

Navajo Girls Fastpitch  
Rules and Regulations

Article I. Overview

Section 1.01 **PLEASE READ AND BECOME FAMILIAR WITH THESE RULES.** It is the intention of the Board of Directors that these rules shall be strictly enforced. Ignorance of a rule shall not prevent the enforcement of a penalty.

Section 1.02 Responsibility

- (a) Navajo Girls Fastpitch, referred to as “NGF” or “the League”, and its Board of Directors (“the Board”) has responsibility for drafting and reviewing the rules and regulations found in this document. The League’s Board of Directors has the responsibility of enforcing these rules.

Section 1.03 Interpretations and Appeals

- (a) Any request for explanation or interpretation of a rule, or an appeal of an interpretation or decision made by a Board member in exercising these rules, shall be made in writing and directed to the Board of Directors.
- (b) In making their interpretations and decisions, the Board of Directors shall consider and follow the intent of the rule in trying to reach a fair and equitable decision.
- (c) Any decision made by the Board of Directors is not subject to appeal.

Article II. Registration Process

Section 2.01 Responsibility

- (a) The League’s Player Agent has the responsibility for conducting the League’s registration process. The Player Agent shall act in accordance with these rules, the League’s bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding registration should be directed to the Player Agent. In making any discretionary decisions, the Player Agent’s primary duty shall be to act in the best interest of the players.

Article III. Eligibility

Section 3.01 The League is open to girls with a "League Age" of 5-14.

- (a) The Player Agent may make an exception and approve qualified 4 year olds.

Section 3.02 A player is a girl of "League Age", whose registration with the League is current, and who is in good standings with the League, having no outstanding balances due and serving no suspensions.

- (a) Any individual may make an appeal in writing to the Board regarding player eligibility. Any decision made by the Board is final.

Section 3.03 A player's eligibility is also governed by the most current Amateur Softball Association ("ASA") Yellow Book and covers eligibility issues regarding travel ball and high school players. The Player Agent determines final player eligibility.

Article IV. Divisions

Section 4.01 The League is separated into divisions in accordance with ASA age guidelines.

Section 4.02 Depending on the number of players, the League shall offer the following divisions of play:

- (a) 6U: 5-6 year olds and qualified 4 year olds
  
- (b) 8U: 7-8 year olds
  
- (c) 10U: 9-10 year olds
  
- (d) 12U: 11-12 year olds
  
- (e) 14U: 13-14 year olds

Section 4.03 The League shall make an effort to accommodate girls 15-16 years of age through the establishment of a 16U team to compete against teams in the same age division from other leagues around San Diego County. The formation of such team shall depend upon the number of registrants and availability of a qualified coach.

(a) If a 16U team is not formed, 15 and 16 year olds may play in the 14U division.

#### Article V. Registration/Sign Up

Section 5.01 Registration for the League's Spring Recreational Season shall start on November 1<sup>st</sup> and be open through a pre-determined date in January. The Player Agent shall determine the date which would constitute late registration.

Section 5.02 Upon registration, each participant must provide acceptable documentation of the player's age. Non-siblings, living in the same house as siblings, must provide proof of legal guardianship in order to qualify as siblings. Any and all documents provided to the League shall be confidential except in cases where proof of eligibility is required.

Section 5.03 No player shall be permitted to participate in any team function without a signed registration form, liability release, or without having paid the required fees.

(a) Proof of age is not required to participate in any team function; however, the Board may request a copy of a player's birth certificate at any time.

Section 5.04 Volunteer registration consists of all managers, coaches and any adult volunteer, including team parents directly associated with players must complete the voluntary form and submit to a background check. Background check fees shall be absorbed by the League or as determined year-to-year based on budget constraints.

#### Article VI. Fees and Refunds

Section 6.01 A registration fee is required for participation in the League. All such fees must be paid on a date established by the Player Agent.

Section 6.02 Any player may request financial assistance or request a payment plan to the Board of Directors for approval. The Treasurer shall notify requestors of the Board's decision.

- (a) All fees must be paid on or before the designated evaluation day unless an alternative plan is agreed upon between the Board and the petitioner.
- (b) Any fees charged to the League for returned checks due to insufficient funds will be charged to the player.
- (c) Scholarship recipients shall volunteer for two shifts in the snack bar.

### Section 6.03 Refunds

- (a) Any request for refund must be submitted in writing to the League's Treasurer.
  - (i) *Refunds pertain to any fees paid to the League for registration and all underlying expenses. Refunds will not be issued by the League for any monies paid to the individual team officials for additional equipment and/or other outside activities held by the team.*
- (b) A request for refund of the full registration fee must be made prior to the League's draft day.
- (c) A refund amount of \$50 will be given after the League's first official day of practice and prior to Opening Day.
  - (i) *Exception: High School Players*
- (d) No refunds will be issued after Opening Day.

## Article VII. Cash Policy

### Section 7.01 Registration Fees

- (a) All registration fees shall be deposited in the League's account as soon as possible after each registration day.

### Section 7.02 Sponsorship Fees

- (a) All sponsorship monies shall be submitted to the League's Treasurer as soon as possible.

### Section 7.03 Fundraising Money

- (a) All fundraiser money shall be submitted to the League's Treasurer as soon as possible.

### Section 7.04 Snack Bar Cash

- (a) The snack bar coordinator(s) shall be responsible for the daily opening cash.
- (b) The cash drawer shall be drawn down on a regular basis.
  - (i) *Any cash drawn from the drawer shall be counted by any board member and one snack bar worker.*
  - (ii) *Counted money will be put in an envelope, noted on the outside of the envelope, and initialed by the board member and snack bar worker.*
  - (iii) *A log book of all daily cash shall be maintained in the snack bar.*

## Article VIII. Managing/Coaching Staff

### Section 8.01 Responsibility

- (a) The Board of Directors has a responsibility to oversee the Managing/Coaching staff. The Board of Directors shall act in accordance with these rules, the League's bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding managers, coaches, assistants, or other team officials should be directed to the Division Reps. In making any discretionary decisions, the Division Rep's primary duty shall be to act in the best interests of the League. Any individual may make an appeal in writing to the Board regarding the Managing/Coaching staff of any team. Any decision made by the Board is final.

### Section 8.02 Manager/Coach Selection

- (a) The Board of Directors is responsible for recruiting and selecting the managers/coaches for the League. This includes all other coaches who will be directing play on the field during a game. The Board of Directors must approve all managers and coaches.
- (b) Opportunities to manage/coach shall be widely advertised by the Board to attract as many well-qualified candidates as possible. All applicants for Manager or Coach must complete an application and background check form and deliver them to the League's Player Agent.

- (c) The Board of Directors may conduct interviews of the managers and coaches.
- (d) The Board of Directors has the right to reject an applicant and may withhold the information for confidentiality purposes. The rejected applicant may not appeal the decision. The Board of Directors' decision is final.
- (e) The qualities sought in Managers/Coaches shall include the following:
  - (i) *Dedicated to providing a positive experience for players while stressing teamwork and personal responsibility.*
  - (ii) *Willingness to contribute to and support the League and the welfare of all its participants beyond coaching.*
  - (iii) *Ability to reflect a positive image on NGF, its teams and its players.*
  - (iv) *Knowledge of the game and ability to teach the game.*
- (f) A list of individuals interested in coaching a team within the League shall be presented to the Board prior to approval. The Player Agent shall notify applicants immediately upon approval of the Board.

#### Article IX. Managers Responsibilities and Conduct

Section 9.01 All managers and their coaching staffs are representatives of the League, and as such, are expected to support the League and its Board members in the following manner:

- (a) Know the League's bylaws, rules and regulations, and the ASA rules governing play.
- (b) Cooperate with Board members by responding promptly to inquiries or request for information.
- (c) Support and implement all of the League's objectives, policies, rules, and regulations, regardless of personal views.
- (d) Communicate these objectives and policies to players and parents.
- (e) Work with the Board to voice objections or opinions.

- (f) Maintain a positive, team-oriented approach to coaching and in working with players and parents.

Section 9.02 The Manager is responsible for the overall operation of the team and is expected to be actively involved in the majority of the team's activities. Managers who are not actively participating shall be subject to disciplinary action and possible removal. The duties and responsibilities of the Manager include but are not limited to:

- (a) Evaluation of players at evaluations.
- (b) Participate in team selection process, if required.
- (c) Hold regular parent or team meetings.
- (d) Conduct practices and games.
- (e) Attend coaching and player training and clinics.
- (f) Ensure their coaching staff is properly trained.
- (g) Maintain playing field after each practice and/or game.

Section 9.03 Managers are to contact the Division Rep concerning questions about the League's rules, player misconduct, parental problems, or any other matter pertaining to the operation of their team. Any matters that a manager would like brought to the Board's attention must be reported to the President who is responsible for placing the item on the Board's agenda at their next meeting.

Section 9.04 Managers and their coaching staff are to maintain professional conduct at all times and are responsible for the conduct of themselves, their coaching staff, parents, players, and spectators.

Section 9.05 Managers shall conduct at least one parent or team meeting prior to the team's second scheduled practice. The manager shall explain, in detail, their coaching philosophy and policies, team rules, and any other topics or the League's policies as instructed by the League.

- (a) Managers shall select parents to act as scorekeeper and team parent and shall notify the appropriate Division Rep of these selections as soon as possible. These parents shall be considered part of the "coaching staff".

Section 9.06 Physical discipline, verbal abuse, the use of profanity, or un-sportsmanlike conduct by any member of the coaching staff toward the players, other coaches, parents, umpires, or spectators is strictly forbidden regardless of any personal relationship. If a manager cannot successfully deal with a player, coach, or parent then they may direct this problem to the Board of Directors.

Section 9.07 The manager may bench a player for a specified period of time, not to exceed one game, for failure to comply with the League's rules, chronic unexcused absences, un-sportsmanlike conduct, or any action by the player that does not support the best interest of the team. The benching shall be reported to the Division Rep.

Section 9.08 Managers shall immediately report any of the following to the appropriate Division Rep: benching, anticipated roster change, injuries, players chronically left unattended by parents, or abuse of a player on any team.

Section 9.09 Managers shall report any action that may affect a change in the roster, including request for pool players, drops, adds, disciplinary actions, etc. to the Division Rep as soon as possible.

Section 9.10 Managers shall attempt to ensure that there is an adult female at all team activities. At no time shall an adult male be left alone with a player. Players shall not be left unattended before or after a practice or game. If a player continually has a problem with parent drop-offs or pick-ups, the Manager shall report it to the Division Rep.

Section 9.11 The coaching staff is prohibited from using any tobacco products and consuming alcoholic beverages in the vicinity of the playing or practice fields or any NGF function, regardless of location.



### Section 9.12 Disciplinary Action and Removal

- (a) Misconduct by a manager or coach includes, but not limited to, any of the following:
- (i) *Poor sportsmanship.*
  - (ii) *Inappropriate cheers by team players that demean or otherwise make fun of players on the opposing team.*
  - (iii) *Chronic absences from team practices and/or games.*
  - (iv) *Foul and/or abusive language.*
  - (v) *Behavior displaying a lack of moral character.*
  - (vi) *Mental and/or physical abuse of a player, parent, spectator, or game official.*
  - (vii) *Multiple ejections from games involving NGF teams.*
  - (viii) *Blatant, purposeful, or multiple violations of NGF and/or ASA rules.*

Section 9.13 Charges of manager or coach misconduct shall be made in writing to any member of the Board of Directors. The Board shall act upon the charges of misconduct within five (5) days. Disciplinary action may include oral or written reprimand, suspension, ejection, removal, or any other penalty the Board wishes to impose. Additionally, the Board may forward a recommendation to the ASA Commissioner. Any decision by the Board is final. A report of any action taken by the Board shall be filed with the Secretary.

Section 9.14 Any manager, coach, player, parent, or person ejected from a regular season or All Star game shall be reported to the Board of Directors. The Board may impose any disciplinary actions. Any decision by the Board is final.

Section 9.15 Any manager who quits voluntarily shall not be reinstated on any team in any division that season.

## Article X. Team Selection and Player Placement

### Section 10.01 Responsibility

- (a) The League's Player Agent has the responsibility for conducting the League's team selection and player placement process. The Player Agent shall act in accordance with these rules, the League's bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding team selection and player placement should be directed to the Player Agent. In making any discretionary decisions, the Player Agent's primary duty shall be to act in the interest of fair play and team equity.

## Section 10.02 Team Selection and Player Placement Policies

- (a) It is not the policy of NGF to grant requests for placement with a specific division, team, coach, or other player, nor is it the policy of NGF to allow players to play outside of their age division. The League, however, may make certain exceptions to this policy using the guidelines established within these rules. Special placement request along with an explanation shall be submitted in writing or electronically to the Player Agent no later than evaluation day. This is NOT a guarantee that the request will be granted.
  
- (b) In order to fill out team rosters or coaching positions in an upper division (excluding 6U), it may be necessary to allow a small number of qualified players to be moved to an advanced division. Placement in an upper division requires that the following criteria be met:
  - (i) *Player must have permission from parent or legal guardian.*
  - (ii) *Player must be within one year of the upper division in which they are requesting to play.*
  - (iii) *Player must participate in the evaluation for both the upper division they are requesting to play in as well as their League age division.*
  - (iv) *Player must be skill-qualified for the upper division in which they are requesting to play. The player must also not be a safety risk. This determination will be made by the player's league age division managers.*
  - (v) *Player must have the consent of the Player Agent and the Board of Directors.*
  - (vi) *A request for placement in an upper division due to special circumstances may be made in writing to the Board of Directors. Any decision made by the Board is final.*
  - (vii) ***Placement in an upper division may be allowed during the Spring Recreational Season only but may not be allowed during the All Star Program.***
  
- (c) League age 6 year olds may be allowed to “play up” one division if they have at least one year of softball experience. The Player Agent will determine eligibility.

- (d) Players requesting to “play down” must submit a request along with an explanation in writing or electronically to the Player Agent no later than evaluation day. Placement in a lower division requires that the following criteria be met:
- (i) *Player must be within one year of the lower division in which they are requesting to play.*
  - (ii) *Player must participate in the evaluation for both the lower division they are requesting to play in as well as their League age division.*
  - (iii) *Player must be skill-qualified for the lower division in which they are requesting to play. The player must also not be a safety risk. This determination shall be made by the player’s league age division managers.*
  - (iv) *Player must have the consent of the Player Agent and the Board of Directors.*
  - (v) *A request for placement in a lower division due to special circumstances may be made in writing to the Board of Directors. Any decision made by the Board is final.*
  - (vi) ***Placement in a lower division may be allowed during the Spring Recreational Season only but may not be allowed during the All Star Program.***

#### Section 10.03 Evaluation and Draft Rules

- (a) It is the goal of the Board to give every team a fair chance. Even with all the rules in place, it is up to the honor of the managers and coaches to play fair. Make sure all players are evaluated and all players play their best.
- (b) Evaluations will be held for all divisions except 6U.
- (i) *The 6U teams will be formed by the Player Agent and/or the 6U Rep based on friend/coach requests and school of attendance. In the absence of requests, all attempts are made to balance the teams by considering players’ ages and years of experience.*
- (c) Managers are required to keep their own evaluations and notes on players.
- (d) Teams in all divisions (except 6U) are formed by the managers and/or coaches using an evaluation as follows:
- For each division, the Player Agent will establish a list of all players who have registered online before the deadline. This list will include each player’s name, birthdate, years of experience in softball, years of experience as a pitcher, years of experience as a catcher, and the number of seasons she has played All Stars. This list is sent to the managers no more than 24 hours prior to the designated evaluation date.

- During evaluations, each division is split into two groups alphabetically. The girls are run through a pre-determined set of offensive and defensive drills (which are selected by the coaches) by the division rep and other volunteers. Each coach uses his/her list to record their evaluation of each player's offensive and defensive skills. A five-point scale is recommended, but not required.
- Between the two evaluation sessions, all pitchers and catchers from each division are evaluated. Coaches are asked to rank the pitchers from one to X (where X is the number of teams in that division). Coaches are then asked to rank the catchers in the same way, ONLY IF there are X players who are determined to be "A" level catchers. The coaches will come to a consensus on both lists before they leave.

(e) Pitchers must be evaluated.

*(i) Pitchers not evaluated will be placed according to known skill level. If the number of teams is greater than the number of "A" pitchers, two "B" pitchers will be equal to one "A" pitcher.*

*(ii) Pitchers who are not evaluated can be asked by the Player Agent to be evaluated, even after the evaluation day.*

*(iii) The following scale shall be used when evaluating a pitcher:*

- Pitcher is a factor in the outcome of games.
- Pitcher can be a factor in the outcome of games.
- Pitcher needs improvement.

*(iv) Known pitchers not evaluated prior to the start of the regular season may not pitch during the Tournament of Champions.*

(f) The draft will work in the following manner:

- Prior to the draft, all managers and Board members will discuss players who were not evaluated but who would like to be drafted on a team.
  - ✓ *If two (2) or more managers and/or Board members can comment on a player's skill and experience, she will be included in the general draft.*
  - ✓ *If less than two (2) managers and/or Board members have knowledge on player's skill and experience, she will be included in the blind draft.*
- All managers will come to a consensus on the round in which their daughters would be drafted. The manager's daughter becomes his/her selection in that round.

- Draft order will be determined by lottery immediately before the draft begins.
    - ✓ *A serpentine draft will be used, beginning with 1, and the last pick of that round will have two picks returning in a reverse order.*
  - Managers whose daughters are determined to be “A” pitchers will draft in the position where their daughter was placed by the other coaches.
  - Managers will draft “A” pitchers in the first round. The draft order will then be reversed and a second round will be used to draft “B” pitchers.
    - ✓ *All teams must have a pitcher and catcher before the general draft starts, except 6U and 8U divisions.*
    - ✓ *All teams shall have one “A” pitcher before any team has two, except sisters when both sisters are “A” pitchers.*
    - ✓ *Pitchers will be distributed equally whenever possible.*
  - Coaches re-draw numbers and will draft “A” catchers. Managers whose daughters are determined to be “A” catchers will draft in the position where their daughter was placed by the other coaches.
  - The draft continues in a serpentine manner until all evaluated players have been drafted onto a team.
- (g) When sisters playing in the same division, managers will agree upon the round where the second sister would be drafted AFTER the first sister is drafted. The manager who drafts the first sister will automatically take the second sister in that pre-determined round.
- (h) After all evaluated players are drafted, the blind draft shall begin. The numbers of the girls in the blind draft are placed in a hat and, in the same order they were previously drafting, managers draw them out until all girls are placed on a team.

- (i) Trades will be allowed at the end of the draft.
  - (i) *The appropriate Division Rep must approve all trades unless the Division Rep is a manager or coach in that division. In this instance, the Board shall approve the trade. There shall be no appeal on any decision.*
  - (ii) *No trades will be honored after the division managers leave the draft room.*
  - (iii) *If a trade is considered necessary because of special needs, the Board will hear the case and make a decision at the draft.*
  
- (j) Carpool requests are not honored, but teams can make a trade to accommodate.
  
- (k) Sisters will be put on the same team if they are eligible to play in the same division. Parents may also request to have siblings placed on separate teams.

#### Section 10.04 Player Placement After Team Selection

- (a) The Player Agent has the responsibility of placing players on teams after the selection process is over. The Player Agent's primary duty shall be to act in the interest of fair play and team equity.
  
- (b) No carpool options will be honored after team selections.
  
- (c) No parent, coach, or manager will invite players to play for a specific team. Rather, they should encourage the player to join the League.
  
- (d) The Player Agent shall place players allowing for equal number of players on all teams in that division. No team shall have more than one more player than the smallest team in the division.
  
- (e) Player placement after the draft will be in the interest of fair play and team equity. All decisions are made by the Player Agent and are not subject to appeal.
  
- (f) The division will be closed after all teams have twelve (12) players.

#### Article XI. Non-Playing Rules

#### Section 11.01 Responsibility

- (a) The League's Board of Directors has responsibility to enforce the League's rules. They shall implement and enforce these rules, the League's bylaws, and all other such direction given by the Board. In making any discretionary decisions, the Board of Directors' primary duty shall be to act in the best interests of sportsmanship and fair play.

#### Section 11.02 Player and Parent Conduct and Behavior

- (a) All players and parents are "members" of the League, and as such, are expected to support the League in the following manner:
  - (i) *Become familiar with the League's Code of Conduct, Rules and Regulations, and ASA rules governing play.*
  - (ii) *Volunteer whenever possible as a scorekeeper, team parent, coach, or other team official. Background checks must be cleared before any volunteer steps on a practice or game field.*
  - (iii) *Follow the League's objectives, policies, rules, and regulations regardless of their personal views.*
  - (iv) *Voice opinions and objections to Board members only.*
  - (v) *Maintain a positive, team-oriented relationship with the manager and other parents.*

Section 11.03 The Board of Directors must approve any public actions or activities performed by any of its teams or members that are in the same League in advance.

Section 11.04 Players and parents are to contact any Board member concerning questions about the League's rules, player or parent misconduct, coaching concerns, or any other matter pertaining to the well-being of the League.

Section 11.05 Players and parents are to maintain civil conduct at all times. The appointed or acting manager is responsible for the conduct of parents, players, and spectators.

Section 11.06 Physical discipline, verbal or emotional abuse, the use of profanity, or un-sportsmanlike conduct by any player or spectator is strictly forbidden regardless of the relationship to the player.

Section 11.07 Players, parents, and spectators are prohibited from using any tobacco products or the consumption of alcoholic beverages in the vicinity of playing or practice fields.

### Section 11.08 Social Media

- (a) Any post, photo, video, or other recording posted to any social media site by a Board member, general member, manager, coach, player, parent, or other volunteer that is determined by the Board to be degrading, harmful, or unethical shall be prohibited.
- (b) Violations of the League's social media policy by a Board member, general member, manager, coach, parent or other adult volunteer shall result in immediate removal from the League for the current season, or future seasons pending Board review.
- (c) Violations of the League's social media policy by a player may result in a verbal warning issued by the Board or removal from the league for the current season, or future season pending Board review. A second violation of the social media policy in the same calendar year shall result in removal from the League for the current season, or future season pending Board review.
- (d) Any individual may make an appeal in writing to the Board regarding the Board's decision. Any decision made by the Board is final.

### Section 11.09 Disciplinary Action and Removal

- (a) Player or parent misconduct includes, but is not limited to, any of the following:
  - (i) *Disregard for the Code of Conduct.*
  - (ii) *Poor sportsmanship.*
  - (iii) *Inappropriate cheers by team players that demean or otherwise make fun of girls on the opposing team.*
  - (iv) *Chronic absences from team practices and/or games.*
  - (v) *Foul and/or abusive language.*
  - (vi) *Use of or being under the influence of alcohol, tobacco products, or illegal drugs at any practice or playing field.*
  - (vii) *Behavior which displays a lack of moral character.*
  - (viii) *Mental and/or physical abuse of a player, parent, spectator, or game official.*
  - (ix) *Multiple ejections from games involving NGF teams.*
  - (x) *Blatant, purposeful, or multiple violations of NGF and/or ASA rules.*



- (b) Charges of player or parent misconduct shall be made in writing to any member of the Board of Directors. The Board shall act upon the charges of misconduct within five (5) days. Disciplinary action may include oral or written reprimand, suspension, ejection, removal, or any other penalty the Board wishes to impose. Additionally, the Board may forward a recommendation to the ASA Commissioner. Any decision by the Board is final. The Board has the right to revoke League membership. A report of any action taken by the Board shall be filed with the Secretary.
  
- (c) Any parent or spectator who is ejected from a game involving any NGF sanctioned team shall be suspended for the remainder of the game in progress. The ejected member has one minute to leave the premises and remove him/herself from sight and sound. The game may also be forfeited at the umpire's discretion. The ejected member may not have any contact with the team during the post-game activities. It is the manager's responsibility to make sure the ejected person leaves the premises.
  
- (d) A player ejected from the game will serve a bench ejection. The player will be removed from the lineup, but remain in the dugout at the discretion of the umpire. An out shall be recorded each time the ejected player was to appear as a batter for the remainder of the game.
  
- (e) A player, parent, or spectator who is ejected from a second game involving any NGF sanctioned team may be suspended from attending any games in which an NGF team is participating for the remainder of the season at the discretion of the Board. Any decision made by the Board is final.
  
- (f) Any player who quits voluntarily shall not be reinstated on any team in any division that season.

Article XII. Code of Conduct and Ethics

## Section 12.01 Code of Conduct

- (a) Standards of conduct are part of the ASA National Code and NGF rules and regulations. Every ASA member shall respect these standards. Any manager, coach, player, or other individual affiliated with any NGF team shall not commit any of the following:
  - (i) *Un-sportsmanlike conduct or any derogatory action on or off the playing field.*
  - (ii) *Verbal or physical attack or threat upon an umpire, an ASA official, a manager, a coach, a fan, or a player. There is a zero-tolerance rule for abuse against umpires, managers, coaches, players and/or fans.*
  - (iii) *Destruction of property, abusive behavior, or violation of state and/or federal law.*
  - (iv) *Non-payment of team-incurred debts.*
  - (v) *Playing under an assumed name or falsifying an official ASA document.*
  - (vi) *Writing checks with non-sufficient funds or from a closed account to any ASA official, team, or individual.*
  - (vii) *Commission of larceny or fraud perpetrated against an ASA official, team, or individual.*
  - (viii) *Commission of any acts that are contrary to the objectives and purposes of ASA or the League.*
  - (ix) *Non-cooperation with the administration of the organization in the enforcement of rules and regulations. It is required to report any irregularities that violate sound competitive practices.*
  - (x) *Failure to comply with Section 13.06*
  - (xi) *Consumption of alcohol at any league practice and/or game or league function.*

## Section 12.02 Code of Ethics

- (a) Commitment to the Players
  - (i) *Managers shall put the welfare of the athletes above all else while maintaining a professional relationship.*
  - (ii) *Managers shall encourage the player to exhibit sportsmanship at all times.*
  - (iii) *Managers shall follow ASA rules and the League's rules.*
  - (iv) *Managers will treat players with dignity and respect at all times.*
  - (v) *Managers should understand they are role models for their young players. They must project a proper role model image.*
  - (vi) *The managers commitment to the player and the player's commitment to the manager is an equal partnership.*
  - (vii) *Conduct all practices and games so that all athletes have an opportunity to improve their skill level through active participation.*

(b) Commitment to the League

- (i) Managers shall behave in such a way that they shall bring credit to the League and to themselves.*
- (ii) Managers need to have and show professional behavior at all times.*
- (iii) Managers shall act in full accordance with NGF and National ASA rules.*
- (iv) Managers will follow the NGF and ASA Code of Conduct.*

(c) Commitment to Umpires and Other Managers

- (i) All umpires and managers shall be treated in a professional and respectable manner both on and off the field.*

(d) Any displeasure with a manager or umpire's actions or conduct shall be addressed through the proper channels and not through public opinion.

Article XIII. Game Rules

Section 13.01 General Information

- (a) The Board of Directors has the responsibility to enforce the League's rules. They shall implement and enforce these rules, the League's bylaws, and all other such direction given by the Board. Any questions, comments, complaints, or other correspondence regarding rules, regulation, and policies should be directed to the Umpire in Chief. In making any discretionary decisions, the Umpire in Chief's primary duty shall be to act in the best interests of sportsmanship and fair play. Any decision made by the Umpire in Chief regarding game rules is not subject to appeal.
- (b) There will be no regular season standings kept for the record. This will allow coaches to concentrate on player development rather than their win/loss record.
- (c) There will be a double-elimination tournament at the conclusion of the regular season (aka Tournament of Champions – "TOC"). Additional rules pertaining specifically to TOC play shall be distributed by the Player Agent to coaches prior to the start of tournament play.

Section 13.02 The requirements of the League's playing rules shall not be suspended by agreement between Managers, Coaches, Umpires, or any other person.

- (a) Exceptions may be made if both managers agree to change a rule for a particular game. The rule change must be approved by the umpire prior to the start of the game. Rule changes shall be considered only to benefit the development of players on each team.

Section 13.03 Postponement or Cancellation of Games

- (a) Games may be postponed or cancelled by any Board member due to inclement weather, field conditions, or emergency situations only.
  
- (b) Games may be cancelled or postponed by the Board of Directors with 24 hours' notice, for any reason.

Section 13.04 Field Prep

- (a) The Home team shall be responsible for pre-game field preparation. This includes marking baselines, placing bases, and obtaining game balls, etc.
  
- (b) The Visiting team is responsible for post-game field maintenance. This includes removing bases, dragging the infield, etc.
  
- (c) Following every game, each team shall clean their side of the field and bleacher area, making sure all trash is in trash cans.
  
- (d) Managers are responsible for dragging and watering the field and locking up any equipment after use – unless it is verified that another team will be using the field later that day.
  
- (e) There shall be no infield warm up on the infield dirt before the game.

Section 13.05 Rules for All Divisions

- (a) Players may not sit out more than two (2) innings per game unless a player has been benched under the stipulations outlined in Section 9.07. One inning must be played in the infield.

- (b) A player who leaves a game early will not be an out when her spot in the batting order comes up.
- (c) A player arriving late will be inserted in the last spot of the batting lineup.
- (d) If a team is missing their "A" pitcher, an "A" or other level pitcher from another team in the same division may substitute and pitch a maximum of two (2) innings. The substitute pitcher must bat last and play in the outfield the remainder of the game, subject to Section 13.05 part (g), below. This option is not available during TOC.
- (e) If a team is missing their "A" catcher, an "A" catcher or other level catcher from another team in the same division may substitute. Due to potential safety issues, there is not a limit to the number of innings the substitute catcher may catch; however, other catchers on this team should be used as much as possible. The substitute player must bat last and play in the outfield the remainder of the game, subject to Section 13.05 part (g), below. This option is not available during TOC.
- (f) Teams unable to field ten (10) players in 8U or nine (9) players in 10U, 12U, or 14U may bring in substitute players to meet the minimum number of players specified for each division. These substitute players can be from the same division or one division lower. With the exception of those players listed in Section 13.05 part (d) or part (e) above, those players must bat last and play in the outfield the entire game.
- (g) If a team requires substitute players in the form of a pitcher and/or catcher (per part (d) and (e) above), and the team otherwise has the minimum amount of its regular players to field a team (ten players for 8U and nine players for 10U, 12U, and 14U), the pitcher and/or catcher must bat last, and may only play in their needed positions on defense (pitching and/or catching). In this situation, the pitcher/catcher may not play in the outfield. When not pitching and/or catching, these players must sit on the bench when this team is on defense. The purpose of this is to provide the regular players on that team with all available field time.
- (h) Substitute players are not available for TOC. Teams must play with their regular season team players only. Teams that have insufficient number of players (ten players for 8U and nine players for 10U, 12U, and 14U) must either play or forfeit the game.
- (i) All batting helmets must have a face shield and chin strap.

- (j) Home team occupies third base dugout.

#### Section 13.06 DIVISION SPECIFIC RULES

- (a) 6U – See Appendix A
- (b) 8U – See Appendix B
- (c) 10U – See Appendix C
- (d) 12U – See Appendix D
- (e) 14U – See Appendix E

#### Section 13.07 Playing Field

- (a) The pitching distance for the offensive pitcher shall be:

- (i) 6U – 30 feet*
- (ii) 8U – 30 feet*
- (iii) 10U – 35 feet*
- (iv) 12U – 40 feet*
- (v) 14U – 43 feet*

- (b) The base path distance shall be:

- (i) 6U – 45 feet*
- (ii) 8U – 60 feet*
- (iii) 10U – 60 feet*
- (iv) 12U – 60 feet*
- (v) 14U – 60 feet*

- (c) Field shall be lined according to ASA guidelines

- (d) 6U Only

- (i) A line shall be drawn on a twenty-seven (27) foot radius from the back of home plate, beyond which defensive players shall not advance until the ball reaches the plate.*

#### Section 13.08 Playing Equipment

- (a) The uniform jerseys worn by the players of each team shall be approved by the Board and provided by the League.
  
- (b) Metal cleats shall not be permitted except for the 14U division.

- (c) Full approved batting helmets shall be mandatory at all practices and games while on the playing field in the on-deck circle, batting, or base running. All helmets shall have a chin strap and face mask.
  - (i) *Exception: 6U is not required to have a face mask.*
- (d) All bats shall meet ASA rules and guidelines and have the ASA approval stamp. Altered bats shall not be permitted.
- (e) Game balls will be as follows:
  - (i) *6U – 10” Worth RIF ball, optic yellow*
  - (ii) *8U – 10” Worth RIF 1 ball, optic yellow*
  - (iii) *10U – 11” Worth RIF 1 ball, optic yellow*
  - (iv) *12U – 12” Dream Seam, optic yellow*
  - (v) *14U – 12” Dream Seam, optic yellow*

#### Section 13.09 Players and Substitutes

- (a) Each player shall play a minimum of two (2) defensive innings per game. The only exception shall be for games lasting less than four (4) complete innings, in which case each player shall play at least one (1) defensive inning.
  - (i) *PENALTY: Loss of the game in which all players failed to play the minimum innings.*
  - (ii) *If both teams have not played all eligible players the minimum innings during a game, a double loss shall be declared.*
  - (iii) *Free defensive substitutions shall be permitted for all defensive players, including pitchers, provided that the minimum playing rule and pitching limitations are followed.*
  - (iv) *Batting line-up shall consist of all players.*
  - (v) *A standard nine (9) player defense shall be used (Exception: 8U = 10 defensive players shall be used with 4 players a minimum of 10 feet behind the baseline).*
  - (vi) *If a team has less than nine (9) players to start or continue a game, the other team shall provide a shared player in order to prevent a forfeit. A shared player may not substitute for an ejected player.*
  - (vii) *Players shall not be allowed to base coach, with the exception of 14U.*

#### Article XIV. All Stars

#### Section 14.01 Managers

- (a) All candidates interested in managing an All Star team must be a manager or coach for NGF during the current season.
- (b) All candidates must complete the League's application and submit for review to the Board prior to the application deadline.
- (c) All applicants for the Purple team in each division shall be placed on a ballot prior to May 1st. Managers within that division shall vote for one of the applicants. The manager with the most votes shall be named the Purple manager for that division.
- (d) The manager of the White team(s) shall be selected by the managers within that division after the top nine players have been selected for the white team(s). All managers within that division shall vote to approve the White team(s) manager(s).
- (e) Once selected, All Star Managers may select their coaches, team parent, and business manager for the All Star team. Selections are subject to Board approval.

#### Section 14.02 Teams

- (a) The Board shall determine the number of All Star teams for the various divisions.
- (b) The number of Purple and White teams per division will be based on the availability of pitching and catching.
  - (i) *Each division except 14U may have a Purple and White team if approved by the Board.*
- (c) Each team shall have twelve (12) players.
  - (i) *Managers may request to carry a 13<sup>th</sup> player pending approval of the Board.*

#### Section 14.03 Players

- (a) The Board shall determine prior to the All Star commitment process if open tryouts will be held prior to team selection.
- (b) The following All Star player selection process shall be used:



- (c) The Managers of each division shall vote for the top nine (9) players in each division. Managers may only vote within the division they manage.
- (d) Managers shall vote for the “best” players in each age group.
- (e) The Board may disqualify any Manager’s ballot that is submitted for obvious “political” reasons.
- (f) Managers will be allowed three (3) rounds of voting in order to reach the top nine (9) players.
- (g) A manager may send a proxy to the draft. The proxy must be approved by the Board prior to the draft.
  - (i) *The manager must submit in writing to the Board their recommendations no later than 24 hours prior to the draft.*
- (h) A player must receive 67.7% of the managers’ votes in that division in order to qualify as one of the top nine (9) players.
- (i) In the event of a tie, the managers shall re-vote to reach a decision but may not use more than two rounds of voting to reach a decision. If a decision cannot be made by re-voting, the Board shall make a decision. The Board’s decision is final.
- (j) After the top nine (9) players have been voted onto each team, the selected All Star manager shall pick the remainder of the team, up to a maximum of three (3) players.
- (k) The Board of Directors must vote to approve each team.
- (l) Any player who declines an offer to play on any All Star team will be banned from playing All Stars the following season.

#### Section 14.04 Parents

- (a) All parents shall sign and comply with the All Star Code of Conduct.

- (b) Players may be removed from the All Star team by the Board because of persistent misconduct, including violation of the League's social media policy outlined in Section 11.08. Any request for explanation or appeal shall be made in writing and directed to the Board of Directors. In making their interpretations and decisions, the Board of Directors' primary duty shall be to act in the best interest of the team. Any decision made by the Board of Directors is not subject to appeal.

#### Section 14.05 Championship Tournaments

- (a) The League will not provide any funds towards players' expenses in such tournaments with the exception of a National Championship Tournament. All requests for funds are subject to Board approval.
  
- (b) Players are prohibited from wearing any jersey or pant not provided by the League in any All Star game.

## **Navajo Girls Softball 6u Division – Appendix A**

### General

- Games will last 50 minutes unless otherwise noted. Please clear out the “dugout” promptly after every game.
- All games will be played with a 10” RIF (Reduced Injury Factor) softball, provided by the league.
- The Home team uses the 3rd base dugout

### Offensive Rules

- The entire lineup will bat each inning.
- Coaches will pitch 3 underhand pitches to each player. If she fails to hit a pitched ball, the player will then hit off the tee.
- After hitting the ball, the player will run to first base. She will stay there until the next player hits, when she will advance to the next base. There is no stealing and no advancing on an overthrow.
- During the first part of the season, players will run the bases regardless of whether or not they are “out”; once weekday games commence, if a player is thrown, forced or tagged out, she will return to the dugout.
- The last batter each inning will circle the bases without stopping. The hitting team will inform the fielding team when the last batter is up to bat.
- The batting lineup should change every inning, so a different player will have the chance to be the first or last batter.
- One coach can be by home plate in order to assist the batters. Base coaches may be positioned next to first and third bases.

### Defensive Rules

- The entire lineup will play in the field each inning. Players should be assigned to the normal infield positions (including pitcher), with the remaining players assigned to outfield. Outfielders play just behind the base path.
- The defensive lineup should change every inning. All players should have the opportunity to play every position during the season.
- Two coaches can be out on the field at a time, typically behind the infielders.
- As the final batter is rounding the bases, defensive players should throw the ball to the catcher at home plate. She will attempt to tag out any remaining base runners.

**Navajo Girls Softball  
8U Division – Appendix B**

Category	8U Rule	Remark
Game Duration	Drop dead at 1:20	Batter must finish their at bat
Maximum Runs per Inning	4	No open innings; play stops once 4th run is scored
Minimum Pitchers Per Game	2	2 pitchers each must start and complete one full inning
Pitching Limit	5 Innings Per Week	Pitching to even one batter counts as an inning
Base on Balls	Prior to Daylight Savings: Not Allowed After Daylight Savings: Allowed	After 4 balls the coach will pitch and assume the strike count
Maximum Coach Pitches (Coach pitch must be from the rubber, inside the pitching circle, and pitch should mimic pitcher speed)	Prior to Daylight Savings: Max of 3 coach pitches (assuming there are 3 strikes remaining in the count) After Daylight Savings: No coach pitch allowed	Batter will be out after 3 coach pitches but batter continues batting on foul balls; base runners can be walked in after Daylight Savings
Stealing Bases	Allowed	Players may advance 1 base per pitch
Stealing Home	Not Allowed	Home plate is not open
Continuation Play	Not Allowed	Players may not continue to second base on a walk
Advance on Overthrow	Allowed	Runners may advance 1 base on an overthrow and then the ball will be ruled dead
Infield Fly	Not Allowed	
Dropped 3rd Strike	Not Allowed	
Number of Fielders	10	4 outfielders (LF, LC, RC, RF)
Number of Batters	All Available	Round robin batting in place; all players must bat
Free Defensive Substitutions	Allowed	
Minimum Innings Per Game Per Player	1 Infield / 1 Outfield	Must play 1 inning in the infield and 1 inning in the outfield or sit on bench
Maximum Innings on Bench	Players may not sit out more than 2 innings	(barring special circumstances)

### **Miscellaneous Rules for 8U**

1. A batter hit by a pitched ball will have the option to take first base if she is clearly hurt or upset. Otherwise, the pitch will count as a "ball."
2. When the pitcher has possession of the ball in the pitcher's circle, the play is dead. The base runners must immediately advance to the next base, or immediately return to the last base touched.
3. Coaches are encouraged to change the batting order every game.
4. No more than six (6) players may be positioned in front of the base paths.
5. Outfielders must remain on the outfield grass until the ball is hit, or a play is made on a base path.
6. A player who leaves a game early is "not an out" when her spot in the batting order comes around.
7. Catchers may not catch more than two (2) consecutive innings in a row.
8. The coach must pitch from inside the pitching circle, with at least one (1) foot on the pitching rubber.
9. The coach should attempt to mimic the speed of the pitcher. The coach should not lob the ball to the batter. Batters will need to get accustomed to the normal speed of the player's pitches. The umpire will continue to call strikes.
10. Balls fouled on the third coaches pitch that are not caught will not be an out. The batter will continue to hit until they have either put the ball in play or strike out.
11. Coaches should encourage the players to hit off the player's pitches. Players should never be told to wait for the coach to pitch.

**Navajo Girls Softball  
10u Division – Appendix C**

Category	10U Rule	Remark
Game Duration	Drop dead at 1:30	Batter must finish their at bat
Maximum Runs per Inning	4	No run limit in the 4th inning and later
Minimum Pitchers Per Game	2	Both pitchers each must start and complete one full inning
Pitching Limit	7 Innings Per Week	Pitching to even one batter counts as an inning
Stealing Bases	Allowed	
Stealing Home	Allowed	Home plate is open
Continuation Play	Allowed	Players may attempt to continue to second base on a walk, but do so at their own risk
Advance on Overthrow	Allowed	
Infield Fly	Allowed	Called at Umpire's discretion
Dropped 3rd Strike	Allowed	
Number of Fielders	9	
Number of Batters	All Available	It is encouraged that the batting order fluctuate during the season
Free Defensive Substitutions	Allowed	
Minimum Innings Per Game Per Player	1 Infield	Must play 1 inning in the infield
Maximum Innings on Bench	Players may not sit out more than 2 innings	(barring special circumstances)

**Navajo Girls Softball  
12u Division – Appendix D**

Category	12U Rule	Remark
Game Duration	Drop dead at 1:30	Batter must finish their at bat
Maximum Runs per Inning	4	No run limit in the 5th inning and later
Minimum Pitchers Per Game	2	Both pitchers each must start and complete one full inning
Pitching Limit	8 Innings Per Week	Pitching to even one batter counts as an inning
Stealing Bases	Allowed	
Stealing Home	Allowed	Home plate is open
Continuation Play	Allowed	Players may attempt to continue to second base on a walk, but do so at their own risk
Advance on Overthrow	Allowed	
Infield Fly	Allowed	Called at Umpire's discretion
Dropped 3rd Strike	Allowed	
Number of Fielders	9	
Number of Batters	All Available	It is encouraged that the batting order fluctuate during the season
Free Defensive Substitutions	Allowed	
Minimum Innings Per Game Per Player	1 Infield	Must play 1 inning in the infield
Maximum Innings on Bench	Players may not sit out more than 2 innings	(barring special circumstances)

**Navajo Girls Softball  
14u Division – Appendix E**

Category	14U Rule	Remark
Game Duration	Determined by commissioner of Inter-League Play	Batter must finish their at bat
Maximum Runs per Inning	Open	No run limit
Minimum Pitchers Per Game	2	Both pitchers each must start and complete one full inning
Pitching Limit	8 Innings Per Week	Pitching to even one batter counts as an inning
Stealing Bases	Allowed	
Stealing Home	Allowed	Home plate is open
Continuation Play	Allowed	Players may attempt to continue to second base on a walk, but do so at their own risk
Advance on Overthrow	Allowed	
Infield Fly	Allowed	Called at Umpire's discretion
Dropped 3rd Strike	Allowed	
Number of Fielders	9	
Number of Batters	All Available	It is encouraged that the batting order fluctuate during the season
Free Defensive Substitutions	Allowed	
Minimum Innings Per Game Per Player	1 Infield	Must play 1 inning in the infield
Maximum Innings on Bench	Players may not sit out more than 2 innings	(barring special circumstances)

**Miscellaneous Rules for 14U**

- All ASA rules will apply.