



**“Simply Softball, Simply Fun”
RANGER SOFTBALL Rules and Regulations**



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OFFICIAL STATEMENT OF POLICY

It is the policy of Ranger Softball to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters, using the game of softball as a vehicle. It is the purpose of Ranger Softball to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example while attempting to limit injury caused by overexertion. It is strictly against the policy of Ranger Softball for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

Starting and Ending a Game

1—Prior to the established time to begin the game, the managers of the opposing teams shall follow the following routine in sequence:

- (a) The home team manager shall give the batting order in duplicate to the official Scorer;
- (b) Next, the visiting team manager shall give the batting order in duplicate to the official scorer;
- (c) The official scorer shall make certain that the original and duplicate copies are the same, then provide a copy of each batting order to the opposing manager. The original copy retained by the official scorer shall be the official batting order.
- (d) As soon as the umpire-in-chief enters the playing field, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted, or resumed on account of weather or the conditions of the playing field.

2—The players of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "Play," and the game shall start.

3—When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

- (a) The catcher shall be stationed directly back of the plate in the catcher's box.
- (b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.
- (c) Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

4—The batting order shall be followed throughout the game unless a player is substituted for another. See Batting Rules

5—The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall remain within the base coaches' boxes at all times and talk to members of their own team only. An offending base coach shall be removed from base coaches box.

Base coaches on the baselines shall be:

- (a) Two (2) eligible players in uniform wearing protective helmets, or
- (b) One (1) eligible player in uniform wearing a protective helmet and one (1) adult team manager or team coach presenting a neat appearance including shirt, pants and shoes. (No metal or removable cleats are allowed), or
- (c) Two (2) adult team manager or coaches presenting a neat appearance, including shirt, pants and shoes. (No metal or removable cleats are allowed.)

Any conduct by any base coach considered in the umpire's judgment to be unsportsmanlike or a deliberate attempt to delay the game shall result in:

- (a) if an adult, the immediate removal of the offender from the game and the playing field and its confines;
- (b) if a player, the immediate removal of the offender from the coaching box(es) for the remainder of the game. NO WARNING SHALL BE NECESSARY.

NOTE : At least one adult coach must be in the dugout at all times possibly limiting the number of adult coaches allowed to coach on the baselines. In this event, at least one, or possibly two, eligible players in uniform, wearing a protective helmet, must be used as a coach on the baseline. Both base coaching boxes must be filled at all times when a team is on offense.

(c) A player who is removed from the game by his manager shall be eligible to be used as a coach.

6–(A) No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere:

- (1) Incite, or try to incite, by word or sign, a demonstration by spectators;
 - (2) Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire, or spectators.
 - (3) Make intentional contact with the umpire in any manner.
- (B) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: The offender shall be ejected from the game.

7–When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. Managers and coaches may not sit in the stands or remain in the dugout. Managers, coaches and players may not be recalled. Players only may remain in the dugout.

8–When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues:

PENALTY: The umpire shall order the offender out of the game and away from the spectator's area.

9–HOW A TEAM SCORES

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made:

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- (1) by the batter-runner before touching first base;
 - (2) by any runner being forced out; or
 - (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
- (b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

NOTE: Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have batted four times, or in the case of the home team when it is leading, three times.

[Local League Option] Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination.

(8) A local league may use a time limit for regular season games to determine a regulation game so long as both teams have had an equal number of times at bat.

NOTE: No new inning may begin once the time limit has been reached. An inning ends the moment the third out is made. Therefore, the next inning begins at the same time. If the time limit expires with an inning in progress when time expires, the inning should be completed or the half inning if the home team is ahead.

10—A game may be forfeited to the opposing team by the umpire-in-chief of the game in progress when a team—

- (a) Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable;
- (b) Refuses to continue play unless game was terminated by the umpire;
- (c) Fails to resume play, after game was halted by the umpire, within one minute after the umpire has called "Play";
- (d) Fails to obey within a reasonable time the umpire's order to remove a player from the game;
- (e) After warning by the umpire, willfully and persistently violates any rules of the game.
- (f) Employs tactics designed to delay, shorten or extend the game.

NOTE: Any team which attempts to intentionally allow the opposing team to score in order to extend the game so that it may comply with the player participation requirement shall forfeit the game.

NOTE: When a suspended game is played on a future day, players who were present during the start of the game but are absent when the suspended game is rescheduled shall be skipped where the players are in a continuous batting order without penalty.

PROTESTS

(a) A protest which involves an umpire's judgment shall not be accepted.

(b) Only the team manager or the acting team manager shall be entitled to file a protest to these rules and regulations which apply to all age divisions.

(c) The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player. Playing ineligible players may result in forfeiture of games in which players participated if protested by any of the league managers. The local league will decide if the game shall be forfeited for playing ineligible players.

Note: Illegal pitchers are not ineligible players as defined in Note 1 below.

(d) The protesting manager on a play situation shall notify the umpire he is protesting before another pitch is thrown. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The protest shall be considered only if it is placed in writing by team manager or acting team manager and submitted to the local league president within forty-eight (48) hours from the completion of the game.

(e) A protest on the grounds of ineligibility of a player shall be filed with the local league president within forty-eight (48) hours after the completion of the game. An ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements or other reasons and is not to be confused with illegal substitutions. The decision as to whether the game, or games, shall be forfeited or replayed, in the event the protest is upheld, shall be left to the discretion of the local governing body.

NOTE 1: Only the game or games protested shall be considered, and all protests of this nature shall be made within forty-eight (48) hours.

NOTE 2: AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE TWO INNING PARTICIPATION REQUIREMENT. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the two-inning participation requirement.

Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

(f) Any protest in local league play shall be ruled upon by the governing body at the local league level and there shall be no appeal of the league's final decision with the following exception:

(1) If the manager of the team ruled against has evidence that the protest decision is in conflict with Ranger Softball official rules and regulations, he may

file a written appeal of the protest decision to the district director. Such appeal must be filed within forty-eight (48) hours from the time that a final written decision is issued by the local league's governing body.

(a) A valid appeal of a protest decision by a local league's governing body must Include:

(i) a copy of the league's written decision from the local protest committee or league president which details the protest situation and the league's reasons for its decision; and

(ii) a complete explanation from the appealing manager as to what specific Ranger Softball rule or regulation was violated and/or misinterpreted.

(b) The district director, with the approval of the state chairman, shall have the authority to overrule any local league protest decision if it is in conflict with Ranger Softball rules and regulations.

Pitching

Before a pitcher pitches the ball, she must do the following:

- Have possession of the ball in either the pitching hand or the glove hand.
- Have both hands separated as she steps onto the rubber.
- Have both feet in contact with the rubber.
- Pitcher must take or simulate taking signs while on the rubber from the catcher only.
- On the pitch delivery the pivot foot may slide across the pitcher's plate.

The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by pitcher stepping off the rubber in a backward step with her plant foot.

The delivery must start no less than one second and no more than 10 seconds after the hands are in contact with each other.

Pitcher's delivery:

Windmill or Slingshot style is acceptable.

Arm movement must be underhand motion.

Pitcher may use backward movement of the pitching arm at the start of delivery; however, a backward step is not permitted.

If the underhanded arm movement is more than 12” away from the parallel of the body, the pitch will be considered a sidearm pitch.

A “Leap” or a “Crow Hop” is not permitted during the pitching delivery.

Pitcher cannot stop her motion before the ball leaves her hand.

If a pitcher stops her wind up (unless the umpire calls time) without releasing the ball, an illegal pitch will be called and a ball will be awarded to the batter and base runners will advance one base. No action by a batter, coach, or fan can cause the pitcher to throw an illegal pitch.

Pitcher cannot have anything distracting on her pitching arm, hand, or wrist. Any sweatband must be flesh in color on pitching wrist or arm. Pitcher’s uniform, equipment and/or accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the umpire’s judgment, distracts the batter.

Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to towel dry the balls for the pitcher.

Intentional Walk (15U and 18U Only): If the pitcher desires to intentionally walk a batter, she can at any time during the players at bat notify the umpire of her intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.

The penalty for an illegal pitcher will be the removal of the pitcher from the position, and the opposing team shall have the option of replaying the game from the point the illegal pitcher entered the position illegally.

6U & 8U age groups will have no restrictions on innings a player pitcher may play the position. 10U-18U primary focus is to structure season and tournament play where no team can use only one pitcher. Pitchers can return to the mound at any point during a game, assuming daily inning limit has not been reached.

2019 Season Pitching Chart

Age Group	Regular and Tournament Play	
6 & Under	No Restrictions	
8 & Under	No Restrictions	
	Games per day (Innings Allowed)	
	1-2 Games	3 Games
10 & Under	8	12
12 & Under	10	15
15 & Under	12	18
18 & Under	12	18

NOTE: No team shall play in more than 3 games per day in tournament play.

Batting

(1) At the start of the game, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order continuously throughout the game.

(2) If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order.

(3) If a player listed in any batting position in a continuous batting lineup leaves the game because of an injury, illness or disqualification, this position in the batting lineup will be skipped for the remainder of the game without penalty. No player will be called "out" who is skipped by rule in the batting lineup.

NOTE: A player removed because of injury or illness may return to the game, if otherwise eligible.

(4) If the player is injured while at bat, the next batter will assume his count.

EXCEPTION: If the player is a base runner, the player in the batting lineup who was last putout will become a substitute runner for the player who has left the game due to

an injury and the substitute runner shall not change his position in the batting line-up. **Batting out of order** is an appeal play which may be made by the defensive team only and while the ball is dead.

(5) If the error is discovered while the incorrect batter is at bat, correct batter may take their place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.

(6) If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under the circumstances is the third out, the correct batter in the next inning shall be the player who would have to come to bat had the players been put out by ordinary play.

(7) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

(8) No base runner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

Baserunning

In order to continue the effort to further the advancement of its players, Ranger Softball has designed a set of Base Running rules that more reflect the style of play that most closely matches the common UIL rules as set forth by our high school programs. Age divisions 10U-18U will have base stealing rules as is in line with UIL. The opportunity to steal will begin when the ball leaves the pitchers hand, and the last batted out recorded can be used as a courtesy runner for the pitcher or catcher with 2 outs.

Substitution and Line-up Requirements

Defensive Participation

Each player will be required to record two innings per game on defense. Innings need not be consecutive.

Offensive Participation

All age groups will require a minimum 10 players on a roster to start any level of tournament play, and all rostered players will bat continuously. This will apply in regular season and post season tournament play.

Playing Field

2019 Field Dimensions Quick Chart

Age	Bases	Fence	Box	Rubber	Innings	Run Rule	Batting
6U	50'	120'-160'	6'X3'	35'	5	15 after 3 8 after 4	no bunt/slap
8U	60'	140'-160'	6'X3'	35'	5	15 after 3 8 after 4	no bunt/slap
10U	60'	140'-160'	6'X3'	35'	5	15 after 3 8 after 4	no show bunt, hit-a-way
12U	60'	160'-180'	7'X3'	40'	6	15 after 3 10 after 4	
15U	60'	180'-200'	7'X3'	43'	7	15 after 4 10 after 5	
18U	60'	180'-200'	7'X3'	43'	7	15 after 4 10 after 5	

Equipment

Balls

All softballs for Ranger Softball play will be optic yellow in color. Softballs with a COR of less than 0.47 may be used. All temperature treated softballs are illegal.

A. The official ball for the 6U, 8U, and 10U shall be a 11" softball.

League Option: Leagues may use the equivalent of a "level 5" softball in 6U.

B. The official ball for the 12U, 15U and 18U shall be a 12" softball.

C. Leagues have the option to use the eleven inch (11") and/or twelve inch (12") softball in their local league play when a league combines its 10U and 12U divisions. Combined teams may allow the 12U age players to use the twelve inch (12") softball and the 10U age players to use the eleven inch (11") softball in the same game if they so choose.

Bats

All bats must be unaltered official softball bats, round, no more than thirty-four inches (34") [31" for 6U] in length and not more than two and one-fourth inches ($2\frac{1}{4}$ ") in diameter, and the markings showing that they are stamped "OFFICIAL SOFTBALL", "YOUTH SOFTBALL" and/or "FASTPITCH SOFTBALL" must remain throughout their normal life. The umpire will check all bats prior to the game. Any illegal bats will be removed from the dugout prior to the game. National High School Federation maintains a list of illegal bats and Ranger Softball will honor this. Use of illegal bat will result in the removal of the bat from the playing field and may result in an out and ejection of player using the bat. Non-compliance will lead to offending player and coach being ejected from the game.

NOTE: Umpires have the authority to remove any bat that he deems unsafe due to the bat's color, condition, etc.

6U – Must be marked for Official T Ball play only.

8U – 18U Open Official Softball Bats Note: Unless restricted by any national governing institution (ASA, USSSA, UIL, ect)

All age division tournament teams will start all levels of tournament play with minimum 10 players on a roster.

NOTE: If a player leaves the team for their or a parents free will the team can continue with 9 players for the conclusion of the tournament. The player must be replaced before the next level of tournament play.

NOTE 2: if a player is absent or leaves the team without verification from a guardian, and excused by the tournament director, the manager shall sit out the remainder of the game, and/or tournament. Until such time as verification is provided, the manager shall not be allowed inside the field of play, dugout, or be allowed to coach from outside the fenced area.

Player dress - Apparel

Players shall dress alike in clothing suitable to the game of softball, and for the viewing by all spectators. Hat and visors are optional for the team. Teams may all wear visors, hats, or nothing, however all players will wear the same.

Players may wear athletic shorts or pants designed for softball, however they all must wear the same.

Players may wear any type clothing in local league play approved by the league provided they do not contradict any other Ranger Softball apparel rule. Ball caps or visors, when worn, are considered part of the clothing. Individual players may wear a cap or visor. However, if more than one cap or visor are worn by a team the caps or visors must coordinate with the rest of the player's uniform. Player's on a team may wear caps or visors but not both during the same game.

EXCEPTION: The catcher, batter, on-deck batter, base runner, player/coach, player/bat girls, etc., are allowed to wear a cap or visor under helmets they are wearing outside the dugout area. This applies to catchers, batters, base runners, player coaches, on-deck batters, bat girls, fielders, etc., helmet as long as the helmet does not fit incorrectly. **NOTE:** The umpire shall rule whether the helmet fits properly or not. If the umpire states that the cap or visor should be removed then the cap or visor has to be removed. No protest will be allowed on umpire's decision. The cap or visor can be worn backward as long as the helmets fits properly.

NOTE: Clothing shall include shoes and a pitcher shall not wear a shirt with long sleeves that blend with the color of the softball.

NOTE: Advertisements, emblems and/or wording that would denote or infer the use of alcoholic beverages, tobacco, gambling, illegal drugs, obscenities or profanity shall not appear on uniforms, equipment or team gear.

NOTE: For safety reasons, uniforms shall not have on them anywhere and in any color or manner designs that resemble a softball. Ranger Softball recommends that all uniforms of the color that blends in with the softball not be used. Any patch or uniform design, etc. approved by Ranger

Softball can be worn. Ranger Softball reserves the right to refuse any design on uniforms, clothing or equipment worn by a player, coach or fan.

Players or other personnel on the field, including managers, coaches, umpires, player/bat girls, etc., shall not wear shoes with metal cleats.

Coaches MUST present a neat appearance including shirt, pants, shorts and shoes (open toed and heelless shoes are not allowed). If shorts are worn they must be of a modest length. Halter, tank and tube tops and the like are prohibited. Tops must reach below the proper belt line of pants or shorts.

Equipment/Gear/Safety

For safety and injury prevention; casts are permitted with the following stipulations: (1) the player MUST have the attending doctor's written note allowing her to play with the cast on; (2) a letter of permission for the player to play from the parent(s) or guardian; (3) the cast MUST be padded with one-half inch (1/2") closed cell foam and wrapped with Codan or its equivalent; (4) the padding MUST be approved by the plate umpire as NOT dangerous. NOTE: Any player NOT meeting all four (4) stipulations cannot play in a game even if her absence would cause her team to have to concede or forfeit the game, jewelry such as wrist watches, bracelets, earrings, necklaces, hair barrette, hairpins, ponytail holders that are made of a hard substance, rings, devices to receive/send instructions from team coaches only will be permitted as long as they are: (1) made of soft material and are of one-piece construction; (2) do not have any flaps; (3) are worn on the non-pitching arm for players; (4) are not similar in color to the softball; (5) or not electronic in any way; (6) and are approved by the home plate umpire. NOTE: At any time the home plate umpire decides that the use of these devices is slowing down the progress of the game, he can have the devices removed after one (1) warning and without any appeal. Anyone other than a team's coach that is sending messages will be removed from the playing area entirely. Any item deemed dangerous by the plate umpire SHALL NOT BE WORN during the game by players, coaches and umpires. Covering these items with tape or other substances is not permitted. Penalty for a player who does not remove the item(s) deemed dangerous by the plate umpire shall be removal of the player from the game and she shall not be allowed to re-enter that game.

NOTE: Ranger Softball RECOMMENDS THAT ALL COACHES AND UMPIRES ABIDE BY ALL SAFETY RULES.

NOTE: Items in the dugout area such as bats, balls, gloves, batting helmets, catcher's equipment, bat bags, all buckets etc., must be stored in a manner as to not be a safety hazard to the players, i.e., off the floor. Equipment and other items deemed not essential to the game should not be in the dugout.

NOTE: For safety reasons and to avoid interference with plays, coaches should remain inside the dugout.

NOTE: Cell phones or other electronic devices will not be allowed on the person or in equipment bags within the confines of the playing/dugout area by players, coaches and umpires. Any needed phones may be kept by a person sitting in the spectator's area.

NOTE: NO FIREARMS, KNIVES OR WEAPONS OF ANY KIND, WILL BE ALLOWED INSIDE THE CONFINES OF THE PLAYING AREA EXCEPT BY LAW OFFICERS THAT ARE CALLED TO THE SCENE. POLICIES SET FORTH BY LOCAL GOVERNMENTS/LEAGUES WILL GOVERN AREAS OUTSIDE THE PLAYING AREA. Ranger Softball HIGHLY RECOMMENDS THAT WEAPONS OF ANY KIND WILL NOT BE ALLOWED INSIDE THE PARK AREA EXCEPT BY THOSE OF AUTHORIZED LAW OFFICIALS.

The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be of one-piece construction or two pieces if they snap into a single unit similar to the one-piece construction type. The helmet shall have pieces for ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. It is recommended that all future replacements of present stocks be of the padded type. All batting helmets worn in Ranger Softball play MUST be the style made with chin strap snaps and chin straps MUST be properly worn at all times that a player is required a batting helmet. (The penalty for a player not wearing the chin strap shall be after one (1) warning in a game she shall be called out for each subsequent time she comes to bat or runs the bases with an illegal helmet.) A player must not remove her helmet while at bat or while running the bases. The helmet must be worn by any offensive player while on the playing field or outside the dugout area, such as the player/bat girl, on-deck batter, batter, base runner or base coach.

Penalty for removal of the helmet while on the playing field shall be that for a first offense the player shall be warned by the umpire; for second and subsequent offenses in the same game, she shall be called out. If the violation is by a player/ bat girl, on-deck batter or base coach the penalty for their second (2nd) offense is removal from the game and from the field.

NOTE: Each batter and each base runner must wear a batter's helmet and each catcher must wear a catcher's helmet which meets the above requirements. Batter's helmets only, must bear the NOCSAE seal of approval. Catcher's helmets are not required to bear this seal. The helmet must fit with a snug fit to the head and must be worn as intended by the manufacturer.

NOTE: Helmets shall not be worn in an improper manner, such as on the back of the head, etc., and if a player's hairstyle causes the helmet to fit improperly then the player should change her hairstyle so that the helmet will fit properly.

NOTE: Ranger Softball, its officers and directors, do not assume any liability for any equipment, altered or not altered, that is used in any Ranger Softball activity. Leagues, coaches and players who choose to have their helmet(s) painted by someone other than the manufacturer or an authorized dealer must assume all liability of any injuries caused by an altered helmet. This statement does not approve of the painting/air brushing of helmets other than by the manufacturer

or an authorized dealer but is a warning to those who choose to paint/air brush their helmets that they assume the liability of the helmet which may void the warranty of the helmet.

A face guard attached to the batting helmet is required for play in all age divisions for all batters, base runners, on-deck batters, player/bat girls and players and/or youth serving as a base coach. The face guard becomes a permanent part of the helmet in regards to all rules. The wearing of a helmet is optional for adult coaches. Approved facial protective devices must provide full coverage which will include, but not be limited to, protection for the eyes, nose, mouth and teeth, jaws and cheek bones and forehead and temple areas. NOTE: Face guards for fielders/pitchers are highly recommended. NOTE: A FACE GUARD IS REQUIRED FOR ALL PLAYERS PLAYING THE PLAYER-PITCHER POSITION IN 6U AND 8U. THE FACE GUARD MAY BE ATTACHED TO AN APPROVED HELMET.

Catchers must wear a softball style body protector, catcher's helmet, face mask and softball style shin guards. A hard, plastic protector manufactured for the purpose of protecting the throat shall be securely attached to the mask (including the hockey-style masks) at all times. (Homemade devices made from other pieces of equipment nor permanent manufactured extensions on masks, may not be used for this purpose.) The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell with a heavy rubber padding or similar product. The helmet may be made part of the mask or a separate unit. All catcher's helmets must be the style that completely covers the catcher's ears. The catcher's equipment other than the helmet may be the choice of the local organization as almost all equipment mentioned is of high quality and affords the protection needed. Ranger Softball urges that such equipment be purchased to fit the catcher in the way it was manufactured.

NOTE: Body protectors should be adjusted for snug fit and shin guards shall cover the catcher's knees when in a squatting position.

Any player warming up a pitcher on the mound, in a bullpen or elsewhere, shall wear a catcher's mask with a helmet. A BATTING HELMET WITH ONLY A FACE GUARD CANNOT BE USED TO WARM UP THE PITCHER. It is strongly recommended that only players warm up pitchers at any time during practice and all games. Anyone, including adults, warming up a pitcher MUST wear a catcher's helmet with a facemask and throat protector. ONLY MANAGERS, COACHES AND PLAYERS CAN WARM UP A PITCHER WITHIN THE CONFINES OF THE PLAYING FACILITY. Facility is defined as the parking area, outside or inside the playing field. In other words, any area deemed a part of the facility on which the game will be played.

NOTE: Pitchers should be warmed up in designated areas only. If a player is throwing underhanded during warm-ups she shall be assumed to be a pitcher. Whether the person warming up the aforementioned is standing, sitting or in the normal catcher's position they must wear the protective catcher's mask with a helmet and throat protector.

PENALTY: If any player, manager or coach (regardless of catching position) is caught warming up a pitcher without the proper helmet/faceguard protection the manager/head coach of that team

shall be removed as a manager/head coach and shall NOT be allowed inside the playing field/dugout area for that or the next game, whichever is applicable.

NOTE: Any subsequent violation of this rule the manager/head coach shall be removed from further managing/coaching in the tournament.

NOTE: Adult males warming up a pitcher should wear a protective cup and a chest Protector. Adult females warming up a pitcher should wear a chest protector.

The on-deck batter will use the on-deck batter's circle behind the batter that is at bat during a practice or regular game.

NOTE: If a field is laid out in such a manner that the on-deck batter would be behind a protective fence, screen, etc., then the on-deck batter may stand in the on-deck batter's circle nearest her dugout.

A player, manager/coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the judgment of the umpire or in the case where an umpire is involved, the judgment of the umpire not involved.

Uniform rule violations will NOT be enforced if a uniform change is required. The umpire shall:

- (a) Stop the game and allow treatment if the injured person would affect the continuation of the game.
- (b) Immediately call a manager/coach, trainer or other authorized person to the injured person.
- (c) Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

Gloves may be worn by any player, but mitts may be used only by the catcher and first baseman. The pitcher's glove shall be solid or multi-color as long as none of the colors are similar to that of the softball. Multi-color gloves are acceptable for all other players. The style or make of all other equipment that is used in the Ranger Softball program shall be the choice of the local league.

NO PLAYING EQUIPMENT (including buckets) SHALL BE LEFT LYING ON THE FIELD, EITHER IN FAIR OR FOUL TERRITORY.

It is recommended that lightning detectors be available at all complexes where scheduled games will be played.

6U Rules

11" ball shall be used

Local League Option: 60' Bases can be used in regular season play)

It is recommended that a safety base be used at first base in tournament play

Pitching Circle 8' Dia. Rubber centered in circle

10' foot arc for foul ball from point of home plate

Half way marks between bases

20' Line behind baseline for outfielders until ball is in play.

Infielders start no closer than hash marks (Discuss This More)

6U Game Play

No INTERFERENCE will be called on runners

Overthrow to first – No restrictions

Tournament Strictly Tee – Local League Option modified coach pitch with Tee.

No stealing

No in-field fly

Tournament Player on first Base – Local League option Coach First baseman

A maximum of only seven (7) runs can be scored in any inning.

Continuous Batting order

10 in the field (6 in the infield)

League and Tournament – Catcher with batting helmet on only.

Game Length in Tournament play will be 2 hours (No new inning will start) or 6 innings. No game will end in a tie.

Play will end when the pitcher has the ball in her possession inside the pitcher's circle. Any runner that has reached a halfway mark prior to the pitcher having possession of the ball in the pitcher's circle will be allowed to advance to the next base. If the pitcher has possession and is in the pitcher's circle, the runner will stop at the next base. Time out by the umpire cannot be called until the ball is in control of a player in the infield and in the judgment of the umpire, the play has come to a halt or stand-off.

8U Rules

11" ball shall be used
Overthrow to first – No restrictions
20' Line for outfielders until ball is in play.

8U Game Play

Coach Pitch Only. 5 Pitches or 3 Strikes

No stealing

No in-field fly

No Drop 3rd Strike

A maximum of only seven (7) runs can be scored in any inning.

Continuous Batting order

10 in the field

League and Tournament – Catcher will be squatted behind home plate in a direct line with the coach pitcher. Full catching Gear.

Game Length in Tournament play will be 2 hours (No new inning will start) or 6 innings. No game will end in a tie.

Play will end when the pitcher has the ball in her possession in the pitcher's circle. Runners that have left a base prior to the pitcher having control of the ball may continue to advanced at the risk of being put out, but must stop at the next base.

Time out by the umpire cannot be called until the ball is in control of a player in the infield and in the judgment of the umpire, the play has come to a halt or stand-off.

The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released.

NOTE: Coach pitcher does not have to pitch from the pitching rubber or half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle while delivering the pitch, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.

The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the

dugout for the remainder of the game. Coach pitcher shall remain outside the playing area until the ball has been declared dead.

If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.

The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. PENALTY: A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.

10U Rules

11" ball shall be used

Pitching Circle 8' Dia. Rubber centered in circle

10U Game Play

Bunting Allowed No slapping or Showing bunt and swinging away

Open stealing after pitch leaves hand

In-field fly in effect

No Drop 3rd Strike

9 in the field

12U Rules

12U will be governed by UIL rules affecting game play except for the rules outlined below.

12" ball shall be used

Pitching Circle 8' Dia. Rubber centered in circle

12U Game Play

Dropped third strike rule in effect

Infield fly rule in effect

9 in the field

15U Rules

15U will be governed by UIL rules affecting game play except for the rules outlined below.

- 1. Pitching pg 9**
- 2. Participation pg 10**

18U Rules

18U will be governed by UIL rules affecting game play except for the rules outlined below.

1. Pitching pg 9
2. Participation pg 10

DEFINITION OF TERMS

ADJUDGED is a judgment decision by an umpire.

APPEAL is an act of a fielder in claiming violation of the rules by the offensive team. An appeal must be made verbally. See rule 7.10 for appeal procedure on runner.

BALL is a pitch which does not enter the strike zone in flight and is not struck at by the batter. [If the pitch touches the ground and bounces through the strike zone, it is a “ball”. If such pitch touches the batter, he shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.]

BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

CATCH is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional.

COMMENT: A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, and rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is “held up” and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

DEAD BALL is a ball out of play because of a legally created temporary suspension of play.

FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond

first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. COMMENT: If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

NOTE: A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.

FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball. COMMENT: A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

ILLEGAL (or ILLEGALLY) is contrary to these rules.

ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch; (3) when the pitcher delivers the pitch with a foreign substance applied to the ball. Rosin can be applied to the hand.

ILLEGALLY BATTED BALL is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

INELIGIBLE PLAYER is a player who is ineligible to be a member of a tournament team for a league because he/she does not live within the approved boundary of the league, a player who did not meet the participation requirements in his/her league, a player who violates Tournament Rule IV(C) or a player who is older than the maximum league age allowed for the respective age division of play. Example: A league age 12 player shall not play on a league age 10 and under division tournament team.

INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly” for the benefit of the runners. If the ball is near the baseline, the umpire shall declare “Infield Fly, if Fair.” The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. **COMMENT:** On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder—not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire’s judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire’s judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play. The infield fly rule takes precedence. If interference is called during an Infield Fly, the ball remains alive until it is determined whether the ball is fair or foul. If fair, both the runner who interfered with the fielder and the batter are out. If foul, even if caught, the runner is out and the batter returns to bat.

NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

INTENTIONAL BASE ON BALLS may be given by the defensive team by having its catcher request the umpire to award the batter first base. The request may be made before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

INTERFERENCE

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. **COMMENT:** In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch; provided, however, if during an intervening play at the plate with less than two outs a runner scores, and then the batter-runner is called out for interference outside the three-foot lane, the runner is safe and the run shall count.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire’s interference occurs (1) when an umpire hinders, impedes or prevents a catcher’s throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire in fair territory before passing a fielder

(d) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.

(e) On any interference, the ball is dead.

LOCAL LEAGUE OPTION gives a league the right to adopt any rule listed for “Local League Option”. If the league’s governing body fails to adopt the rule it does not apply. This option does not give a league the right to redesign the rule to its satisfaction but only the right to accept the option of using it or not.

OBSTRUCTION is the act of a fielder, who, while not in possession of the ball, or not in the act of fielding the ball, impedes the progress of any runner. **COMMENT:** If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered “in the act of fielding a ball.” It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the “act of fielding” the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

STRIKE is a legal pitch which meets any of these conditions

- (a) Is struck at by the batter and is missed;
- (b) Is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) Is fouled by the batter when there is less than two strikes;
- (d) Is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike);
- (e) Touches the batter’s person as the batter strikes at it (dead ball);
- (f) Touches the batter in flight in the strike zone; or
- (g) Becomes a foul tip.

STRIKE ZONE is that area over home plate which is between the batter’s armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter’s natural stance as the batter is prepared to swing at a pitched ball.

WILD PITCH is one so high, or low, or wide of the plate that it cannot be handled with ordinary effort by the catcher.

I. The League

(A) The League shall be the smallest unit of organization and shall be governed by those active in the local program which makes up the managing personnel, such as officers, executive committee, team managers, volunteer umpires, sponsors and player agent, serving as the volunteer operating personnel. The community aspect of the program should be the goal and be maintained.

(B) Each league or group of leagues shall operate within a single boundary, shall adopt a set of local rules and regulations for the operation of the league or leagues, and elect officers to manage the operations of the league(s). Local leagues may not adopt administrative rules and regulations which are in conflict with RANGER SOFTBALL Official Rules and Regulations.

NOTE: RANGER SOFTBALL® recognizes that in communities where there are two or more franchised leagues, it may be advisable to have a common set of officers and adopt a single set of local rules and regulations. This is optional and shall be determined by the various leagues.

RANGER SOFTBALL, recommends that league officials who have financial responsibility within the league be bonded.

(C) Leagues are assigned to districts within a state and are under the direction of a district director. All district directors and the regional chairman are under the direction of the state chairman.

(D) No district, state or state chairman or any designated tournament director shall have the authority to add, change, or waive any current rule or regulation, or to permit the violation of any rule or regulation.

(E)(1) Each franchised league shall be composed of a minimum of three (3) teams and not more than seven (7) teams in the (18U, 15U, 12U and 10U divisions); not more than nine (9) teams in the 8U division and not more than eleven (11) teams in the 6U division.

(E)(2) Reserved

(E)(3) Each league may be divided into as many as four (6) playing divisions: 18U, 15U, 12U, 10U, 8U, and 6U for local league play. If any divisions has more than the maximum teams allowed in one league and is operating under a single franchise, the divisions with excess teams will be required to form another league with an equal (or almost equal) number of teams in each division in each league. An additional franchise number will be assigned to the additional league for the excess teams by the State Chairman.

EXCEPTION—The State chairman may approve a two-team major league on a year-to-year basis.

(F) A franchised league shall be one which meets all qualifications of RANGER SOFTBALL and which is granted a certificate of franchise by the Chairman of RANGER SOFTBALL.

(G) All leagues shall be required to register all teams in each division with RANGER SOFTBALL®. Exception: With the approval of the State chairman, RANGER SOFTBALL® will accept a new league or leagues having only 10U, 8U and/or 6U division teams.

(H) The annual franchise registration fee shall be \$10.00 per team per year for the 18U, 15U, 12U, 10U division teams and \$5.00 per team per year for the 8U and 6U division teams. All leagues shall pay the same franchise registration fee, as stated herein, and no exceptions shall be granted.

(I) State registration fees, if any, shall be established by the state organization and shall be paid with the national franchise fees. The maximum state registration fee per league shall be \$40.00.

(J) A league's annual franchise renewal form and all franchise fees must be sent to the Chairman's office on or before April 1. Franchise renewals postmarked after April 1 will result in a \$50.00 late penalty assessment which must be paid prior to the District Credentials meeting in order to participate in RANGER SOFTBALL sanctioned tournaments.

(K) 18U, 15U, 12U, 10U, 8U, and 6U divisions are operated under the direction of a franchised league. Divisions are hereby construed to mean all activity in the following age divisions:

18U — League age Eighteen and under

15U — League age Fifteen and under

12U — League age Twelve and under

10U — League age Ten and under

8U — League age Eight and under

6U — League age Six and under

Exceptions to these age divisions may be made by league officials as they see fit during regular season play.

(L) Reserved

(M) All matters relating to both local league play and tournament play shall be under the exclusive supervision of the District Director unless otherwise provided for by the state organization.

II. League Boundaries

(A) Each league shall determine the actual boundary from within which it will select its players. This boundary shall be marked on a map showing total population within the boundary and up-to-date copies of this map shall be on file with the State chairman and District Director. New leagues establishing boundaries and old leagues altering their boundaries shall have the approval of the State chairman and the District Director prior to such establishing of a new league's boundary or a change in the old league's boundary.

(B) When two or more leagues operate within the same defined boundary, they shall be entitled to select players from the combined area IF THEY HAVE A COMMON SET OF LEAGUE OFFICERS AND FOLLOW THE SUPERVISION OF ONE PLAYER AGENT IN PLAYER SELECTION. All managers MUST have equal opportunity in the selection of players and the player selection system must create an equal distribution of players of each LEAGUE AGE in each league. A multi-league organization, sharing a common boundary, with the written approval of the state chairman can redraft the entire program annually for the specific purpose of balancing numbers and/or talent between the leagues within the common boundary. The state chairman may require the District Director or other designated RANGER SOFTBALL official to monitor the redraft which must be conducted by only one player agent and strictly follow the provisions of the Regulations provided herein. In a multi-league boundary, players may be redrafted into other leagues within the boundary at this time or at such time as a redraft of the league occurs to place players advancing to a new age division on teams.

(C) Populations shall be determined by the latest census.

(D) Two or more leagues operating under separate boards may operate within the same boundary or an overlapping boundary area shown on their boundary maps by written agreement of the leagues concerned and approved by the State chairman.

(E) Small Towns or Communities - Small nearby towns or communities unable to field a league within their own area shall be permitted to form three (3), four (4), five (5), six (6) or seven (7) teams with each town or community forming teams without a common draft with the other small towns or communities in the league.

(F) No new league shall be franchised in the territory of an existing league or leagues without the written approval of the existing league or leagues. Organizations franchised with RANGER SOFTBALL® the previous year shall always have first refusal of franchising in succeeding years except as noted below:

EXCEPTION: Under certain circumstances, the renewal of a franchise may be denied if it is the opinion of a two-thirds majority of (1) the State chairman, (2) all members of the Board of Directors of RANGER SOFTBALL from the state, and (3) the District Director of the district in which the league plays, that it is for the best interest of RANGER SOFTBALL, Inc., within the particular state that the existing organization not be franchised for the current year and they each sign a statement to this effect setting out the reasons therefore and provided that team membership shall not form a basis for not franchising. In case the Chairman of RANGER SOFTBALL, does not approve the disfranchisement of the league, the President of RANGER SOFTBALL® shall appoint a committee to investigate the matter and make a final decision. **EXCEPTION:** In the case of a request for a new league which is located in an area already claimed by a franchised league but the existing league has made no effort to provide a program for the new group, the State chairman with the approval of the District Director, may allow the new league to be franchised. (Note: This will only apply in cases where an existing league is obviously preventing a new league from entering RANGER SOFTBALL.)

(G) League boundary maps showing total population figures shall be on file with the State chairman and District Director prior to the playing of the first game on the schedule. An updated copy of this map with new population figures is to be provided to each of these officials with franchise renewal forms each tenth year beginning in 2002 or at any time the boundaries may be changed. Boundaries for any new league or alterations to existing boundaries must be approved by the District Director and the State chairman.

(H) The Board of Directors of RANGER SOFTBALL allows each league and players accepted by a league to continue playing in the league, any player:

(1) whose residence changes after he becomes a member of the league, and/or;

(2) who lives outside of the league's boundaries because of a revision of such boundaries, even though now residing in the territorial boundaries of another league.

NOTE: A player must elect to remain in league or join the new league in which boundary he now lives in the year of change. Once an election is made, the player must remain in the chosen league until they reach league age 18.

(I) Players who are members of a league or leagues within a defined boundary, including players acquired under herein shall remain the property of the league unless they move to a new permanent address within the boundary of another RANGER SOFTBALL league or leagues; or, unless otherwise provided for in these rules.

(J) Players who are members of a particular league within a multi-league organization, whose leagues share a common boundary, must remain only in this league until such time as ALL PLAYERS of his league age are redrafted pursuant to Regulations provided herein. **PENALTY:** Player(s) who violate this rule will be ineligible for tournament play.

(K)

(1) INELIGIBLE PLAYER is a player who is ineligible to be a member of a tournament team for a league because he does not live within the approved boundary of the league, a player who did not meet the participation requirements in his/her league, or a player who is older than the maximum league age allowed for the respective age division of play. Example: A league age 12 player shall not play on a league age 10 and under division tournament team.

(2) Any player that registers and plays in any RANGER SOFTBALL league shall be ineligible to participate as a member of the league's tournament team if he does not reside within the league's approved boundary under any circumstance except as provided in the Regulations provided herein. Any such player shall be designated as an "ineligible player" for tournament eligibility purposes. No waivers or releases are allowed for any reason other than as provided in herein. The parent or guardian of the player shall be responsible for determining if his/her child is eligible to participate on any of the league tournament teams under RANGER SOFTBALL Rules and Regulations.

(3) Any league that registers and allows a player who does not reside within its approved boundary or does not meet the requirements to participate in its league shall not allow such player to participate as a member of the league's tournament team under any circumstance except as provided in by the Regulations herein. Any such player shall be designated as an "ineligible player" for tournament eligibility purposes. No waivers or releases are allowed for any reason other than as provided in by the Regulations herein, All league officials including coaches and volunteers in a league shall be responsible for determining if a player is eligible to participate on any of the league tournament teams under RANGER SOFTBALL Rules and Regulations.

PENALTY: The player shall be ineligible to participate on any of the league's tournament teams. If the league places an ineligible player on a league tournament team roster, the player shall be

subject to disqualification and removal from the team upon protest, prior to or during tournament play.

(L) The state Board of Directors has exclusive authority to determine the proper boundary for eligibility purposes for any player whose parents claim to own or rent dual residences located in more than one league boundary

III. Teams

(A) Each team may consist of a maximum of 15 uniformed players whose names shall be registered with the League President not later than five days prior to the first regularly scheduled game of the league season. Team membership shall be within the sole discretion of each league, provided such membership shall not conflict with the Constitution and By-Laws and the Rules and Regulations of RANGER SOFTBALL®.

(B) League age is that age attained by a player prior to January 1 of the current softball season.

(C) Local league officials shall adopt their own rules in regard to the replacement of players on team rosters.

NOTE: League officials shall not allow managers to drop players from their rosters without cause regardless of the playing ability of the player. Reasons for the replacement of players shall include moving out of a community, sickness or injury, disciplinary measures, failure of the player to attend practice or games, and safety precautions. The reason for replacement of players shall be included in a written statement by the team manager filed with league officials.

IV. Selection of Players

(A) Each league shall determine its own method for the selection of players for team rosters. However, any player selection system used shall be in the form of a draft system, a talent distribution system, or an auction system and shall be under the direction of a player agent who shall see that all teams have an equal opportunity in the selection of all players. RANGER SOFTBALL® recommends that much care be taken in the selection of the individual to fill the position of player agent. Leagues should also be encouraged to charge an assigned draft pick when children of managers or assistant coaches do not go through a player selection system.

(B) The Chairman of RANGER SOFTBALL, shall furnish suggested player selection systems upon request by the leagues.

(C) Players who do not register in time to participate in the player selection system shall be ineligible, with these exceptions:

(1) any who were sick or injured during registration period and confirmed by a physician's written statement; or

(2) any who became new permanent residents of the community after the registration period. A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the league president approve the assignment in writing.

(3) **Local League Option:** A player may be signed up after the local league drafts are completed prior to or on the first game day of a league's regular season provided the regular season team(s) with the least number of players on its roster(s) will be eligible to draw for the right to select the player.

(D) **Player Releases** — The League President where a player legally resides may request a release by submitting an application for the player's release. The deadline for submitting an application shall be by April 1st or before the first league game of the releasing league, whichever date is earlier. The application will be submitted to the State chairman and State Board of Directors and acted upon by the State Board of Directors within 10 days of State chairman's receipt of the application.

(E) Managers shall not drop a player from their rosters in order to sign a new player. **PENALTY:** The penalty for violation of this regulation shall be loss of tournament eligibility for the player illegally picked up and grounds for protest in local league.

(F) Any player to whom the courts have appointed a custodial parent or guardian may play local league and be eligible for tournament play for a league in either the boundary of the custodial parent or the boundary of the non-custodial parent without a release.

(G) Any player may play local league and be eligible for tournament play for a league in either the boundary where he resides or the boundary of the league where he attends public or private school (excluding home schools) with the exception that he/she can only transfer from school to school one (1) time and cannot go back and forth.

(H) Two or more leagues operating within the same defined boundaries which select players using a single player agent must put all returning players from all teams in any dropped league into a common draft where all managers in the remaining league(s) have an equal opportunity in the selection of players.

V. Player/Coach Eligibility and Registration

(A) All leagues shall file a roster of players, managers and coaches of each team in the league with the State and District Director on or before May 1.

(B) The roster form shall include the full name of the player, his date of birth and his residence in detail. NOTE: Should there be changes to these rosters the District and State chairmans must be notified in writing of the change.

(C) A maximum of three managers/coaches may be registered on each 18U, 15U, 12U, 10U team. A maximum of four managers/coaches may be registered on each 8U or 6U division team. Only those managers/coaches so registered shall be eligible to coach tournament teams.

(D) An eligible player shall become subject to Ranger Softball Rules and Regulations when he/she registers with the league for the current year.

(E) Each league shall determine its own method for selection of managers and coaches. All managers and coaches shall be adults of at least 18 years of age. Local leagues have the authority to establish league rules to suspend managers and coaches for unsportsmanlike acts or willful violation of local rules and regulations as well as rules and regulations established by RANGER SOFTBALL.

VI. Player Age Limit and Birth Certificate

(A) Anyone whose Eighteenth birthday falls on or after January 1 of the current calendar year shall be eligible to compete in regular season and tournament play during the current RANGER SOFTBALL® season.

(B) Dates of birth of players shall be certified by birth or baptismal certificate, U.S. passport or other legally accepted proof of age to a designated league official prior to the league's first scheduled game. Each league president is responsible to ensure that no player is over league age and that records of proof of age are available upon request. One of the following documents shall be used to verify age:

(1) Birth certificate issued by a government agency which has a raised or affixed seal and is accepted as legal proof of age.

(2) Hospital certificate issued at birth.

(3) Baptismal certificate issued within first six years after birth which shows actual date of birth.

NOTE: A photo static copy of one of the above certificates, which has a statement on the document stating that it is an exact and true copy of the original, signed by the parent or legal guardian shall be accepted.

(4) Unexpired passport issued by the U.S. Government.

(C) The local league shall have the authority to determine the age limits within the league's divisions during regular season play. Any player of league age ten and under who was registered on a 12U team during the regular season shall be eligible to participate in the appropriate 10U, 8U, or 6U division (age ten and under) tournaments. A player can participate on only one tournament team.

VII. Reserved

VIII. Schedule

(A) All Franchised teams shall play a regular schedule of not less than twelve (12) games nor more than twenty-five (25) games, exclusive of championship games.

(B) Two or more leagues shall be permitted to play an interlocking schedule of games, but all such games shall count in the won and lost column of each league.

(C) Exhibition games shall be permitted but all pitching rules shall be followed. Permission for exhibition games must be secured from the league president or his delegated authority.

(D) It is recommended that each team play a schedule of two games per week.

(E) Any game played before the league's franchise is renewed shall not be considered as an official game and cannot be counted in the minimum number of games required to qualify for tournament participation.

(F) CHAMPIONSHIP GAMES are playoff games played by two or more teams tied at the end of regular season play with identical won/loss records to determine a league champion; or when applicable, first or second half winners to determine a league champion or playoff games between tied teams to determine first or second half winner. These are not scheduled regular season games but additional games required to determine a league champion or first or second half winner. They are not to be considered as tournament games and are to be played according to regular season.

IX. Team Sponsors

No firm or company whose advertising primarily reflects the sale or use of alcoholic beverages or tobacco products (including e-cigarettes) shall be permitted as a sponsor of the RANGER SOFTBALL program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

X. Admission to Games

(A) Admission shall not be charged for regular season games.

(B) Admission shall be charged at all levels of tournament play through the Ranger Softball Tournament Series. Proceeds shall be used to defray expenses of the tournament.

XI. Other Youth League Participation

(A) League's franchised with RANGER SOFTBALL® Inc., may franchise its teams with any other youth softball program. RANGER SOFTBALL requires all tournament/allstar teams to participate in RANGER SOFTBALL tournaments in the event of a conflict. **PENALTY:** The penalty for violation of this rule will be revocation of the league's RANGER SOFTBALL franchise.

(B) WITH THE APPROVAL OF THE LOCAL LEAGUE, players, managers and coaches may participate in other youth softball programs during the RANGER SOFTBALL regular season provided such participation does not disrupt RANGER SOFTBALL regular season play. **NOTE:** Leagues may remove any player, manager or coach from a team for the current season for repeatedly missing regular season games and/or practices.

XII. Conduct and Sportsmanship

(A) Members of a team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. A player shall not throw a bat, helmet or other equipment in anger or disgust. The penalty for violation of this rule shall be the removal of the guilty player from the game for the remainder of the game. The penalty for violation of this rule by a manager or coach shall be his removal from the game and the dugout for the remainder of the game.

(B) Local leagues have the authority to ban noisemakers during local league play.

(C) When a batter wiggles the bat in an EXTREME MANNER in which, in the umpire's opinion, the batter is intentionally attempting to distract the pitcher's delivery of the pitch to the batter, this

action shall be deemed unsportsmanlike conduct and not permitted. The umpire shall call a no pitch and meet with the batter and manager to give a warning upon its first occurrence. Upon a second occurrence, the team manager shall be cited for unsportsmanlike conduct and removed for the remainder of the game.

(D) **APPLIES TO 6U, 8U, 10U ONLY:** The fake bunt/hit away tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:

- (1) Pull the bat back and take the pitch, or
- (2) Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. A second occurrence will result in the player being called out.

(E) The use of any alcoholic beverage or tobacco product (including e-cigarettes) within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

(F) Local leagues have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled regular season games or tournament games played at its playing facilities.

XIII. Child Abuse/Molestation Risk Management Program

(A) Child abuse/molestation has become a growing concern within recent years and can take many forms including verbal abuse, physical abuse, emotional abuse, and sexual abuse. Any form of child abuse/molestation is despicable and goes against everything that RANGER SOFTBALL stands for.

(B) RANGER SOFTBALL is committed to addressing concerns over child abuse/molestation by informing and educating its affiliated leagues on this risk by providing guidelines for establishing a risk management plan that may significantly lessen but not totally eliminate the chance of an occurrence. Failure to implement a child abuse/molestation risk management program may expose

leagues and its officials, volunteers and other representatives to significant legal liability.

(C) RANGER SOFTBALL strongly recommends that all franchised leagues adopt and implement a child abuse/molestation risk management program. A sample league abuse/molestation risk management program is available on the RANGER SOFTBALL website at Rangersoftball.com which a league can customize, or the league may choose to develop a similar comprehensive program.

(D) RANGER SOFTBALL has no operational control over league security, including the selection of volunteers associated with independent leagues which affiliate with its program. Therefore, it is the sole responsibility of the independent leagues to take action by adopting and implementing a child abuse/molestation risk management program.

(E) Due to the fact RANGER SOFTBALL has no operational control over league security including the selection of local league volunteers, each franchised league shall be required to indemnify and hold harmless RANGER SOFTBALL against all legal actions based on child abuse/molestation allegations arising from any team, league, tournament or other activities of such league.

(F) Various youth sports/leagues have adopted criminal background checks for coaches/volunteers as the sole means for protecting against this risk. While criminal background checks are an important aspect that should not be overlooked, they are just part of a comprehensive risk management program.

(G) Elements of any Abuse/Molestation Risk Management Program are highlighted below:

(1) Screen all volunteers who have repeated access to youth by requiring completion of a Volunteer Application and by running a criminal background check. All criminal background checks indicating a conviction involving crimes against a minor must result in disqualification of the volunteer. In addition, other charges and convictions may be an indication of an unfit volunteer and may result in disqualification.

(2) Distribute materials to educate administrators, volunteers, and parents on the warning signs of child abuse/molestation and how to respond to an allegation.

(3) Appoint a Conduct Official to administer the program and to be the primary contact for allegations of child abuse/molestation.

(4) Encourage the use of a “buddy system” where a non-related adult is never alone with a single child.

(5) Encourage the use of take home/pickup policies to ensure that a single child is not being transported by a volunteer as a result of a parent failing to pick up a child in a timely fashion.

(6) Prohibition of any overnight sleepover event at any official’s house.

(7) Limiting the distribution of directories/rosters with names, phone numbers, addresses, and pictures to persons on a “need to know” basis.

TOURNAMENT RULES (TOURNAMENT PLAY ONLY)

No Director or any appointed assistant directors shall be permitted to waive any RANGER SOFTBALL tournament rule.

I. Tournament Play

(A) A SANCTIONED TOURNAMENT is any level of tournament play approved by RANGER SOFTBALL, Inc., (including a two- out-of- three series) which allows each franchised league to enter TWO teams in the 18U, 15U, 12U, 10U, 8U, and 6U divisions at the first level of tournament play to compete for the right to advance to subsequent levels of sanctioned play. **NOTE:** Any nonsanctioned tournaments supervised by RANGER SOFTBALL officials must be approved by the respective RANGER SOFTBALL state organization.

(B) Two league teams, either the league champion and/or selected “All Star” groups, may represent each 18U, 15U, 12U, 10U, 8U, and 6U division in sanctioned RANGER SOFTBALL tournament competition starting at the Sub-District or District level. Each league is entitled to enter, and no play-off to enter may be required.

(C) (1) Each state organization may use only double elimination tournament brackets approved by the Chairman to advance teams to the next level of tournament play. States may advance more than one team to the next level of play.

(2) “Double elimination” is defined as when a team loses two games in a single tournament using double-elimination brackets at any level, area, sub-district, district, state, and is eliminated from further participation in that tournament.

(3) Reserved

(4) Each state organization may advance more than one team from all levels of tournament play to the state tournament. and distribute these procedures in writing to all leagues and RANGER SOFTBALL officials within the state.

(5) Reserved

(6) The tie-breaker rules listed below will be used in all round-robin tournaments to advance a runner-up team or teams in addition to the champion to the next level of tournament play.

TIE-BREAKER RULES

1. Head-to-Head Record Between Tied Teams Rule
2. Least Runs Allowed Between Tied Teams Rule
3. Least Runs Allowed for All Games

4. Most Runs Scored for All Games Rule

5. Coin Flip

(7) The state organization may authorize a one game playoff between two teams advancing from separate double-elimination brackets or, the state organization may use a two-out-of-three Series format.

(8) In double elimination tournaments, two-out-of-three, three-out-of-five or one game playoffs with teams advancing from double elimination or pool play round robin play shall be considered a new level of play for pitching restrictions but all rest requirements for all pitchers shall remain in effect.

(D) All official playing rules and regulations used during regular season play shall be in effect during sanctioned tournament play unless otherwise stated in the tournament rules below.

(E) 6U Division (T-Ball) tournaments shall be under the exclusive direction of the District Director or his designated representative at the district level.

(F) Appeals are only accepted through RANGER SOFTBALL channels for the sanctioned tournaments. Appeals in non-sanctioned tournaments must be handled through the organization sponsoring the tournament.

(G) Each community or league sponsoring a state tournament shall be granted a host team.

NOTE: A host team shall be allowed only in the event there is a tournament, not a series between two teams.

(H) A host city having two or more leagues shall be entitled to hold a playoff to determine the host team, and the other leagues shall be entitled to enter district eliminations.

(I) All tournament hosts shall be determined using guidelines established by the state organization.

(J) Host teams shall not participate in any tournament in any level of tournament play below that in which they act as host. As a matter of interpretation, however, a host is not a host until selected. The penalty for violation of this rule is loss of eligibility for tournament play.

(K) Any tournament team wishing to compete only through the district or state tournament shall be permitted to do so provided the State Chairman is notified prior to July 1. In the event, such a team wins the district or state tournament, the runner- up team shall be declared the representative to the next tournament level.

(L) Reserved

(M) All state and sectional tournament sites shall be selected on or before June 1 of the current year. In the event a state tournament site is not determined by this date, the State Chairman with State Board approval, shall have the authority to request bids and award the tournament.

Tournament Dates

(N) Reserved

(O) Reserved

(P) The earliest date a sanctioned RANGER SOFTBALL tournament may be scheduled to begin shall be determined by each state organization.

II. Financial Responsibility

(A) All teams entering tournament play must be financially able to defray all their travel expenses.

(B) The host city shall file a financial statement of any RANGER SOFTBALL State Tournament with the Chairman following the completion of the event.

(C) Tournament Host Insurance and Team Insurance for Sanctioned Tournaments

Tournament hosts must present required insurance coverage to the District Director, State Chairman, as applicable. Tournament teams must present required insurance coverage to the tournament credentials committee(s). Hosts and all teams participating in sanctioned and other approved RANGER SOFTBALL tournament play must provide evidence of insurance coverage which meets the following requirements:

(1) Excess Accident – The Tournament Host and each tournament team must be covered by an Excess Accident policy under their respective organizations’ names with a medical limit of at least \$50,000. For teams, it is not acceptable for each parent to provide individual evidence of health insurance for his or her child. For the tournament host, coverage must be provided for all umpires, scorekeepers, employees and volunteers; and,

(2) General Liability – The Tournament Host and each tournament team must be covered by a General Liability policy under their respective organizations’ names with an “each occurrence” limit of at least \$1,000,000 combined single limits for “bodily injury” and “property damage”. Such policy may not provide “claims made” coverage and may not have exclusion for lawsuits arising out of injuries to athletic participants. If the tournament host or team does not purchase its General Liability insurance through the approved RANGER SOFTBALL insurance program, it is required that the General Liability policy name RANGER SOFTBALL as an “additional insured”.

III. Team Eligibility Requirements

(A) Each league shall be entitled to enter either its local league champion or a team chosen from the entire league as its tournament team in each age division.

(B) Tournament team affidavits must consist of ten to twelve (10-12) players, a team manager and two coaches and each tournament team must begin each level of tournament play with a full roster of players and coaches. Alternates are not recognized as part of a tournament team and their participation in any tournament team activity is not authorized by RANGER SOFTBALL, Inc.

NOTE: Non-sanctioned tournaments not supervised by RANGER SOFTBALL District or State officials cannot use the RANGER SOFTBALL Tournament Team Eligibility Affidavit to qualify teams.

(C) Reserved

(D) Each tournament team is required to have ten to twelve (10-12) players and three (3) manager/coaches present at each tournament game except that any unfilled player vacancy or a player's absence may be approved by the tournament director for justifiable reasons except for participation in other tournaments or family vacations which are covered under Tournament Rule IV(C). The tournament director may suspend a team manager from participating in any game where a player vacancy or absence cannot be justified. The tournament director may require a team to replace a player whose continued participation on the team is in doubt.

(E) Participating teams shall completely and accurately complete by the deadline all forms furnished them. Teams failing to comply with this rule may not be eligible for tournament participation and may lose their next opportunity to host a tournament.

IV. Player/Coach Eligibility Requirements

(A) Only players who have played in a minimum of ten (10) of their local league games shall be eligible for tournament competition, with the exception that the state Chairman shall be empowered to rule a player eligible, for good reason, even though the player has not played in ten (10) games. RANGER SOFTBALL urges state chairmen to grant this exception only for good and substantial reasons, such as injury or sickness by the player substantiated by a physician's notarized statement, weather conditions causing postponement of games, and instances in which leagues were late in starting its seasons and therefore unable to complete a majority of its games prior to the start of tournament play. There may be other reasons for granting an exception, and the state chairman shall exercise discretion.

(B) All players on a 18U tournament team may be 18 years of age, if desired. The maximum age for players on league tournament teams shall be league age fifteen (15) for 15U division , league

age twelve (12) for 12U division , league age ten (10) for 10U division, eight (8) for 8U division and six (6) for 6U division. Any player of league age ten (10) and under who was registered on a 12U league team during the regular season shall be eligible to participate on the 10U (9-10) tournament team. **LOCAL LEAGUE OPTION:** A league may require that any player of league age ten (10) and under must be registered on a 10U league team during the regular season to be eligible to participate on a 10U tournament team.

(C)(1) A player, a coach or a team may participate or play in another tournament between scheduled RANGER SOFTBALL tournaments. However, a player, or replacement player, coach or a team shall not participate in any other tournament during a sanctioned RANGER SOFTBALL tournament including any days their team is not scheduled to play during the RANGER SOFTBALL tournament. **PENALTY:** Any player, or replacement player, manager or coach who violates this rule shall be removed from their RANGER SOFTBALL tournament team roster immediately. Any team who violates this rule shall be disqualified from tournament play immediately.

(2) A player, replacement player, manager or coach shall not miss the first game of each level of RANGER SOFTBALL tournament play due to travel delays from participation in another tournament or travel delays from a family vacation. **PENALTY:** Any player, or replacement player, manager or coach who violates this rule shall be suspended for the second game of the tournament and the player shall be ineligible to pitch in this level of play but may pitch in the next level of play if his team advances.

(3) A team shall not miss the first game of each level of RANGER SOFTBALL tournament play due to participation in another tournament for any reason. **PENALTY:** Any team who violates this rule shall be disqualified from tournament play immediately.

(D) No manager or coach shall participate on more than one RANGER SOFTBALL sanctioned tournament team at the same time.

(E)(1) No player shall participate on more than one of a League's RANGER SOFTBALL sanctioned tournament teams at the same time.

(E)(2) Under no circumstances can a player be listed on the original tournament roster affidavit of more than one of a league's RANGER SOFTBALL tournament teams during the same year. Exception: Players who are rostered under a specific league franchise number who participate on non-sanctioned rosters or the rosters of second sanctioned teams within a playing division may be used as replacement players with the approval of the state director if their original tournament team has been eliminated from competition.

(F) Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team, and they shall be registered on their regular season team player rosters as filed with the district and state directors. The state director shall be empowered to grant exceptions to this rule.

(G) ALL RANGER SOFTBALL officials, elected or appointed, shall not be eligible to manage or coach a tournament team under any circumstances.

(H) Upon the recommendation of the Tournament Director, the State Director shall have the authority to suspend from tournament play any player, manager or coach for a flagrant display of unsportsmanlike conduct or for a willful violation of RANGER SOFTBALL Rules and Regulations. A player, manager or coach who is suspended shall not be allowed to participate in further tournament play in any way to include opening or closing ceremonies and trophy presentations. The suspension may be for one or more games or for the remainder of tournament play during the current season. The Chairman of RANGER SOFTBALL shall have this authority during the RANGER SOFTBALL State Tournaments.

(I) After an investigation conducted by the Chairman's Office, the Board of Directors of RANGER SOFTBALL Inc., by a majority vote shall have the authority to suspend a player, manager or coach for the next season or impose a lifetime ban to the individual from participation in RANGER SOFTBALL tournaments.

(J) The State Board of Directors may adopt policies and guidelines to ban managers or coaches from tournament play for one or more years. This decision may be appealed to the Chairman's Office.

V. Tournament Player Affidavit

(A) RANGER SOFTBALL shall mail or deliver electronically tournament affidavit forms to each league. These affidavit forms shall be completed for each tournament team and delivered to the District Director at the District Credentials Meeting prior to the first tournament game. Each tournament team manager shall have the original of this tournament affidavit, properly completed, at all tournament games.

(B) The president of each league shall check all birth records of players whose names appear on the tournament affidavit. The name of the players on the affidavit shall be exactly the same as the name on the birth record.

(C) –Tournament Director– With respect to sub district, district and state tournaments, district and state directors may delegate their authority to a designated tournament director.

(D) –Credentials Committee– In addition to the tournament affidavit each team manager shall have a birth record and medical release form for each player whose name appears on the affidavit. The affidavit, medical release form and the birth records shall be publicly inspected and approved by a credentials committee composed of three members, one of whom may be the tournament director, and this public inspection shall be at least one week (seven days) prior to the first sub district or district game. All teams shall be notified of the credentials meeting by the district director or the tournament director at least one week prior to the inspection. This requirement shall be for sub-district and district play only.

(E) Teams failing to be present at the district credentials meeting with the player affidavit, birth records and medical release form shall forfeit their right to compete in tournament play. Teams shall have a birth record and medical release form at this meeting for each player listed on the player affidavit. In the event a team does not have a birth record for a player at this meeting, the player for whom there is no birth record shall be ineligible to play in the sub-district or district tournament.

(F) The state or district director shall be empowered, however, to make exceptions to the seven-day inspection rule for hardship cases. A player whose birth record is not accepted by the credentials committee at the inspection meeting shall have the opportunity of submitting another birth record to the committee on the evening prior to the first tournament game at a time and place set by the tournament director. Player affidavits may be corrected for spelling, typographical errors, nicknames and so on at either of the two meetings of the credentials committee. Players whose birth records are not accepted by the credentials committee at either of the two meetings shall be ineligible for all games in the sub-district and district tournaments. There shall be no appeal. A team using a player not approved by the credentials committee shall be disqualified from the tournament pursuant to Rule XI, Section (D), of Rules for Tournament Play.

(G) A copy of the tournament team affidavit shall be mailed to the Chairman's office immediately following approval by the credentials committee. This copy must be received by the RANGER SOFTBALL Chairman before the first tournament game may begin.

(H) Where separate district credentials meetings are held for each division's sub-district tournament, the credentials committee shall inspect the player affidavits and birth records of all the tournament teams in the respective division at the same time. There shall be a credentials meeting for each division in the district. All credentials meetings within a district may be held at the same time.

(I) The state director or tournament director shall set the date and time for the inspection of the tournament team affidavits and birth records for teams competing in state tournaments, and this time shall be at least three hours prior to the first game of the tournament. Teams not complying

with this rule shall be subject to disqualification from tournament play.

(J) Reserved

(K) RANGER SOFTBALL directs all tournament directors and credentials committee members to accept one of the following as proof of age:

(1) Birth certificate issued by a government agency which has a raised or affixed seal and is accepted as legal proof of age.

(2) Hospital certificate issued at birth.

(3) Baptismal certificate issued within six years after birth which shows actual date of birth.

NOTE: A photo static copy of one of the above certificates, with a statement on the document signed by the parent or legal guardian stating it is an exact and true copy of the original.

(L) Adopted children going by a name other than that which appears on the birth record shall furnish an affidavit of the adoption or name change and a copy of the affidavit shall be attached to the birth record. Players not legally adopted but using a name other than that which appears on the birth record shall be eligible provided a notarized statement of this fact is made before a probate judge or clerk of court or their equivalent and the statement is attached to the birth record with the signature and seal of the probate or clerk of court.

(M) A Protest of eligibility based on age may be presented to the tournament director at any time during tournament play. No protest of an age violation shall be allowed after the inspection by the credentials committee without absolute proof of fraud. The burden of proof shall be upon the protesting party. In the event proof of fraud is found and accepted by the credentials committee or a tournament director, Rule XII, Section (H)(3) will apply.

(N) Players who are unable to furnish an approved birth record shall be entitled to mail other documents of proof of age to the Chairman, who shall be empowered to issue a certificate in lieu of an actual birth record.

VI. Replacing Players

(A) A team may replace tournament players after their selection to the team following investigation and approval by the District Director at District level, State Chairman. The new player must present proper proof of age and be otherwise eligible according to rules and regulations of this program including the restrictions in Regulation IV(C). The player who is replaced shall not be entitled to return to the team unless he was a replaced injured player and he replaces another injured player. A replacement certificate shall be available from the District or State Chairman. Requests for

replacements shall be made in writing by the local league President to the District Director at district tournaments, State Director at the state tournament.

VII. Tournament Pitching Rules - Reserved

VIII. Tournament Games

(A) All tournament games shall be played to a conclusion regardless of the score or the inning unless the team behind wishes to concede. A 2- hour time limit for all games in tournament play shall be in affect except for the championship game(s).

(NOTE) When a suspended game is resumed, play shall begin from the actual point of termination. This shall be considered the same game and the same pitchers shall be eligible to pitch just as if the game had been completed on the original day.

Example A: The game is called on account of rain in the top half of the third inning with the count of three balls and two strikes on the batter and two outs in the inning. The game shall be resumed at the earliest possible time and play shall resume in the top half of the third inning with the count of three balls and two strikes on the batter and two outs in the inning.

Example B: The game is called in the top of the fifth inning for any reason. The game shall be resumed at the earliest possible time from the exact point of termination. The pitchers shall be eligible to complete the game as this is part of the same game and the rest rule is not applicable as far as completing the game is concerned.

(B) No team shall be required to play more than three (3) games on the same day during the same tournament and no team shall be required to play as many as three (3) games on the same day more than twice during the same tournament, except to play an "if necessary" game to determine the tournament champion. A team playing three (3) games on the same day shall have at least two (2) hours rest between games. In the case of an "if necessary" game to determine a tournament champion there shall be at least one (1) hour rest between games.

(C) The Chairman shall be empowered to waive any tournament rule deemed necessary to ensure the completion of any tournament where there have been delays caused by inclement weather or other reasons.

(D) Reserved

(E) If games are played under floodlights at any level of tournament play, the approval of the RANGER SOFTBALL official in charge of that tournament must be received before the start of the tournament.

(F) All rained-out or postponed games shall be rescheduled by the tournament director in the order of postponement. For example: Game 3 is postponed due to rain, wet grounds or for any other reason, but the ground crew gets the field in condition to play again several hours later. Game 3 shall be played before any other game on the schedule.

(G) Teams forfeiting games in tournament competition may not be granted tournament privileges the following year.

IX. Player Participation Requirement

(A) Every available player on a team's tournament roster must meet the offensive and defensive requirements specified in paragraphs (B) - (F) below which provides that: (1) each player must complete one time at bat in every tournament or series game played by his team (See definition- Complete Time at Bat in Rule 2.00); **PENALTY** - The penalty for violation of IX(A)(1) shall be the disqualification of the team manager for the remainder of the game and the remainder of the next game played by his team in the tournament or series, and (2) each player must play defensively 3 outs in 2 defensive half innings played by his team (6 Total Outs). **PENALTY** - The penalty for violation of IX (A) shall be the disqualification of the team manager for the remainder of the game and the next game played by his team in the tournament or series. Exception: If the manager refuses to insert players into the defensive lineup during a game after being notified by the official scorer or a RANGER SOFTBALL official that a player or players on the team has not met the participation requirement, these players shall be inserted in the game by the tournament director and the team manager shall be removed from the team immediately and disqualified for the remainder of the current tournament season. **NOTE:** These penalties shall apply to both teams, even if the last half of last inning is not required. The only exceptions shall be when a game is called due to run rules.

(B) Offensive Participation Requirements – The tournament director shall notify each manager that the tournament offensive participation requirement will use a continuous batting order.

(C) Reserved

(D) Continuous Batting Order

(1) At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and bat in this order continuously throughout the game.

(2) If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order. Players who arrive late shall be substituted for the next batter in the lineup when they enter a game late and have them bat

immediately only if the late player cannot mathematically have a plate appearance. If this is the case, then the substituted player will skip his at-bat once and the substitute player will go to the last position in the batting order for the remainder of the game. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.

(3) If a player listed in any batting position in a continuous batting lineup leaves the game because of an injury, illness or disqualification, this position in the batting lineup will be skipped for the remainder of the game without penalty. No player will be called "out" who is skipped by rule in the batting lineup.

(4) If the player is injured while at bat, the next batter will assume her count. EXCEPTION: If the player is a base runner, the player in the batting lineup who was last putout will become a substitute runner for the player who has left the game due to an injury and the substitute runner shall not change his position in the batting line-up.

(E) A player removed because of injury or illness may return to the game, if otherwise eligible.

(F) Defensive Participation Requirement

(1) At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting lineup and the defensive starters shall be designated on the team lineup card. Any defensive player, including the pitcher, may be listed in any order on the starting offensive batting lineup.

(2) Reserved

(3) Each scorer shall indicate in the official scorebook in which inning (or innings) a player met the defensive participation requirement.

(4) The scorer shall notify the team manager and umpire of any player who has not met this requirement at the completion of the fourth inning of play. The tournament director shall notify the umpire to direct such manager to insert in the team's defensive fifth inning any such player(s) who have not met the defensive participation requirement.

(5) FREE SUBSTITUTION ON DEFENSE!

(a) Including the Pitcher, any player may enter the game on defense in any defensive position as many times as deemed necessary by the team manager.

(b) Players may enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill or ejected player or enters the game during a pitching change.

(c) Reserved

(d) The public-address announcer shall maintain a scorecard for defensive changes. It is recommended that all changes be announced over the public-address system.

X. Tournament Uniforms

(A) All players in tournament play shall wear regular softball uniforms. No plain, unnumbered, undershirt style T-shirts shall be permitted for uniform jerseys. Uniform type T-shirts in team colors with numbers shall be considered legal regular softball uniforms. Coaches may wear the same softball uniform of the team or matching shirts with collars. The penalty for violation of this rule is possible disqualification of the team by the tournament director from further play. The District Director, State Chairman shall establish an appropriate dress code for each level of tournament play so as to portray the proper image for RANGER SOFTBALL.

(B) Reserved

(C) All players participating shall have numbers not less than four inches on the back of their uniform shirt. Any players wearing a batting vest shall also have numbers not less than two inches on their sleeve, (preferably the right sleeve). No duplicate numbers shall be allowed. PENALTY: The penalty for violation of this rule shall be that players wearing duplicate numbers shall not be allowed on the field.

(D) Reserved

(E) Reserved

(F) All players and managers must present a neat and clean appearance. Hair styles must be such as to assure that it will not extend over the eyes and interfere with vision.

XI. Conduct and Sportsmanship

(A) Members of a team shall not ride, kid, heckle, poke fun at or in any other manner do anything that in the opinion of the umpire distracts the opposing team. A player shall not throw a bat, helmet or other equipment in anger or disgust. The penalty for violation of this rule shall be the removal of the guilty player from the game for the remainder of the game. The penalty for violation of this rule

by a manager or coach shall be his removal from the game and the dugout for the remainder of the game.

(B) Tournament directors, at their discretion, may allow the use of noisemakers. However, spectators may not use noisemakers in an attempt to distract the pitcher's delivery of the pitch to the batter. Any such action will be deemed unsportsmanlike conduct and will not be permitted by the umpire. The tournament director may request the tournament host, as permitted by local and state law, to remove from the tournament playing facilities any spectator who fails to discontinue the use of noisemakers after the umpire-in-chief announces their use is banned for the remainder of the game.

(C) When a batter wiggles the bat in an EXTREME MANNER in which, in the umpire's opinion, the batter is intentionally attempting to distract the pitcher's delivery of the pitch to the batter, this action shall be deemed unsportsmanlike conduct and not permitted. The umpire shall call a no pitch and meet with the batter and manager to give a warning upon its first occurrence. Upon a second occurrence, the team manager shall be cited for unsportsmanlike conduct and removed for the remainder of the game.

(D) **APPLIES TO 6U, 8U, 10U ONLY:** The fake bunt/hit away tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern. Once a batter squares to bunt, he may:

- (1) Pull the bat back and take the pitch, or
- (2) Attempt to bunt the ball.

The batter may not swing away after squaring off in the bunt position and drawing a fielder dangerously close to the batter's box. The umpire shall call no pitch and meet with the team and team manager to give a team warning upon the first occurrence. A second occurrence will result in the player being called out.

(E) The use of any alcoholic beverage or tobacco product (including e-cigarettes) within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

(F) Tournament hosts have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled tournament games played at its playing facilities.

XII. Protests & Protest Appeals

(THESE RULES COMPLETELY REPLACE THE REGULAR SEASON PROTEST RULES.)

(A) Only the team manager or the acting team manager shall be entitled to file a protest relating to any rule or regulation during any tournament game or between games if permitted by rule. Protests shall be made only on a misinterpretation of a rule published in the current edition of the “Official Rules & Regulations of RANGER SOFTBALL”, including but not limited to, provisions for the ineligibility of a player or players, an illegal substitution, an illegal pitcher or failure to comply with the participation requirement. —A protest which clearly requires an umpire’s judgment shall not be accepted by the tournament director.

(C) All protests of rule violations, except protests of an ineligible player, an illegal pitcher or failure to comply with the participation requirement, must be made to the umpire-in-chief immediately after the occurrence of the violation and before another pitched ball is thrown to a batter. The umpire-in-chief shall discuss any disputed ruling with any umpire involved in the play and/ or may consult with umpires not involved in the play to determine if the ruling, in their opinion, was in accordance with RANGER SOFTBALL Inc. Rules and Regulations.

(D) The umpire-in-chief shall explain the disputed rule to each team manager and specify whether the ruling decision will stand or be reversed. If either team manager does not agree with the umpire’s explanation of the ruling, the umpire-in- chief shall refer the protest to the tournament director. **NOTE:** Either manager has the right to put his team in the dugout and refuse to continue play if the umpire-in- chief does not refer any protest to the tournament director.

(E) AFTER THE COMPLETION OF A GAME THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY AS PRESCRIBED BY TOURNAMENT RULE XI (H) OR THE FAILURE OF A TOURNAMENT OFFICIAL TO FOLLOW PROPER PROCEDURES FOR HANDLING PROTEST APPEALS. **NOTE:** A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game ending play or failure to comply with the participation requirement. Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

(F) When the official scorer or other officials have knowledge of a potential illegal substitution of a player or use of an illegal pitcher, they should advise the manager of the violating team. However, after the violation occurs, no one shall call attention to the violation except the opposing manager.

(G) **ILLEGAL PITCHER**—If an illegal pitcher enters the game, or becomes illegal after entering the game, this is a continuing violation and may be protested at any time during its continuation prior to the completion of the game. **PENALTY:** If protested during the game, the illegal pitcher shall be

removed from the mound and the offended team shall have the choice of replaying the game from the point where the illegal pitcher entered the game to pitch or became illegal after entering the game or continue from the point where the illegal pitcher is removed from the game. If, in the opinion of the tournament director, the violation was intentional, the tournament team manager shall be disqualified from further tournament play.

(H) (1) An **INELIGIBLE PLAYER** is a player who is ineligible to be a member of a tournament team for a league because she does not live within the approved boundary of the league, a player who did not meet the participation requirements in his/her league, a player who violates Tournament Rule IV(C) or, a player who is older than the maximum league age allowed for the respective age division of play.

(2) All protests based on the ineligibility of a player shall be filed with the tournament director prior to the beginning of any game in tournament play. No protest shall be accepted during a game except protest based on age eligibility. **PENALTY:** The penalty shall be the immediate removal of the player from his/her **RANGER SOFTBALL** tournament team roster and disqualification from tournament play.

(3) A protest of eligibility based on age may be presented to the tournament director at any time during tournament play. **PENALTY:** If, in the opinion of the tournament director, there is sufficient evidence of an age violation but there is no **WILLFUL VIOLATION** of the age eligibility rules, the tournament director shall disqualify the player from further tournament play. If in the opinion of the tournament director, there is sufficient evidence of a **WILLFUL VIOLATION** of age eligibility rules, the tournament director shall forfeit the last game played by the team and the team shall be disqualified from tournament play.

(I) **INELIGIBLE MANAGER/COACH** – Any tournament team manager or coach who violates Tournament Rule IV(C) will be removed from his **RANGER SOFTBALL** tournament team immediately.

(J) **PROTEST APPEAL PROCEDURES**

(1) Appeals of protest decisions in tournament games may be carried to the Tournament Director, then the State Chairman if so desired, but play may not resume until a decision is reached by the State Chairman.

(2) As provided in Tournament Rule XI(D) above, the Umpire-In Chief shall refer any protest to the Tournament Director who may interview the umpires or the team managers before making a decision. After the Tournament Director renders a decision, either manager can request an appeal

to the State Chairman.

(3) The Tournament Director ONLY shall be permitted to call the State Chairman. The State Chairman may interview the Tournament Director, the umpires or the team managers before making a decision. After the State Director renders his decision, either manager can request the State Director to appeal to the Chairman. The Chairman's decision will be communicated only to the State Director who will inform the Tournament Director.

(5) After a ruling by the Chairman of RANGER SOFTBALL, no further appeals can be made and play must continue immediately.

(6) No appeal shall be accepted by any Tournament Director or State Chairman in tournament competition on the grounds of a violation of local league rules during regular season play and this shall include population or boundary violations.

(7) There shall be no appeal of any protest occurring during an 6U (T-Ball) Division tournament beyond the District Director unless otherwise provided in the constitution and bylaws of Ranger Softball.

(8) Appeals will be allowed only if presented exactly according to the above procedures. Team managers may only request an appeal. Managers cannot present appeals directly to these officials. All officials will be available to receive protest appeals during the tournament season.

XIII. Umpires

(A) The Chairman shall approve the umpires for the RANGER SOFTBALL State Tournaments, and the district director shall approve umpires for district tournaments or below.

(B) Whenever possible, it is recommended that umpires be selected who have not officiated in games of the participating leagues. An umpire shall not officiate as umpire-in-chief in more than two games in the same calendar day.

(C) All umpires shall report IN WRITING to the TOURNAMENT DIRECTOR before leaving the ball park ANY violations leading to the disqualification of any manager, coach, player or RANGER SOFTBALL official and the reasons therefore.

(D) With respect to any manager, coach, player, spectator or RANGER SOFTBALL official disqualified for a flagrant offense such as the use of obscene or indecent language, boisterous behavior or an assault on an umpire, manager, coach, player or RANGER SOFTBALL official, the umpire shall forward full details to the TOURNAMENT DIRECTOR before leaving the ball park the night of the infraction.

(E) This report shall be filed with the TOURNAMENT DIRECTOR and, at the World Series only, with the World Series Umpire Committee to be reviewed for accuracy and clarity. These reports shall be distributed within 12 hours of the conclusion of the game in question or prior to play resuming the following day.

XIV. Awards

(A) Team awards shall be presented to the championship, runner(s)-up and/or third place teams at the RANGER SOFTBALL State Tournament. Individual awards shall be presented to each player, manager and coach of the championship and runner(s)-up teams.

(B) Reserved

(C) Reserved

XV. Tournament Rules

The following rules shall be used to govern 8U & 8U programs exclusively for district, state tournament play. The Official RANGER SOFTBALL playing and tournament rules as currently in use will be the basic set of rules for 6U & 8U Division play with the exception of the rules emphasized or modified for 8U play only listed below:

(A) Tournament Play:

(1) A game will be a forfeit if a team cannot field nine players.

(2) No game shall start after 9:30 pm unless approved by the Tournament Director.

(3) Tournament games must be played until complete.

(4) Balls must be RANGER SOFTBALL Approved for tournament play.

(5) A minimum of two umpires per game is required.

(6) Tournament team affidavits must consist of 10-12 players, a team manager, and three coaches.

(7) Each tournament team must begin each level of tournament play with a full roster of players and coaches.

(8) Reserved

(B) Playing Field:

-
- (1) Baselines shall be 50 feet.
 - (2) Recommended minimum distance for the outfield fence to be 140 feet from home plate. Approved temporary fencing will be allowed.
 - (3) A 8-foot-diameter chalked or painted pitching circle (the "pitching circle") with a chalked or painted line in the center of the pitching circle at 35 feet drawn completely across the circle is the designated pitching area. The center of the pitching circle will be 35 feet from the back edge of home plate.

(C) Coach Pitch

- (1) The adult coach pitcher of the offensive team shall pitch to the batters and he shall throw underhand from standing position.
- (2) The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. NOTE: Coach pitcher does not have to pitch from the pitching rubber or half-way mark in the pitching circle. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.
- (3) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.
- (4) If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.
- (5) The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. PENALTY: A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.
- (6) Only the manager shall represent or speak for the team.
- (7) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
- (8) The Coach Pitcher cannot leave the mound and return to the mound during the same inning with the exception of an illness or injury.

The following rules shall be used to govern all programs exclusively for district, state tournament play. The Official RANGER SOFTBALL playing and tournament rules as currently in use will be the basic set of rules for tournament play with the exception of the rules emphasized or modified below:

(D) Managers

(1) Only managers, assistant managers or coaches during the regular league season shall be eligible to manage or coach a tournament team and they shall be registered on their regular season team player rosters as filed with the district and state directors. The state director shall be empowered to grant exceptions to this rule.

(2) There must be four (4) coaches listed on the tournament team affidavit. 6U & 8U ONLY

(3) Three (3) coaches will be allowed on the playing field at one time, two (2) base coaches, and one (1) pitching coach.

(4) The fourth (4th) coach must remain in the dugout at all times to supervise the players.

(E) Player Pitcher Position (Coach Pitch)

(1) The defensive team will place a player in the designated pitching circle at the pitcher position. The player pitcher must have one foot inside the designated pitching circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach pitcher, must not interfere with the coach pitcher, and not be any closer to the batter than even with the 46-foot line until the ball is hit. The Player Pitcher cannot leave the designated circle until the ball is hit.

PENALTY: The offensive coach has the option of accepting a hit or taking a no pitch.

(2) The player pitcher is required to wear a batting helmet or face mask with a face guard while playing this position.

(3) Tournament Pitching Rules (VII) do not apply to the player pitching position.

(8) Only the manager shall represent or speak for the team.

(9) Coaches cannot go outside the playing field without the permission of the umpire.

PENALTY: Coaches will be removed from the game for violation.

(F) Base Running:

(1) If a runner has passed a base prior to the player pitcher gaining control of the ball in the designated pitching circle and does not stop, he/she may advance to the next base at his/her own risk.

(2) With runners on base, a timeout will be called by the umpire after each play comes to a natural end.

(3) A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a timeout. PENALTY: The runner shall be called out on appeal.

(G) Player Participation Requirement

(1) Offensive participation requirement. All players will bat in a continuous batting order. At the start of the game, all available players on each tournament team roster will be listed in the starting offensive batting line up and bat in this order for

the entire game. If a player becomes injured or ill while on base the previous player making an out shall run for him/her.

(2) If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order. Players who arrive late shall be substituted for the next batter in the lineup when they enter a game late and have them bat immediately only if the late player cannot mathematically have a plate appearance. If this is the case, then the substituted player will skip his at-bat once and the substituted player will go to the last position in the batting order for the remainder of the game. If a player arrives after the fifth inning has begun, he SHALL NOT participate in the game.

(3) A player who becomes ill or injured and leaves the game may later return to the same place in the batting order as when he/she left the game.

(4) Defensive participation requirement - Each player must play three consecutive outs in the field.

(5) FREE SUBSTITUTION ON DEFENSE.

I. District Tournament Regulations

(a) District and Sub-district tournaments must be offered to all eligible leagues on a rotating basis provided the league facilities meet the Ranger Softball Tournament specifications. The District Director has the authority to approve playing facilities.

(b) The District Director shall meet with representatives of each league within each district to determine requirements for Sub-district and District Tournaments.

(c) It is the responsibility of each District Director to notify the State Chairman of the dates and sites of each level of tournament play within the district.

(d) Teams will be responsible for their own transportation to and from the District and State Tournaments.

(e) Reserved

(f) A franchised league may select more than one tournament team in all age divisions. The primary team must be declared in writing.

(g) Reserved

(h) Reserved

(i) The district director may allow a team that cannot find the required 10-12 players to play with less players in the sub-district or district tournament. A team who is given this exception shall not

be allowed to add players during the tournament and shall not be allowed to advance to the next level of tournament play.

(j) District tournament play should not be scheduled on Sundays any earlier than 1:00 PM. In order to reduce team expenses, it will be necessary to play on Sunday in Regional and State Tournaments.

(k) Reserved

(l) There shall be a seven (7) run limit per inning for 6U & 8U in district tournaments only. The last regulation inning is an open inning with no limit in the number of runs that can be scored. If the visiting team is leading by 8 runs or more in extra innings, the game is over and the home team does not bat.

(m) Tournament games of all ages shall play with a 2-hour time limit. Exception: The championship game and the If Necessary game will not be played with a time limit.

(n) Two teams from a multi-league shall not play each other in the first round of any tournament.

(o) A maximum of \$4.00 for adults and \$1.00 for children under 12 yr. old will be the standard gate charges at all sub-district and district tournaments. Gate charges at Regional and State Tournaments shall be established by the State Chairman. Where there are double headers and the shorter brackets are played, the gate charge shall be adjusted to accommodate "Day Passes". In some cases, there will be a gate fee collected each time the ballpark is entered for a game. These fees must be approved by the state Chairman.

(p) No food, drinks or coolers can be taken into a ballpark at a Ranger Softball Tournament that is using their concession for fundraising. Anyone observed bringing these items into the ballpark, may be asked to leave. Upon refusal to leave, the local police may be called.

II. District Tournament Host Requirements:

(a) The host league will pay to the District Director a maximum of \$350 tournament fee. Tournaments of 5 teams and less shall be at a reduced fee.

(b) Each district shall determine the method to raise funds for the Ranger Softball Scholarship Fund at district tournaments.

(c) The host shall furnish Softballs from approved ball manufacturers, scorekeeper, umpires and trophies.

(d) It is recommended that the district specify the size and type of trophies for district tournaments. The district director may collect the cost of the trophies from the tournament host and buy trophies for all the district tournaments.

(e) The host shall provide two umpires for each tournament game. The umpires must be registered Ranger Softball umpires who have passed the Umpire Certification Test for the current year and have attended an umpire clinic within the past 3-years.

III. State Tournament Host Requirements:

(a) State tournaments are awarded per the highest monetary bid. The host requirements can be found on the Ranger Softball web page or a copy may be obtained from the State Chairman.

IV. General Tournament Requirements

(a) Players absent at a tournament game must be reported to the Tournament Director and Official Scorekeeper prior to beginning of game. A player may be excused for one day for religious reasons if he/she is declared at the credentials meeting prior to the first game of the tournament. Weddings and church camp are not excused absences. Failure to notify the tournament director or scorekeeper of a player who is absent may require the manager to sit out that game.

(b) If a player is not excused and misses a game, the manager will be required to sit out that game. It is the responsibility of the manager to show proof of player sickness or emergencies that prevents a player from being available to participate in a tournament game. A player shall not be excused from a team for vacation or to play select softball. In case of a player leaving a team and not replaced prior to his or her team being eliminated for either of these reasons, the manager of the team shall not be allowed to participate (coach) with the team for the remainder of the tournament. A player must be used to coach one of the bases.

(c) Any player absent at the beginning of a game may be entered at the end of the batting line up and the manager sitting out will be allowed into the game. The player must fulfill all participation requirements per the Ranger Softball Rule Book.

(d) Coaches must attend the coaches meeting at the District, Regional and State Tournaments. If a team does not send at least one coach to the coaches meeting, the Manager of the team may be suspended by the District Director and not allowed to coach in the first game. Teams failing to be present at the district credentials meetings (including Regional and State Host Tournament teams)

with the player affidavit, birth records and medical release forms shall forfeit their right to compete in tournament play.

(e) A coach who leaves a tournament team and not replaced prior to his or her team being eliminated shall be disqualified to coach any future Ranger Softball tournament teams.

(f) At district level, in cases of emergency, job requirements, sickness or injury a substitute coach may be used for one day only. The substitute coach must be the dugout coach and must stay inside the dugout at all times. If the original coach misses more than one day, he or she must be replaced or a player with a batting helmet be used as a base coach.

(h) Tournament Teams shall not be allowed to wear "Select Team Uniforms" or uniforms with "Select Team" names. Exception: A tournament team may use the mascot name of the local schools.

(i) District, Regional and State Tournament managers and coaches shall wear:

1) Coaches may wear uniforms identical to the players on the team.

2) Coaches may wear shirts identical to the players.

3) Coaches may wear polo shirts, golf shirts, sport shirt, etc. All coaches' shirts must be identical style and the same color.

4) Coaches may wear only black, gray or khaki color long pants ("Dockers" style plain or pleated). Cargo pants, coaching pants or Jeans / denims of any color shall not be worn.

5) Coaches may wear only black, gray or khaki color shorts ("Dockers" style plain or pleated). Cargo shorts, coaching shorts, golf short or jean / denim shorts of a color shall not be worn.

6) All coaches must be dressed identically. Example: If one coach wears a uniform, all coaches must wear a uniform. If one coach wears long pants, all must wear them. If one coach wears shorts, all must wear them.

7) Caps matching the team caps shall be worn by all coaches. Visors are allowed only when all coaches on the team wear visors. No coach will be allowed on the field without a cap or visor.

8) Shoes shall be a coaches' style shoe, tennis shoe, athletic shoe, leather closed toed shoe, etc. Coaches shall not wear boots, sandals, flip flop or shoes, which in the opinion of the Ranger Softball tournament director, is not appropriate.

9) Penalty: Coaches not dressed in the manner outlined in this dress code will not be allowed on the playing field or in the team dugout before, during or after the game.

V. Drawing Procedure for State Tournament Brackets:

(a) If a district has separate tournaments, the tournaments must be declared Sub-district "A" and Sub-district "B" no later than the credentials meeting. The winner of each sub-district will go into the state bracket as drawn. If the district has three positions, the runner-up team from both tournaments will have a play off for the "C" position in the state tournament. If there are two sub-

district tournaments and only one state tournament position, the winners of the two sub-districts will have a play off for the state tournament.

(b) If a district has one tournament for each age division, the winner of that tournament will take the “A” position and the runner-up will take the “B” position in the state tournament bracket as drawn. If the district has three positions in the state tournament bracket, the “C” position will be filled by the third-place finisher in that tournament. All bracket positions are by random draw.

(c) All Regional Tournaments brackets positions will be drawn so that two teams from the same district will not be put into the first game against each other. All positions will be put into a hat and randomly drawn. The “A” teams will be drawn first and the “B” teams will be drawn second. When a district has three positions, the third position will be placed as an “A” or “B” team as drawn. No bracket will have more than two positions from the same district unless it is required to fill a bracket. If a district has more than two positions in a tournament bracket, the “C” and/or “D” teams may have to play someone from their district in the first game.

(d) When possible two teams from the same district will not be placed in a bracket to play each other in their first tournament game of a bracket.

(e) The State Chairman is authorized to change the state tournament brackets as necessary for teams that may drop out or additions caused by oversight. Replacement teams will be placed in the bracket position of the team that dropped out. If a team drops out and the position cannot be filled, the State Chairman is authorized to leave the position unfilled or move all teams under the vacant position up one position.

(f) All Regional and State brackets are filled by random draw.

(g) Districts who have Regional or State Tournament Host teams will have one less allotted team to advance from their district tournament.

(h) The “If Necessary” game in all state tournament brackets will be scheduled as a double header on the last day.

VI. Advancing More than One Team from Double Elimination Brackets

(a) The Double elimination bracket must be played to completion and the winner of the tournament shall automatically advance.

a.1. If two teams are advanced to the next level of tournament play, the last two teams in the tournament to play in the final championship game shall be declared the champion and second place teams and shall be the two teams to advance.

a.2. In the case of two teams tied for third, the two teams will play a one game play-off. If there are three teams tied for third, the Tie Breaker Rules will be applied.

Tie Breaker Rules

Rule 1. Head-to-Head Record between the Tied Teams

Rule 2. Least Runs Allowed Between the Tied Teams

Rule 3. Least Runs Allowed for the Tournament

Rule 4 Most Runs Scored for the Tournament

Rule 5. Coin Flip

VII. Conduct and Sportsmanship – Tournament Play

(a) Members of one team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that in the opinion of the umpire distracts the opposing team. The penalty for violation of this rule shall be the removal of the guilty player, players, and/or coach or manager from the game and from the dugout.

(b) The use of any alcoholic beverage or tobacco product within the confines of the playing field, dugout or bench by any manager, coach, player, umpire or league official is prohibited. The penalty for violation of this rule shall be the removal of the guilty manager, coach, player, umpire or official from the game and from the dugout.

(c) Local leagues have the authority, as permitted by local and state law, to remove or ban from the league's playing facilities any spectator who is flagrantly displaying unsportsmanlike conduct, profanity, or who threatens physical harm to umpires, players, managers, coaches or league officials. This authority extends to all scheduled regular games or tournament games played at its playing facilities.

(d) In cases of crowd control and disorderly conduct of individuals at the tournaments, it is the responsibility of the local league host officials to support and work with the Ranger Softball Tournament Officials.

(e) Coaches who are ejected from a tournament game may return the next game or may receive a one game or tournament suspension. Coaches may also be subject to a one-year probation or suspension from coaching Ranger Softball tournament teams.

(f) Any DYB Director has the authority to eject a coach from a tournament game.

TOURNAMENT POLICIES

1. Reserved
2. Team affidavits must have at least 10 players but no more than 12 players. A player can be replaced, but additional players cannot be added.
3. A player cannot play on any other organized team (Select or Travel Team) starting with the first day of the district tournament.
4. If a player or coach leaves the team and the team replaces them, a replacement form must be completed and approved by the district director or delegate. Birth record must be approved along with the signed medical release. Get a player or coach replacement form from the district director.
5. Tournament Affidavit **MUST** be taken to each game. This is your ticket to play.
6. If a player does not show up at a game and is not excused by the tournament district director, the Manager will be required to set out of the game. A player may be excused by the district director for a verified sickness or emergency. A player who does not play on Sunday for religious reasons will be excused if it is brought to the attention of the tournament coordinator prior to the start of the tournament. Weddings are not excusable.
7. Make sure that coaches and players are committed to starting and finishing a tournament. Any player that leaves the tournament for vacation or to play select softball and is not replaced prior to the team being eliminated, the team manager shall not be allowed to participate with the team for the remainder of the tournament.
8. A coach who leaves the tournament for vacation or select softball shall be disqualified to coach any future Ranger Softball tournament teams.
9. At district level a parent coach or substitute may be used for any coach for one game without having to be replaced on the tournament roster. This is for District only.
10. Umpires must be Ranger Softball approved umpires who have passed the annual Texas Umpire Certification Test. Minimum age of an umpire must be 21 years old.
11. Reserved

EQUIPMENT

1. All equipment will be checked before each game. All equipment must be Ranger Softball approved. Batting helmets must have the NOCSAE stamp. Face guards and chin straps are required for teams whose local league has adopted a policy that requires them.

2. The catchers' masks MUST HAVE AN ATTACHED THROAT PROTECTOR. Exception: Hockey style catchers' face mask are not required to have a throat protector.

3. Reserved

4. Catchers are not required to wear masks during infield warm up. Players ONLY may warm up a pitcher.

5. Defensive players only may wear sunglasses. Sunglasses shall not be worn on top of the players cap. The pitcher and offensive players shall not wear sunglasses.

6. The 6U, 8U & 10U player pitcher must wear a face mask.

7. Players shall not wear jewelry of any kind. No watches, rings, necklaces, bracelets, earrings or hat pins. If a player has a religious request for jewelry, that request must be made to and approved by the tournament director before the start of the game.

INFIELD WARM UP AND TEAM INTRODUCTIONS

1. Have your line up turned in to the scorekeeper 20 minutes before your scheduled game time. Use the names your players go by on the line up. Provide the opposing coach a copy of your line up.

2. Do not go on to the tournament field until the PA announcer calls you on to the field. No warm up shall be allowed on the field. Loosen players up before going to the dugout.

3. The PA announcer will call the teams to the dugout approximately 25 minutes before game time. The PA announcer will tell you when to take your infield practice and will give you a one-minute warning. Please leave the field when announcer calls time. You will be given 5 minutes of infield practice before each game. Due to delays, the tournament director has the authority to eliminate or reduce the time of infield practice.

4. After infield practice, the teams will be introduced--visitors first and home second. This is to be done prior to each game.

5. The national anthem shall be played and the teams and umpires shall meet at the mound for prayer before each game starts. Home team is responsible for leading the prayer. Due to religious preference, the prayer is not mandatory for anyone who does not want to participate.

THE GAME

1. There will be a pre-game meeting with the umpires before your first game the first day only to go over ground rules and to answer any questions.

2. These games are for the kids, not the adults. Anything that can be done by the players is to be done by them. Players must warm up the pitcher, not the coaches.

3. Three coaches dressed alike will be the only coaches allowed on the field or in the dugout. No scorekeepers or batgirls are allowed (four coaches for 6U and 8U).

4. Coaches and players must stay in the dugouts. They shall not leave the field without permission. You may request the time out, but the umpire is the only one who can grant the time out. Coaches must stay in the dugout, or position within reach of the opening into the dugout to avoid interference with a live ball.

5. Helmets must always be worn when on the field. Players must wear helmets when they return to the dugout from a base.

6. Coaches are permitted to stand by pitchers warming up between innings as long as they do not delay the pitcher's warm up or slow the game down. Base coaches can leave the coaches box during a defensive time out. If the catcher is on base when the inning ends, have another player warm up your pitcher while catcher is getting equipment on.

7. Reserved

8. Batter must not wave or shake the bat to distract the pitcher. **6U, 8U & 10U Only:** A batter cannot fake bunt and then pull the bat back and hit the ball. On the first occurrence, there will be a team warning to the coach. Upon the second occurrence, the umpire shall call the batter out.

9. Reserved

10. All games will be played with a 2-hour time limit. Exception: Championship and If Necessary Games shall be played with no time limit.

11. Reserved

12 Offensive Participation Requirements for ALL AGE Divisions The continuous batting order shall be used. There are no outs recorded for a sick player or player missing in the line-up.

Ranger Softball, Inc. Umpire Requirements

1. All umpires who are working local league or tournament games shall be registered as a Ranger Softball Umpire.
2. Umpires for Ranger Softball Tournaments at all levels must be 21 years of age. Exception must be approved by the State Chairman.
3. All District Umpires must be registered with Texas Ranger Softball. Umpires who have attended a Ranger Umpire Clinic within past 3 years shall be assigned first.

NOTE: Clinics will begin in 2020.

4. All State and Regional Umpires must be registered with Ranger Softball and have attended a Ranger Softball Umpire Clinic within the past 3-year period. An umpire who is current in attending a clinic shall be assigned first.
5. Umpires who attend a clinic shall be issued a Ranger Softball Umpire Card that will include an expiration date.
6. Definition of Local League Umpire – an umpire who has worked three or more times for a local league during local league play.
7. Regional and State Tournament Umpire game rates shall be a minimum of \$35 per game for 6U and 8U and a minimum of \$45 per game for all other age groups.
8. The State or Regional tournament host shall provide a list of local umpires by June 15.
9. If necessary, exceptions to these requirements may be approved by the State Chairman.