

Cross County League BY-LAWS GIRLS FASTPITCH 2024

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ALL BATS MUST BE USSSA ASA/USA NSA WBSC ISA APPROVED (STAMP ON BAT) IN ALL DIVISIONS

10U General Rules

1. Home team will furnish game balls (11") and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).
2. No protest of league games. Umpire's decision is final.
3. No chattering permitted. ("hey batter batter swing")
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. The alternate player cannot pitch. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.

13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.

14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

15. All players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.

16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

Playing Field/Game Rules (10U Division) Girls 9-10; 60 feet base paths and 35 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. No walkout music will be permitted

PLAYING REQUIREMENTS

1. Steel spikes cannot be worn

2. Catching equipment:

a. Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.

3. Batting helmets will be worn while at bat and on the bases.

4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.

5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.

6. Pockets will be empty.
7. Type Balls: 11" : will be regulation balls
8. Chin Straps and facemasks are REQUIRED
9. Faceguards in the field are at coach's discretion.

Game Rules

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2 if the home team is winning. A 90 minute time limit is in affect with the next inning being the open inning.
3. All 1/2 innings shall consist of 3 outs or 5 runs, except the 5th inning, which will be open. 10 players will be used on defense, 9 if 10 are not available
4. Bunting is allowed.
5. Base runners are allowed to steal all bases including home. All runners must stay on the base until the ball crosses home plate. No leading off. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
6. Base runners may steal home only on a pass ball or if the catcher makes a play to third attempting to put the runner out. The play is considered dead when the catcher gains possession of the ball, stops the forward progress of the runner and throws the ball back to the pitcher (the play is still dead if the throw is errant). With this making the play dead the pitcher may not try to put the runner out who is returning to third.
7. Definition of ball past the catcher. A pitched ball that goes beyond, behind the catchers position. Umpire has final decision of past ball.
8. Base runners cannot advance once the ball is under player control in the circle. Runners who are in between bases when the ball is under player control in the circle have 1 second to commit to a base. Once this commitment has been determined a player may not change directions or she will be called out.

9. A pitcher is allowed to pitch 3 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once.
10. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
11. No dropped third strike
12. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.
13. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply.
14. There will be free substitution of all players
15. The infield fly rule will not be used.
16. There will be a 12 run rule after 4 innings or 3 1/2 if the home team is winning.
DEFINITION OF UNDER CONTROL: If a ball is picked up in the glove or bare hand then dropped while trying to throw it the ball has been under control.
17. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.
18. Any player called up must be on a CCL roster.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
a. First tiebreaker-head to head play during LEAGUE PLAY ONLY*. b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*. c. Third tiebreaker - flip-of-coin *League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.
2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.
3. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may wave the right to choose their bracket location until the

remaining teams begin their "draw from a hat" process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.

4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games. A time limit will be used. After 90 minutes of play (by umpire's watch) the umpire will inform the coaches they will finish current inning and the next inning will be last, and open inning.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

12U General Rules

1. Home team will furnish game balls (12") and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).
2. No protest of league games, Umpires decision is final.
3. No chattering permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.

7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.
15. All players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.
16. When a player is ejected it will be for the rest of that game only. The town board she plays for will carry out any further action taken on that player.
Playing Field/Game Rules (12U Division) Girls 11-12; 60 feet base paths and 40 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.
17. No walkout music will be permitted
18. Any player called up must be on a CCL roster.

PLAYING REQUIREMENTS

1. Steel spikes cannot be worn
2. Catching equipment:
 - a. Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: 12" : will be regulation balls
8. Chin Straps and facemasks are REQUIRED
9. Faceguards in the field are at coach's discretion.

Game Rules

The Ohio High School rulebook will be used with the exception of specific league rules.

1. A game shall consist of 6 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2 if the home team is winning. A 2 hour time limit is in affect, the next inning will be the open inning.
2. All 1/2 innings shall consist of 3 outs or 6 runs, except the 6th inning, which will be open. 10 players will be used on defense, 9 if 10 are not available
3. Base runners are allowed to steal ALL BASES. All runners may leave on release of pitch. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
4. Base runners cannot advance once the ball is under player control in the circle. Runners who are in between bases when the ball is under player control in the

circle have 1 second to commit to a base. Once this commitment has been determined a player may not change directions or she will be called out.

A pitcher is allowed to pitch 4 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once.

5. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.

6. Dropped third strike is in effect.

7. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.

8. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply.

9. There will be free substitution of all players

10. The infield fly rule will not be used.

11. There will be a 12 run rule after 5 innings or 4 12 if the home team is winning.

12. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.

13. Any player called up must be on a CCL roster.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.

a. First tiebreaker-head to head play during LEAGUE PLAY ONLY*. b. Second tiebreaker-least runs scored against your team during LEAGUE

PLAY ONLY*. C. Third tiebreaker - flip-of-coin *League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.

2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.

3. Before the drawing, the top three teams must be seeded. The first seed will choose where they want to be placed on the bracket, the second seed will decide where they want to go on the bracket, and then the third seed will decide where they want to go on the bracket. The 1st, 2nd, and 3rd seed may wave the right to choose their bracket location until the

remaining teams begin their "draw from a hat" process. The teams left will draw numbers out of a hat; and #1 will go on the bracket, then #2 and continue in a numerical order until all teams are placed. If a coach or representative from a team doesn't show up they will be placed last on the bracket.

4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

14U General Rules

1. Home team will furnish game balls (12") and 2 umpires. One sanctioned umpire behind the plate and one non-sanctioned umpire in the field.
2. No protest of league games. Umpires decision is final.
3. No chatter permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.

8. The home plate umpire shall be the judge as to suspending a game after it has started.
Revision 2-10-2019

9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)

10. No player may play more than one age group with the exception of general rule No. 11.

11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.

12. Alternates CANNOT practice with the team.

13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.

14. Teams will have a continuous batting order.

15. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.
Playing Field/Game Rules (140 Division) Girls 13-14; 60 feet base paths and 43 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. No walkout music will be permitted.

PLAYING REQUIREMENTS

1. Steel spikes may be worn

2. Catching equipment:

a. Catchers must wear facemask with throat guard, (hockey style face mask)

shin guards, helmets, and chest protector.

3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: 12" : will be regulation balls
8. Chin Straps and facemasks are REQUIRED
9. Faceguards in the field are at coach's discretion.

GAME RULES

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 7 innings, a game will be considered complete if suspended after 5 full innings or 4 12 if the home team is leading. A 2 hour time limit will be in affect, with the next inning being the open inning.
3. Game can start with 8 players. If start with 9 a game can be completed with no less than 8 players and no out will be recorded in the batting order where player is missing due to whatever reason. This is due to the use of the continuous batting order.
4. No designated hitter will be used.
5. Each player must play 2 innings
6. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
7. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.

LEAGUE TOURNAMENT RULES

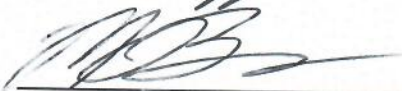
1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
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 - b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*.
 - c. Third tiebreaker – flip-of-coin*League play is defined as the first time two teams meet during the regular season regardless if their first meet happens to be the second time they were scheduled to play.
2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.
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4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

All-Towns Agreement Signatures

By our signatures below, we have reviewed and approved the current By-Laws with all revisions and addendums.

This report is hereby approved on this, the 18 day of February 2024.


Arcanum


National Trail

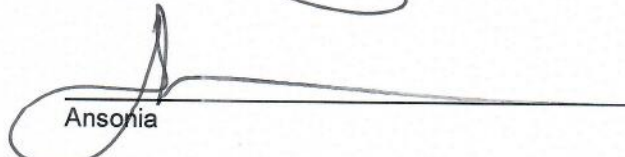

Franklin Monroe


Tri-Village


West Milton


Bradford


Newton


Ansonia