the batter will be ejected from the game and scratched from the batting order. Her position in the batting order will thereafter be skipped, with no additional outs being recorded.
 27. No jewelry is to be worn during practices or games. However, items such as medical alert bracelets or items of jewelry of identification which must remain for medical or safety reasons and cannot be removed must be taped or otherwise secured to the body so as not present exposed sharp or pointed edges or surfaces, nor to be loose on the body, nor otherwise present a safety risk to either the player or those participating with or against her. In the interest of safety to all players, a player-participant wearing a cast will not be allowed to play. All hair longer than shoulder length is to be tied back during games and practices. Halters, slip-on shoes, sandals, bare feet, and metal cleats are not permitted. It is strongly recommended that all player-participants' shirts be tucked in. Stirrups shall be worn properly, if used.

28. Each team will be responsible for cleaning its dugout and bleacher areas after each game. Failure to leave these areas in a clean condition may result in the manager being suspended for the next game and not permitted any contact with his team during the game.
29. The League's intra-league tournament will be conducted under the same rules that govern regular season play, except that championship games will have no time limit. Run rules will continue in effect for all intra-league tournament games.

EQUIPMENT – SECTION 8

The League will furnish softballs, catchers' masks, and chest protectors. Such other equipment as deemed advisable by the Board will be furnished by the League and all said equipment will remain the property of the League. All protective gear must be worn when a player-participant assumes the catcher's position in games and practices. Any equipment used, whether or not furnished by the League, must meet ASA specifications. All equipment provided by the League must be returned to the League at the conclusion of your final game.

It is the responsibility of the manager to report any non working or defective equipment to their Division Director or the Equipment Manager for repair or replacement.

UMPIRES – SECTION 9

1. It is the policy of the League to utilize professional, paid umpires for all divisions with the exception of the 6U division.
2. Managers in the 6U division will be assigned to umpire games within the 6U division.
3. In the event paid umpires are unavailable, managers and/or coaches will be required to umpire. Except in the 6U division, a manager or coach may not umpire a game in the division in which he manages, coaches, or has a family member participating, unless approval is given by both managers of the affected game. If a manager or coach does not umpire a game as scheduled, or provide a replacement, he may be suspended for his next game and not be permitted to have any contact with his team during the game.

ALL-STAR TEAMS – SECTION 10

1. This Section does not apply to State Tournament teams (See Section 11), which are separate and distinct from All-Star teams.
2. The League will sanction and sponsor All-Star teams in any and/or all divisions except the 6U division. The League will sponsor the All-Star team in the form of a per team budget which they will be approved by the Board by the beginning of each season. This budget is expected to be used for team uniforms and team entry fees into area tournaments. The League will also provide entry into the League's Invitational Tournament which it may host. In addition, the league will provide equipment similar to the regular season equipment. All other expenses are to be incurred by the parents or sponsors of the team.
3. Any shirt/uniform worn by the team will have a number and league approved logo only on them. They will be purple for the Purple team and white for the White team. Each respective team will be required to wear these shirts at all team games.
4. All-Star teams will consist of a minimum of twelve (12) player-participants. If through attrition, injury, or other circumstance the number of player-participants falls below the minimum number, the manager, at his discretion, may add players to the roster. These additional players MUST be chosen from the pool of player-participants who responded yes on the All-Star player-participant forms. All such additions must be reported to and approved by the Vice-President of Competition.
5. The Board has the exclusive authority to approve, assign, remove, or replace All-Star team managers and coaches.
6. The League will sponsor up to (2) all-star teams per division (purple and white), not counting the league sponsored state team, should the number of player- participants wanting to play All-stars is great enough.
7. At the first manager's meeting of each season, each manager of the 8U, 10U, 12U, 14U, and 19U slow pitch divisions, and 10U, 12U, 14U, and 16U fast pitch divisions will receive from his respective Division Director an "All-Star manager request form". This form will provide each manager or coach an opportunity to be assigned to manage an All-Star team. Each manager must complete and return this form to his Division Director no later than May 1st of each season. Failure of any manager to return the form by this date will be

- interpreted to be a response in the negative and will render him ineligible to be considered to be assigned to manage an All-Star team. (He will, however, remain eligible to coach on an All-Star team if asked.) Division Directors will sign and date each returned All-Star manager's request form at the time it is received. No later than May 8 of each season, each Division Director will turn over all returned All-Star manager's request form to the VP of competition. Also at the first manger's meeting of each season, each 8U, 10U, 12U, 14U, and 19U slow pitch division manager, and each 10U, 12U, 14U, and 16U fast pitch manager will receive fifteen (15) "All-Star Team Player-Participant" forms. Each manager is required to hand out a form to each player-participant. Each manager is responsible to have a form from EVERY PLAYER-PARTICIPANT on his team turned in to him no later than May 8th of each season, regardless if the player-participant elects to make herself eligible for All-Star selection or not.
8. Only those managers responding in the affirmative on the All-Star manager's request form and meeting the deadline for return of the forms to the Division Directors will be eligible to be assigned to manage an All-Star team.
 - a. For all divisions, the managers for the Purple and White All-Star teams will be selected by a vote of all managers from each respective division.
 9. Once managers have been assigned, each must select two (2) coaches to assist him with his All-Star team from among the officially rostered managers and coaches within the League and notify the VP of Competition of his selections no later than the last regular season scheduled game.
 10. The All-Star manager (s) for the Fast Pitch divisions will be selected and assigned by the Board from a list of those division managers submitting an All-Star manager's request form [See Section 10, 7)]
 11. When two (2) All-Star teams are being sponsored within an age group division, the manger of the Purple team will select twelve (12) members for his team from the available player-participants one week after the state team. The managers of the White team will select twelve (12) members for his team from the remaining available player-participants on June 1.
 12. If a player-participant refuses to play for an All-Star team to which she is selected, or quits after being selected to an All-Star team, she will not be permitted to play for any other League sponsored All-Star team (s).
 13. Regular season conduct rules will apply to all participants on the All-Star teams.
 14. All regular season protective equipment must be worn during All-Star tournament practice and play, except chest protectors, which are recommended, but optional. All equipment will be returned to the League at the conclusion of the last tournament listed in this section.
 15. Player-participants rostered on League sponsored All-Star teams must be registered to the League and be on the roster of a regular season League team.
 16. League sponsored slow pitch All-Star teams are required to participate in the Brownsburg Invitational Tournament, unless they are already committed to a National Tournament.
 17. All monies raised by an All-Star team must be run through the league finances. Although the transactions of this money are at the discretion of the all-star manager, all checks, cash and any other donation must be submitted to the league for proper tracking. Check request should be made to the Treasurer taking time into consideration
 18. Once All-Star teams have been constructed, they may practice ONLY ON SUNDAYS until the conclusion of the regular League season, and anytime thereafter as long as all regular League games, practices, and activities take precedence over any All-Star team activities in each respective age group.
 19. All purple and white All-Star teams must be disbanded and cease playing or practicing as a team effective September 15 of each year. Any team, playing or practicing in any manner after September 15TH will be considered a Travel Team and will be subject to all the provision within Section 12
 20. Any financial contributions made to the All-Star teams by the Board, will be determined every year in April based on current financial situation and what the league cad responsibly allocate to each team.
 21. Any player-participant wishing to quit playing for a State Team, Purple All-Star or White All-Star team, must petition the board and be interviewed before a decision will be made.

STATE TOURNAMENT TEAMS – SECTION 11

1. This Section does not apply to All-Star teams (See Section 10), which are separate and distinct from State Tournament teams.
2. The League may sanction State Tournament teams, whose primary purpose is to prepare for and compete in their age-appropriate Indiana ASA State Tournaments. The League will pay entry fees for Indiana ASA State

- Tournaments. Other tournaments may be entered by State Tournament teams, including, Local, Regional, or National tournaments for which they qualify, at each team's own expense, and subject to the stipulation of paragraph eleven (11) below, that such participation does not interfere with or conflict with regular League activities. If a State Tournament Team qualifies for the National Tournament, the League will pay the State Tournament Team's entry fee to the Nationals.
3. Anyone may apply to manage a State Tournament Team. However, any person wishing to manage a State Tournament Team must complete a State Tournament Team Manager request form. The forms can be obtained from any Board Member. All persons requesting to manage a State Tournament Team must have a State Tournament Team Manager request form returned to the Vice President of Competition no later than March 18 of each season. All manager candidates will be interviewed by the Board. All managers of State Tournament Teams will be selected and approved by the Board. Preference will be given to individuals who have previously been a manager or coach of a State Tournament Team and/or League All-Star team. All approved managers must abide by the League's Principles and Bylaws and the BGSJL Competition Handbook.
 4. The manager of a State Tournament Team is eligible to manage a League team in the regular season, (as provided in Section 5, paragraph 7) of this BGSJL Competition Handbook; however, a person may not manage a State Tournament team and an All-Star team in the same season.
 5. The Board has the exclusive authority to assign, remove, or replace State Tournament Team managers and coaches.
 6. Regular season conduct rules will apply to All State Tournament Team participants.
 7. All regular season protective equipment must be worn during State Tournament Team practice and play, except chest protectors for slow pitch catchers, which are recommended, but optional.
 8. Any age-appropriate player-participant registered to the League may participate in the State Tournament Team tryout process, according to the age division in which she is registered. A player-participant must be registered in a slow pitch division to be eligible for a slow pitch State Tournament Team and a player-participant must be registered in a fast pitch division to be eligible for a fast pitch State Tournament Team. An exception to this restriction is if a State Tournament Team is offered in an age division where regular-season teams are not offered, and age appropriate player-participant registered to the League may participate in that State Tournament Team tryout process. A player-participant cannot be registered on two (2) State Tournament Teams concurrently.
 9. Any player-participant selected to a League sponsored State Tournament Team must remain registered to the League and on the roster of a regular season League team. She must continue to participate in her team's regular-season practices, games, and other activities in order to retain her eligibility as a member of her State Tournament Team.
 10. State Tournament Team managers will devise, conduct, and coordinate the tryout process for their individual teams at their discretion.
 11. Regular-season League activities have first priority; thus, the dates of the Indiana ASA State Tournament for each age group will factor into the decision of whether the League will sanction a State Tournament Team for a particular age group for that year. Every possible effort will be made to avoid scheduling conflicts. In the event an ASA State Tournament is unavailable or impractical, the Board may, at its discretion, ratify participation of a State Tournament in a non-ASA tournament of similar magnitude (such as NSA or USSSA state or regional tournaments), subject to the foregoing restriction against conflict with regular-season League activities.
 12. The League will supply equipment, reasonable practice facilities, and a reasonable practice schedule subject to playing field availability.
 13. State Tournament Teams may not be selected until after the League's first regular season practice date. The Board will provide diamond time, after the first regular season practice date, for State Tournament Team tryouts. Final rosters of State Tournament Teams must be complete by April 30th, or earlier if tournament entry rules require. Any State Tournament Team roster changes must be submitted to and approved by the Board before such changes can be made.
 14. It will be the responsibility of the managers, coaches, player-participants and parents/guardians of the player-participants to provide any and all financial support not provided herein for their particular State Tournament Team.
 15. Any State Tournament Team player-participant may relinquish her roster spot on her State Tournament Team and declare herself eligible for selection to a League sponsored All-Star team. To be eligible for

- selection to and participation on a League All-Star team, she must declare herself available for selection prior to the All-Star team managers' selection meeting.
16. These State Tournament Team guidelines have been established to foster a spirit of good faith and cooperation within the League.
 17. All funds raised and items purchased by State Tournament Teams will be handled and managed by the League. All receipts and checks must be turned over to the League's Treasurer. Any funds remaining unspent in any State Tournament teams fund account will be retained by the League and will be deposited into the League's general fund for use during next year operations.
 18. All non-personal equipment purchased by a State Tournament Team must be donated to the player-participant at the conclusion of the season.
 19. All State teams must be disbanded and cease playing or practicing as a team effective September 15th of each year. Any team, playing or practicing in any manner after September 15th will be considered a travel team and will be subject to all the provision within Section 12

TRAVEL TEAMS – SECTION 12

1. This section does not apply to All-Star teams (See Section 10) or State Teams (See Section 11), which are separate and distinct from Travel Teams.
2. The League may allow Travel Teams, whose purpose is to prepare and compete in local, regional, or national softball tournaments to utilize BGSL facilities.
3. All required protective equipment must be worn during Travel Team practice and play, except chest protectors for slow pitch catchers, which are recommended, but optional.
4. Any age-appropriate player-participant registered with the League may participate in the Travel Team tryout process, according to the age division in which she is registered. An exception to this restriction can be made when, a team is not offered in the appropriate age division of the player-participant. The player-participant may elect to tryout in the next higher age division.
5. Any player-participant selected to a travel team must complete a travel team registration form for insurance and liability coverage.
6. Travel Team managers will devise, conduct, and coordinate practices and make all decisions concerning tournament entries.
7. Tryout dates will occur each year in conjunction with BGSL scheduling. The VP of Competition has final say on available dates.
8. Travel Teams will have assigned practice times during the season. Practice schedules will be made and distributed by the VP of Competition.
9. All equipment necessary to field a Travel Team will be the responsibility of the Travel Team.
10. It will be the responsibility of the Travel Team managers, coaches, player-participants and parents/guardians to provide any and all financial support not provided herein for their particular Travel Team.
11. The financial contribution of \$500 will be payable in one payment before first organized team event or October 15th, whichever is later. Failure to make this payment will result in team not being allowed to use the BGSL facility, insurance and Tax Identification number. The contribution fee will be reviewed every year and if updated, teams will be notified 30 days prior to payment is due.
12. All travel Teams, must submit for auditing purposes, copies of the bank statements every quarter. Due date for bank statements are as follows: November 15, February 15, May 15, August 15.

AMENDMENTS – SECTION 13

Amendments to this BGSL Competition Handbook may be proposed and voted upon at any regular Board meeting. A proposed amendment will require a Majority vote of Active Board Members in favor to be approved.