

Glendora Lassie League



Rule Book 2026

Revised: November 2025

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Glendora Lassie League Organizational Purpose

The Glendora Lassie League, sponsored by the Glendora Community Services Department, is primarily a program of service to the young ladies of our community. It is established and geared to provide an avenue for healthy activity and training under responsible leadership in the atmosphere of wholesome community participation. This League is dedicated to helping young ladies become productive citizens through wholesome fun, responsible leadership and the spirit of good sportsmanship, teamwork and fair play.

Adapted from Glendora Lassie League Bylaws

2025-2026 Lassie League Board of Directors

President: Tim Valdez

Vice President: Nivardo Salazar

Treasurer: Hampton Clarke

Registrar: Joe Kozel

Secretary: Jessica Taylor

Parliamentarian: Tom Lunde

14U Divisional Vice President: Lindsey Jackson

12U Divisional Vice President: Dan Kazden

10U Divisional Vice President: Hampton Clarke

8U Divisional Vice President: Mike Martinez

6U Divisional Vice President: Manny Mendoza

Victory Team Director: Pedro Vidana

6U, 8U,10U Player Agent: Aaron Haddad

12U, 14U Player Agent: Joe Santana

Player Development Director: Brenden McNamara

UIC/Scheduler: Mike Lange

Head Scorekeeper:

Publicity Director: Marisa Salazar

Uniform Director: Lily Urena

Fundraising Director: Megan de Anda

All Star Coordinator/Select Team Coordinator: Garrett Davis

Snack Bar Director: Mike Kandaloft

Tournament Director: Steven Taylor

Equipment Manager: Robert Alvarado

Team Parent Coordinator: Sara Peckam

Field Maintenance Director: Aaron Newton

Yearbook Director: Megan DeAnda

Board Job Descriptions

A. Player Agents (Lower & Upper)

Works with the First Vice President on running tryouts and the draft.

Oversees All-Star eligibility and selection in conjunction with the First VP and All-Star Coordinator.

Responsible for monitoring draft equity and player selection during the draft.

Ensures proper disbursement of players from the waiting list in conjunction with the First Vice President and Registrar.

Assists in parent/manager conflict resolution in conjunction with First Vice President and Divisional VPs.

Cannot oversee any division in which his/her daughter is playing

Serves on the following committees: Rules Committee, Tournament Committee and Protest Committee.

B. Divisional VPs

Serves as liaison for players, managers, coaches and parents regarding all aspects of the league for his/her respective division as directed by the Board

Monitors progress and activities of the division

Performs any special assignments pertinent to his/her respective division as requested by the Board

Recruits and sets up interview/evaluation sessions with prospective managers in his/her division and makes selection recommendations to the Board

Assists equipment managers with the distribution and collection of equipment for his/her respective division

Provides division scores to the Head Scorekeeper by end of game day.

Communicates any game schedule changes to division managers.

Implements the Board-approved All-Star selection process for his/her division

Along with the First Vice President, coordinates tryouts, tabulation of results and the draft for his/her division.

Assists in parent/manager conflict resolution in conjunction with First Vice President and Player Agents.

Cannot oversee any division in which his/her daughter is playing

Helps with other League functions as assigned

Serves on the following committees: Rules Committee, Protest Committee (if protest arises in your division)

C. Equipment Director

Purchases and maintains an inventory of equipment for the league as directed by the Board
Collects equipment from divisional directors and stores the inventory at the end of the season.
Makes purchasing/replacement recommendations to the Board
Disposes of old equipment as directed by the Board
Distributes equipment to managers at the beginning of each season, with the help of the Divisional VPs
Serves on the following committees: Budget Committee
Clean and maintain storage at Finkbiner.

D. Uniform Director

Purchases and maintains season uniforms as directed by the Board.
Distributes uniforms to managers at the beginning of each season.
Coordinates purchase of All-Star Uniforms.
Serves on the following committees: Budget Committee

E. Publicity Director

Acts as social media and webmaster.
Coordinates all League publicity including press releases on league events, news and accomplishments to post on websites, social media, Glendora Patch, Chamber of Commerce, media, etc.; and registrar for league-wide email (recruit Christmas Parade participants, sponsors, all-star announcements, tournament winner, etc.)
Updates, copies, and distributes approved registration forms to schools, including.
Works with Fundraising Director to advertise sponsorship opportunities
Assists the Tournament Director in publicizing the Pride of the Foothills tournament
Organizes and oversees the opening and closing day activities
Serves on the following committees: Budget Committee, Fundraising Committee, Tournament Committee, Opening/Closing Day Committee

F. Team Parent Coordinator

Acts as coordinator for the designated team parents in every Division providing information on league activities.
Organize and facilitate Team Parent Meeting
Facilitate GLL participation in Glendora Christmas Parade
Disseminates information to all team representatives, as requested by the board
Coordinates and schedules team pictures on the designated picture days, send to Publicity Director to post on website and social media
Assists Snack Bar Director in distributing volunteer snack bar schedules to all teams, when applicable
Assists the Fundraising Director by distributing information to team representatives

Serves on the following committees: Fundraising Committee, Opening/Closing Day Committee

G. Field Maintenance Director

Assures that all materials and equipment needed for the maintenance of safe and healthy grounds have been ordered, installed and/or properly serviced
Provides a schedule (including changes as they occur), and communicates field preparation information to the paid field preparation worker (if applicable)
Implements a schedule of volunteers and Board members for the initial preparation of the fields if no paid worker is available
Notifies the President of necessary City repairs
Board of Directors may elect a Co-Director.
Serves on the following committees: Budget Committee, Tournament Committee
Clean and maintain boxes and Conex

H. Snack Bar Directors(s)

In coordination with the Snack Bar Committee, ensures an efficient, organized snack bar which includes the purchasing of supplies, menu preparation, pricing and the scheduling of paid workers
Works with the Team Parent Director on volunteer schedules, as applicable.
Works with the Treasurer regarding financial aspects of the snack bar, including establishing and maintaining a budget.
May coordinate with the Fundraising Director on the sale of League merchandise.
Board of Directors may elect a Co-Director.
Serves on the following committees: Budget Committee, Fundraising Committee, Snack Bar Committee

I. Fundraising Director

Organizes and runs all board approved fundraising activities for the League
Keeps accurate financial records for all fundraising activities
Provides the Treasurer with all funds collected along with records and receipts
Handles the purchasing and selling of any League merchandise
Solicits and coordinates with outside vendors for services during the League season and the Pride of the Foothills tournament (deals and financial arrangements subject to Board approval)
Investigates fundraising options and makes recommendations to the board
Serves on the following committees: Fundraising Committee (Chair), Budget Committee, Tournament Committee

J. Tournament Director

Directs all activities associated with the "Pride of the Foothills" Tournament subject to board approval
Communicates with the USA for information regarding tournaments and for Blue Book advertising
Serves as official tournament liaison to other communities, along with designated Board members

Arranges for the purchase and distribution of tournament trophies with Team Parent Director
Oversees all activities on Tournament weekend, determines the Board of Directors volunteer requirements and sets up volunteer website/sign up.
Serves on the following committees: Tournament Committee (Chair), Fundraising Committee, Budget Committee

K. Head Scorekeeper

Trains potential scorekeepers prior to each season
Publishes and distributes a list of interested and qualified scorekeepers to each manager prior to opening day
Maintains all League scorebooks throughout the season (order if necessary).
Keeps and posts accurate win/loss and tiebreaker information throughout the season. Establish a process for collecting scores and posting.
Serves on the following committee: Tournament Committee

L. Umpire in Chief (UIC) / Scheduler

Communicates any GLL rules which may vary from USA rules.
Liaison with USA umpires and their governing organization
Works with the Scheduler to ensure an umpire is scheduled for each game
Reviews all protests and interprets USA and league rules as it applies to each individual protest. Obtain an explanation of the situation from the umpire of the game and/or any other involved parties. Provide findings in a timely manner to the Protest Committee. An alternate person may be selected by the President to replace the UIC in the process involving the daughter or team of the UIC. UIC is not responsible for changing or overriding an umpire call; only to facilitate protests.
Serves on the following committees: Rules Committee, Protest Committee, Tournament Committee and Player Development Committee.
Develops game and in-house tournament schedules for all divisions, subject to Board approval.
Reschedule any incomplete and/or postponed games in coordination with the First Vice President
Develops Pride of the Foothills Tournament schedule in conjunction with the Tournament Director.
Notifies Divisional VPs and First Vice President of any changes to game schedules.
Serves on the following committees: Tournament Committee, Protest Committee.

M. All Star Coordinator/Select Team Director

All Star Coordinator

Coordinates All Star teams and coaches, in conjunction with the First VP.
Executes various All Star tournament entries, at the direction of the board.
Verifies All Star player and coach eligibility with ASA/USA with the First VP.
Prepare communications for managers to keep informed of tournaments, activities and logistics.

Provide an option to managers for All Star equipment/gear (optional), ie. bags, batting helmets along with the Uniform Director and Equipment Director.

Provide managers hotel options for away tournaments

Select Team Director

Serves as liaison for players, managers, coaches and parents regarding all aspects of the league for his/her respective division as directed by the Board

Monitors progress and activities of the division

Performs any special assignments pertinent to his/her respective division as requested by the board

Recruits and sets up interview/evaluation sessions with prospective managers in his/her division and makes selection recommendations to the Board

Assists equipment managers with the distribution and collection of equipment for his/her respective division

Along with the First Vice President, coordinates tryouts, tabulation of results and the draft for his/her division.

Assists in parent/manager conflict resolution in conjunction with First Vice President and Player Agents.

Cannot oversee any division in which his/her daughter is playing

Helps with other League functions as assigned

N. Victory Director

Under supervision of the GLL Board, supervises the Victory team and activities.

Coordinates with the GLL Board on scheduling of games.

Supervises donations and fundraising activities.

Works with the players families to understand specific needs of the Players

Ensures coaches, team parents, etc. are background checked and in good standing with the league.

Supervises training and coordination of Victory Sisters.

O. Player Development Director

Works closely with division VPs to help lead team managers by providing proper training, support, and guidance to ensure effective delivery of player development.

Foster relationships with local schools, community organizations, and other stakeholders to promote youth softball thru organized events, clinics, and workshops.

Collaborate with player agents during selection process to ensure proper placement of players for safety and development purposes, providing competitive divisions.

Support Select and All-Star Coordinator(s) in implementing systems to monitor and evaluate the effectiveness of the development of programs.

Maintain open and effective communication with players, parents, coaches, and other stakeholders.

Provide regular updates on program activities, achievements, and opportunities.

Collect and analyze data to make informed decisions and continuously improve the programs

Serve on the following committees: Rules Committee, Tournament Committee, Player Development Committee.

GLENDORA LASSIE LEAGUE RULES

USA Softball (USA) Rules form the basis for the Glendora Lassie League Rules. In addition, the league has established additional rules that supersede the USA Rules. The USA Rules, unless preempted by the League's own rules, shall govern actual play.

1) Regulation (Divisional) Innings Played

- a) 6U 6 innings
- b) 8U 6 Innings
- c) 10U 6 Innings
- d) 12U 7 Innings
- e) 14U 7 Innings
- f) 16U 7 Innings

2) General Rules That Apply to All Playing Divisions

- a) All girls shall be assigned to teams during the season of each year by the utilization of the league draft and registration policies. They must remain on said team for the remainder of the season. In rare cases, exceptions may be made with approval by the general board.
- b) Standings and tournament seeding is based on regular season win percentage (1 win = 1 point, 1 tie = .5 points) and tie breakers if win percentage is the same. (See tie breakers below)
 - i) i.e. a 9-3-4 team would be higher than a 10-6-0 team due to win percentage
- c) All games postponed due to weather or darkness may be played off, if possible. Rescheduling needs to be cleared by the Scheduler, Division VP and Umpire in Chief. Make up games will be scheduled and will be played at the earliest date possible. The managers will be notified of the new date and time. If a game exceeds 4 innings the game is considered complete.
- d) No new inning will begin after 1 hour and 20 minutes for 8U through 16U divisions.
- e) Unsportsmanlike conduct or "showboating" type behavior will NOT be tolerated, and parents/coach/players will be ejected from the game.
- f) All players present must be placed in the batting line-up (Round Robin batting).
- g) Courtesy runners may be used for pitchers and catchers, and only when there are 2 outs. The courtesy runner will be the player that recorded the last out.
- h) All players must have played two full innings within the first four innings, unless injured and unable to continue.
- i) All girls, in good standing, must play a minimum of two innings and may not sit two defensive innings in a row. If not in good standing the VP shall be notified prior to the game. If any girl does not meet the requirements the team is in violation. If the winning team is in violation, they may be subject to a protest which may result in the forfeiture of the game. The girl who did not play

must play the entire next game. If she doesn't play the entire next game, the game will be forfeited. If the losing team is in violation, the girl who did not play must play the entire next game. If she doesn't play the entire next game, the game will be forfeited.

- j) Ties will be allowed.
- k) USA Run Ahead Rule will apply –. The standard run ahead rule is 15 after 3 innings, 12 after 4 innings, 8 after 5 innings.
- l) Each team must have a minimum of eight (8) players to start and end the game (NO Exceptions). Late players may be added to the bottom of the line-up at any time before the completion of one time through the batting order. GLL will not recognize the USA "short-handed" rule which you may start w/ 8 players but have to take an out for the 9th empty spot in the line-up EVERYTIME, the Out will only occur the FIRST time only. Exception: See 6U Rules.
- m) If a player leaves during the game or is unable to continue to participate other than injury, the first time she is scheduled to be up, she will be out. Subsequent at-bats will be skipped without penalty.
- n) If a player is injured on offense, the last out (or last player available in the lineup if no outs have been recorded during the game) can be used as a courtesy runner. If a player is injured at any time, offense or defense, and cannot bat and run the bases the next time through the line-up, they will be declared ineligible for the remainder of the game for safety reasons, and **NO OUTS** will be recorded on their subsequent at-bats.
- o) If a team allows a pitcher to exceed the maximum number of innings allowed per game, the team forfeits the game. The penalty will apply when the pitcher delivers the first pitch to the opposing batter after the maximum number of innings has been pitched. Managers should draw the umpire and scorekeeper's attention to the violation immediately.
- p) One pitch from the mound to a live batter constitutes one complete inning pitched. Once a pitcher is removed from the mound, she may return to pitch within the same inning 1 time. If a pitcher is removed a second time within the same inning, she may not re-enter the pitching position again in the same inning.
- q) The home team is required to keep score and record pitcher changes in the scorebook and/or Game Changer.
- r) Any time a player is ejected, her time at bat becomes an out every scheduled time at bat for the duration of the game and suspended for the next game.
- s) A player may petition to advance one age division, based on these guidelines:
- t) Players may only advance one age division at any year. (I.E., a 10U player may not petition to play 14U.) Petitioning player that wants to pitch during the season must also participate in a pitching skills assessment. If the player is not able to participate in a pitching skills assessment, they will be allowed to pitch one inning per game.
- u) The player must be drafted by the first 6 rounds or else will play in the age-appropriate division.

- v) A parent or guardian of a petitioning player may manage up to the petitioning division.
- w) The petitioning player must participate in the skills assessment for their appropriate age division and the age division they wish to participate in. If the girl cannot participate in both assessments, the petition will not be allowed.
- x) Parents must petition at the time of registration or prior to registration closing by sending an email to glendoralassieleague@gmail.com.
- y) Balls hit to the ditch at the bottom of the hill in the outfield will be called a homerun not a ground rule double.

3) 6U Division

- a) Players eligible ages 4 and up.
- b) A 10" ball will be used (A safety ball).
- c) All games shall be a minimum of two innings with a 1 hour drop dead time limit.
- d) The base paths shall be set at 60 feet.
- e) Continuously through the duration of the season, there will be no scoring. (Subject to a vote by the board, scoring may be kept starting at the midpoint of the season.) Use of a tee will remain in use after 3 coach pitches for the duration of the season. An offensive inning will continue until all players from the offensive team complete one at bat (round robin).
- f) If/when scoring is kept and during tournament play
 - i) The 5 run max per inning or 3 outs rule shall apply whichever occurs first upon which the offensive team shall switch to defense.
 - ii) The coach pitcher shall not intentionally interfere with a hit ball. If the umpire determines the interference was intentional, the batter shall be called out and runners will return to the base occupied at the time of the pitch.
- g) Pitching distance shall be set at thirty (30) feet. **The adult pitcher shall pitch with at least one foot on the rubber.** The player shall stand anywhere behind the pitching rubber within 8 feet of the pitching rubber while the adult pitcher is pitching.
- h) All rules are in place at the beginning of the season. Each team will have six players in the infield with a catcher required and the rest in the outfield when the "pitch" is delivered. Players must maintain their correct defensive positions and outfielders must remain in the outfield or 10 feet behind the baseline if there's no clear outfield line until the ball is hit.
- i) All eligible players must bat in the regular line-up, round-robin. An inning will constitute batting through the line up one time.
- j) No base stealing is allowed. All base runners must remain on the bases until the ball is hit.

- k)** If by the third pitch the ball is not hit, the batter will use the batting tee to put the ball into play.
 - i)** The tee must be placed centered on home plate.
 - ii)** Three swings on the tee without putting the ball in play will constitute an out.
 - iii)** When a player hits a ball off the tee, the batter and all runners may advance one base only.
- l)** Any amount of league approved coaches, managers, and team parents are allowed on the field during the season to guide in making defensive plays. No coach, manager, or team parent can be within the baselines of the infield while on defense. They are not allowed to touch the ball or interfere with the play.
- m)** One girl cannot be in the pitching circle for more than 2 innings.
- n)** Only official softball bats are allowed for the game.
- o)** When the ball enters the painted pitching circle the play is dead. The base runner must be past the halfway point to be awarded the next base including home.
- p)** All players must play 1 inning in the infield.
- q)** Only one (non-injury or non-time out) defensive change or shift allowed per inning.
- r)** If a batted ball strikes the adult pitcher or the adult pitcher interferes with the play a “dead ball” and no pitch will be called, and the batter returns to the plate.
- s)** If an out is made, the batter/runner that got out will return to the dugout.

4) 8U Division

- a)** A 10” softball will be used. (RIF Dot 1).
- b)** The base paths shall be set at sixty (60) feet.
- c)** Pitching distance shall be thirty (30) feet.
- d)** Ten (10) players are used in the defensive position, six on the infield with a catcher required, and four in the outfield.
- e)** Outfielders must remain in the outfield or 10 feet behind the baseline if there’s no clear outfield line until the ball is hit.
- f)** There shall be no infield fly rule or drop third strike.
- g)** The team at bat may establish and/or extend an already existing lead over the team in the field by no more than five (5) runs up per inning. The team at bat will be credited with the batter and all runners on base once the fifth run is scored until the pitcher has secured the ball within the pitching circle. Once the ball has been secured in the painted circle, only runs that are counted are runs that have crossed the plate prior to securing the ball in the pitching circle by the pitcher.
- h)** The pitching limit is 3 innings per pitcher per game.

- i)** When a ball is pitched from an adult pitcher, the pitcher from the opposing team must remain behind the pitching rubber until the ball is hit. If the opposing pitcher moves in front of the pitching rubber before the ball is hit, defensive obstruction is called, and the batter returns to the plate, or the offensive manager has the option to keep the result of the play. One foot has to be in the circle. This would occur:
 - i)** A team may, by a walk of four balls, or place on base via the hit batter rule, a maximum of two batters per inning. In the case of a hit batter the assumed count will be 0-0.
 - ii)** After the pitcher throws 4 balls or hits the batter:
 - (1)** The offensive team's coach will come to the pitching plate and assume the count.
- j)** No base stealing is allowed during coach pitch.
- k)** Unlimited base running is allowed during coach pitch.
- l)** During coach pitch, if the ball hits the batter, it is a dead ball (no pitch)
- m)** The coach shall not intentionally interfere with a hit ball. If the umpire determines the interference was intentional, the batter shall be called out and runners will return to the base occupied at the time of the pitch. After the coach has completed the pitches to the batter, they shall return to the dugout or coach's box so play can resume. The pitcher for the defensive team then resumes pitching to the offensive team.
- n)** If a batted ball strikes the adult pitcher or the adult pitcher interferes with the play a "dead ball" and no pitch will be called, and the batter returns to the plate.
- o)** Illegal pitches will be called at the umpire's discretion.
- p)** Stealing: one base per pitch, home plate is closed. A player can only cross home plate on a batted ball or awarded. Players may not leave the base until the release of the ball from the pitcher's hand.
- q)** Leading off will be allowed during player and coach pitching.
 - i)** During coach pitch, lead-offs must be a clear lead-off only and not automatically breaking for the next base like a steal or a hit-and-run.

5) 10U Division

- a)** A 11" USA approved ball will be used.
- b)** The base paths shall be set at sixty (60) feet.
- c)** Pitching distance shall be thirty-five (35) feet.
- d)** Ten (10) players are used in the defensive position, six on the infield with a catcher required, and four in the outfield or 10 feet behind the baseline if there's no clear outfield line.
- e)** The team at bat may establish and/or extend an already existing lead over the team in the field by no more than five (5) up rule per inning.
- f)** The pitching limit is 4 innings per pitcher.

- g) Open home plate will be used during the entire playing season.
- h) Base stealing and lead offs are allowed only after the release of the pitch. There is no base stealing limit.

6) 12U Division

- a) Pitching distance shall be forty (40) feet.
- b) A 12" USA approved ball will be used.
- c) The base path shall be set at sixty (60) feet.
- d) The team at bat may establish and/or extend an already existing lead over the team in the field by no more than five (5) up rule per inning.
- e) The pitching limit is 5 innings per pitcher.
- f) If a pitcher hits 5 batters during the course of 1 game, the pitcher will be removed and will not be able to pitch for the rest of the game.

7) 14U, 16U Division

- a) Unlimited Pitching. A 12" USA softball approved.
- b) Pitching distance will be 43 feet.
- c) The team at bat may establish and/or extend an already existing lead over the team in the field by no more than five (5) up rule per inning.
- d) If a pitcher hits 5 batters during the course of 1 game, the pitcher will be removed and will not be able to pitch for the rest of the game.
- e) If needed at the board's discretion due to low turnout, teams may bring in 5 players per team, with at least 3 of the girls being 14U age eligible; (max of 2 girls playing up from 12U). A team may bring more than 5 players subject to board approval. If the team has no pitching, they will get a pick in the first round of the draft. If the team has pitching, they will start Their pick in the 5th round of the draft. The Board will determine the pitching ability of the teams brought in.
- f) See separate section for 16U draft and bring-in rules under Draft.

8) Glendora All-Star Procedures

- a) In addition to the regular season of play, Glendora Lassie League (GLL) has chosen to extend the privilege of All-Star participation to those meeting the basic requirements set forth by the Board. These requirements include, but are not limited to skills, sportsmanship, availability and commitment. An All-Star commitment form will be given to ALL players of GLL. This is in no way a guarantee to play All-Stars. Only players who have signed the commitment form may be eligible and considered for All-Stars.
- b) A. The number of tournament teams from any division will be determined yearly by the Board.
- c) B. The tournament team managers will be selected by the Board.
 - i) Any manager or coach wishing to manage the tournament team should submit an All-Star Manager Application to the divisional director. Any manager wishing to be considered for the position of Tournament Team (All-Star) manager must be a certified ACE coach upon selection, per USA regulations. In addition to the manager, one additional coach must be a certified ACE coach. Any person involved with the team must be Concussion Certified.
 - ii) Tournament team players may be selected using the following criteria:
 - (1) Performance during the season
 - (2) Manager evaluations
 - (3) Commitment
- d) All-Star Selection Process
 - i) 6U-14U Managers will recommend/discuss players from their team. The recommended players must have a signed All Star Commitment Form.
 - ii) The All-Star Player Selection will take place on or after May 1st. At this meeting, each Manager will give brief reasons why he/she recommended each player. S/he can discuss strengths, positions, and points that will be helpful in the selection process. Managers should be prepared to discuss all players who turned in a commitment form. If a Manager is unable to attend, he/she may send a coach with knowledge of the players.
 - iii) Managers will also rank all available pitchers to assist in player selection
 - iv) At the conclusion of the discussions each Manager will be given a ballot to vote for the top 12 players. This vote will be done privately.
 - v) Once the Managers have voted, the Gold Manager will remain to select the team. The process below lists how the selection process will run:
 - (1) Gold: 9 of the top 12 vote getters (including ties) must be chosen by the All-Star Manager, PLUS 2 free (Manager) picks, 1 Board review. If the Board has no objections, then the manager will be free to pick the final player/players. The Board will give consideration to having a representative from each team
 - (2) Managers picks may be selected from any eligible player who turned in a commitment form. 12-13 players total will be selected.
 - (3) A re-vote/ranking of the remaining players will take place by the division managers.
 - (4) Once the Managers have voted, the Silver All-Star Manager will remain to select the team
 - (5) Silver: The Silver Manager then selects 9 of the top 12 highest vote getters (including ties) from the re-vote. 9 of the top 12 vote getters must be chosen by the All-Star Manager, PLUS 3 free (Manager) picks from any eligible player who turned in a commitment form. 13 players may be selected.
 - (6) Players who played up a division will be given one automatic vote by the Board for the All-Star player selection process.

- (a) These players need to declare what division or divisions they wish to be considered for
- (7) Gold team may, at any time pick a player from the Silver team due to an injury or extenuating circumstances with Board approval. If a player is picked up, she MUST change teams and then becomes locked to that team for the remainder of the All-Star season.
- e) Tournament Team Eligibility
 - i) Players will be required to sign the All-Star commitment agreement form as provided by the Board before being eligible for the Tournament Team. Commitment forms will be distributed to all players wishing to be considered for the All-Star teams. The commitment form is not a guarantee to play on any All-Star team.
 - ii) The eligibility time frame will be designated yearly by the Board and will depend on tournament dates
 - iii) If a player submits a commitment form and then withdraws from a team after selection, that player will not be eligible for Select and All-Star seasons for 1 calendar year following that All-Star Season. The Board can grant exceptions to this rule based on extenuating circumstances
 - iv) GLL does not allow team preference in player commitment forms (“Gold team only”, “Silver team only”)
 - v) Players must play a minimum of 75% of the current season’s league games played before May 1st.
 - vi) Players who have played in a higher league age classification during the current season are eligible to play in their correct age classification.
 - vii) Per USA Softball, if a player plays travel ball **AND** Select at any time from January 1st to March 31st, the player will not be eligible for All Stars.
 - (1) Travel functions include games, tournaments, workouts, tryouts, anything that isn’t open to anybody to join and participate in.
 - viii) Players who have participated on a team other than their recreation league teams after April 1st of the current season are not eligible; (i.e. a player shall not participate with any other league, All-Star or *Travel type team, including USA and non-USA after April 1st.)
*Note: Participate in the above shall be defined as: a player taking part in a practice, practice game, scheduled game, workout, tryout, tournament or any other event that isn’t open to anybody to participate in.
- f) All gold 8U-14U teams shall be allowed to attend districts or further advancement
 - i) Participation must be approved by the USA Commissioner in the applicable division.
 - ii) The Silver team may petition for Districts. Board approval is needed to compete in Districts
- g) **PLEASE READ BELOW CAREFULLY**
 - i) Teams shall not have any players who have participated on a travel type team after March 31st. Divisions shall not have more than four (4) players who have played travel type ball at any time after January 1st of the previous year, PER USA REGULATIONS.

9) Glendora Lassie League Select Team

- a) The Glendora Lassie League Select Program (GLLSP) provides an opportunity for a select group of Glendora Lassie League (GLL) players to improve their softball skills beyond the regular season.
- b) GLLSP is separate from All-Stars. Participation in the GLLSP does not guarantee placement on the All-Star team.
- c) GLLSP is open to all registered GLL players interested in playing at a more competitive level which includes games/tournaments that don't have mandatory playtime requirements.
- d) GLL does not allow team preference ("Gold team only", "Silver team only")
- e) GLLSP is open to any age division sanctioned by USA softball.
- f) GLLSP team participation is limited to one day per week and may not interfere with any regular season participation.
- g) GLLSP player evaluations will take place separate from the regular GLL season evaluations.
- h) Per USA Softball, if a player plays travel ball **AND** select at any time from Jan 1st to March 31st, the player will not be eligible for All Stars.
 - i) Travel functions include games, tournaments, workouts, tryouts, anything that isn't open to anybody to join and participate in.
- i) Select Team Eligibility
 - i) **MUST** be registered for the GLL regular rec season
 - ii) Submit a Select commitment form at Select evaluations or regular rec evaluations if separate select evaluations are not held.
 - iii) be drafted on and play on a GLL rec team.
 - iv) If a player submits a commitment form and then withdraws from a team after selection, that player will not be eligible for All-Star and Select teams for 1 calendar year following that Select season. The Board can grant exceptions to this rule based on extenuating circumstances
 - v) Per USA Softball, if a player plays travel ball **AND** Select at any time from Jan 1st to March 31st, the player will not be eligible for All Stars.
 - (1) Travel functions include games, tournaments, workouts, tryouts, anything that isn't open to anybody to join and participate in.
 - vi) Players who have played in a higher league age classification during the current season are eligible to play Select in their correct age classification.
 - (a) These players need to declare what division or divisions they wish to be considered for
- j) Selection Procedures: Select teams will be selected after the rec season draft
 - i) After evaluations, players will be ranked based on evaluation scores.
 - (1) The gold manager will select 9 of the top 24 highest scored players.
 - (2) They can then select 2 more players of their own choosing from any girls that submitted a commitment form.
 - (3) The Board will review the picks and may place a player.
 - (4) If no players are placed by the Board, the manager may choose 1 or 2 more for a total of 12-13.
 - (5) The Silver manager then chooses their team using the same procedures.
 - (6) Gold team may, at any time, pick a player from the Silver team due to an injury or extenuating circumstances with Board approval. If a player is picked up, she **MUST** change teams and then becomes locked to that team for the remainder of the Select season.

k) Season of Play – Fall

- i) GLLSP teams may play from August 1st through December 31st. All GLLSP teams must disband by December 31st.

l) Season Of Play - Spring

- i) GLLSP teams may play from January 1st through April 6th. All GLLSP teams must disband by April 6th.
- m) If a player is lost due to sickness, injury, or otherwise, the GLLSP Select team may select from players who are registered for the regular season, submitted a Select commitment form, attended evaluations, and play on a GLL rec team.

n) Manager Selection

- i) Board quorum of 51% applies. Proxy rules apply. Selection based on majority board vote. Manager applications to be sent out 72 hours prior to meeting where voting is to be held.
- ii) Individuals interested in managing a GLLSP team shall provide their name to the Select Coordinator or Division VP by the spring season registration deadline. Select Coordinators and Division VP contact information can be found on the GLL website.
- iii) GLLSP managers must pass the USA background check, Safesport certified, Live Scan cleared and must be ACE Certified.

o) Team Fees

- i) Separate registration fees per player will be collected.
- ii) The players shall pay for costs related to the team.

p) Uniforms

- i) GLL will provide jerseys only, which must be worn during all GLLSP games. Each team shall be responsible for any pants, socks, bows, and other accessories.

10) Safety Rules

- a) Managers are required to have first-aid kits, issued by the Glendora Lassie League, with them at all practices and ball games. Any player bleeding from an injury must immediately be attended to and treated as needed.
- b) If a player must leave the game for care, a substitution can be made.
- c) If a pitcher must leave the game for attention, she may return to pitch the following inning. An injured pitcher may return to any other position except pitcher, in the same inning. All other players (non-pitchers) may return to the game in the same inning to any position.
- d) Any persons attending to the injured player must wear safety gloves which will be supplied by the Lassie League.
- e) No jewelry or hard hair barrettes shall be allowed, absolutely no earrings of any kind. Covering earrings with Band-Aids is not allowed. Medical alerts are allowed but must be taped.
- f) Face guards will be required for pitchers in all age divisions.

11) Safety Equipment and Uniforms

- a) All catchers will wear a catcher's helmet with attached throat protector, unless it is a hockey style mask (Rule 3 sec. 5C), chest protectors, and leg guards when behind home plate. When a player is warming up a pitcher, she must wear a helmet and a facemask at all times. Exception: 6U may use a batting helmet with an NOCSAE approved face guard in place of a catcher's helmet.
- b) All bats shall be official softball bats allowed by ASA/USA.
- c) All girls must wear batting helmets and NOCSAE approved face guard. Chin strap should be optional for all divisions when batting, running bases, in the on-deck circle, coaching in the Coach's Box, and all the way into the dugout. Batting helmets cannot have a mirror-like surface, non-glare only. Removal of the helmet during a live ball will result in an out.
- d) All uniforms and equipment shall be as authorized by Glendora Lassie League or that which is USA approved. Team jerseys will be provided to all registered players and selective playing equipment issued to approved teams for use during the season during practices and games.
- e) Rubber cleats must be worn to participate in league games.
- f) Sweatshirts may be worn by the defensive team and by the offensive team when they are on the bases. Sweatshirts may be worn when batting if the number is on back and visible.
- g) No Gatorade, Powerade, Body Armor, Prime etc. is allowed on the playing field or dugouts. Sunflower seeds or Peanuts are not allowed at Louie Pompei Sports Complex. No exceptions.

12) Discipline Rule

- a) Any girl who is available to play in a game, but who is not playing, due to being disciplined, must be reported by the manager to the on-duty Board member, the opposing manager, and the scorekeeper before the beginning of the game. The reason for the discipline must be reported to the Division VP prior to the game. Being disciplined means that the girl will not play in the field and may not bat at manager's discretion. If a manager utilizes the discipline rule, it is important that the player, parents, if possible, and Division VP understand the situation prior to the game.

13) Rules Regarding Injured Players, Concussions, and Other Absences

- a) If an injury occurs while the player is fielding, and she can no longer play, she can be replaced by a player from the bench.
- b) If an injury occurs to a runner, the player who made the last out now becomes the runner.
- c) Any time a player is ejected, her time at bat becomes an out every scheduled time for the duration of the game.
- d) If a concussion occurs, for a player to return to play, they must be cleared by a doctor.
- e) Manager and 1 other coach or team parent involved with the team must have concussion certification.

14) Procedures/Guidelines

a) The following are the procedures and guidelines used by the Board of the Glendora Lassie League to manage and conduct the league's business. They may be amended as needed by a vote of the Board. Notification of changes will be published in the rule – procedure/guideline book. Any changes of the procedures/guidelines that occur after the publishing of the rulebook, managers will be notified by their divisional VP.

i) Managers and Coaches Guidelines

(1) Each person interested in a manager/coach position must be interviewed by the Division VP and be recommended to the Board of Directors for approval, clear the official USA background check and be approved by the Board of Directors. No person with a felony record may manage or coach any team in the Glendora Lassie League. **ALL MANAGERS, COACHES AND TEAM PARENTS ENTERING THE FIELD OF PLAY OR DUGOUT MUST BE INDIVIDUALLY REGISTERED WITH USA AND BACKGROUND CHECKED THROUGH THE SOCIAL USA MANDATORY REGISTRATION SYSTEM AS WELL AS CONCUSSION CERTIFIED, AND LIVE SCAN. THIS INCLUDES PRACTICES AND BATTING CAGES. The league will pay for 4 maximum backgrounds per team.**

ii) All new candidates for manager positions must be reviewed by the Board of Directors prior to approval. Returning managers are subject to Board of Directors review and approval.

iii) Managers must be a minimum of 21 years of age. Coaches must be a minimum of 18 years of age. Players in the league may help. The maximum number of background checked adults allowed in the dugout at game time is 5. (Except for 6U)

iv) As a manager, you are the source of inspiration to your team. The team will be strongly influenced by your ideals and aspirations. You are a representative of the league to the parents of your team. It is for these reasons that we have prepared these guidelines to aid you as well as the league.

v) Each manager and coach shall emphasize good sportsmanship and maintain discipline, whether in practice or in a game. Profanity is not allowed and will not be tolerated.

- vi) Per Glendora city regulations, absolutely **NO SMOKING, VAPING, CANNABIS, ALCOHOL, OR ANY OTHER ILLEGAL SUBSTANCES AT ANY SOFTBALL FACILITY.**
- (1) **VIOLATIONS WILL RESULT IN STOPPAGE OF THE GAME, IMMEDIATE REMOVAL OF THE OFFENDING INDIVIDUAL FROM THE FACILITY AND REMOVAL OF THAT TEAM'S MANAGER FROM THE GAME.**
- (2) **Failure to leave the facility may result in contacting city law enforcement and being banned from participating in future events at our facilities.**
- (3) **Based on the above, ALL BAGS AND/OR COOLERS ARE SUBJECT TO SEARCH AT THE DISCRETION OF A BOARD MEMBER OR CITY EMPLOYEE.**
- vii) It is the responsibility of each team manager to keep account and return all team equipment to the Equipment Manager after divisional closing ceremonies, including first-aid kits.
- viii) A maximum of two (2) offensive coaches may be outside the dugout in the coaches' boxes with no encroachment on to the playing field. (Except for 6U)
- ix) Managers and coaches must wear appropriate shoes. No open-toed shoes or sandals on the field. Rubber cleats and/or tennis shoes are preferred.
- x) Managers shall submit to the scorekeeper and to the manager of the opposing team, at the meeting with the umpire or sooner, a roster of each girl present to play, in batting order. This roster should include each girl's name on jersey and number.
- xi) The manager or acting manager will converse with umpires and scorekeepers. This will be done on the field of play. These conversations must be kept private and unemotional.
- xii) Managers are required to have a meeting with the team parents prior to the start of the season. Topics should include:
- (1) Practice schedule, including days, times and locations.
 - (2) Game schedule and field locations.
 - (3) Equipment provided by the league and not provided.
 - (4) Safety rules.
 - (5) Insurance issues and forms that are available when needed.
 - (6) Parents' responsibility for uniforms and equipment.
 - (7) Any snack bar duties or other responsibilities.
 - (8) Fundraisers, t-shirts, sweatshirts.
 - (9) Opening day ceremony, team pictures.
 - (10) Select team parents for fundraisers, snack bar coordinator, pictures, etc.
 - (11) Players and all others stay off the game field's chalked lines before the game.
 - (12) Lassie League rules that pertain to his/her division.
 - (13) Conduct at games toward umpires, coaches, players and other parents.
 - (14) Any clinics and end-of-year divisional tournaments.

- (15) Individual manager's plan for discipline.
- (16) The home team shall supply a qualified scorekeeper.
- (17) Field Preparation to assign/delegate after each game.

xiii) Managers are required to enforce the mandatory rule that the safety equipment issued must be worn at all times during practices and games. (See section XI).

xiv) **Managers are to maintain that no food is allowed in the dugouts, and friends of players are to remain outside of the dugout. In addition, no food or sunflower seeds should be allowed on the playing field. No Gatorade, Powerade, Body Armor, Prime, etc, is allowed on the playing field or dugouts. Sunflower seeds or Peanuts are not allowed at Louie Pompei Sports Complex. No exceptions.**

xv) Any violations of these guidelines will be reviewed by the Board of Directors, for possible disciplinary action, and if any actions of managers or coaches are found to be detrimental to the league, he/she may be reprimanded and/or removed by the Board of Directors.

(1) If a manager/coach is removed, they will be suspended for 1 calendar year following that season.

(2) After the calendar year passes, the coach can be reevaluated to return to coaching subject to a vote from the board.

xvi) Any manager, coach, parent or spectator ejected from a game must leave the immediate vicinity of the field and stands immediately or that team forfeits the game. The person ejected must vacate to the parking lot. If the manager or a coach or spectator are ejected, they will also be suspended for that team's next game and may not be present at the field and stands or that team forfeits the game. If a parent fails to vacate the area, the team will be subject to forfeit. If a manager is ejected the umpire is required to submit an incident report within 24 hours. The VP of division will review the ejection report.

xvii) Managers and Coaches shall adhere to State, County and Local Health authorized guidelines during any pandemic or health and safety issues as mandated.

15) Player Eligibility

- a) A 6U player is defined as a girl who is 4 years of age, on or before September 1st of the year preceding the season, but not 7 years of age on or before August 31st of the year preceding the season.
- b) An 8U player is defined as a girl who is 7 years of age on or before September 1st of the year preceding the season, but not 9 years of age on or before August 31st of the year preceding the season.
- c) A 10U player is defined as a girl who is 9 years of age on or before September 1st of the year preceding the season, but not 11 years of age on or before August 31st of the year preceding the season.
- d) A 12U player is defined as a girl who is 11 years of age on or before September 1st of the year preceding the season, but not 13 years of age on or before August 31st of the year preceding the season.
- e) A 14U player is defined as a girl who is 13 years of age on or before September 1st of the year preceding the season, but not 15 years of age on or before August 31st of the year preceding the season. Some players in this Division may be required to play up to the next division based on evaluation of the board and their standing on a High School Team.
- f) A 16U player is defined as a girl who is 15 years of age on or before September 1st of the year preceding the season, but not 19 years of age on or before August 31st of the year preceding the season and is still enrolled in high school.

16) Registration

- a) Registration: Online and registration dates will be determined by the Board of Directors each year.
- b) Late Sign-Ups: Will be waitlisted. The Board can choose to close any or all divisions that exceed the maximum number of players and/or teams, after the last regular scheduled sign-up date. All activity must be concluded by the day before the draft.
- c) Waiting List: Any girl who signs up after the final day designated for late sign-ups, will go on a waiting list. Any girl on a waiting list will not be guaranteed an opportunity to be on a team, even if she played the previous year.

17) Player Evaluations

- a) The purpose of player evaluations is to provide a fair opportunity for managers to assess the skill levels of the players in their division. Any attempt, or perceived attempt, by a player, parent, and manager/coach to manipulate or skew the evaluations (i.e., questionable effort or performance on the part of a player) may result in a player being placed in a random draw at the draft, or

possible removal from the league by the offending individual(s). Such determination, and any adjustments to maintain the validity and equity of the evaluations, will be made by the Board.

- b) 8U, 10U, 12U and 14U divisions will draft new teams each year, therefore requiring ALL players to be evaluated in these divisions (including managers' daughters).
- c) Evaluations will be conducted by the First V.P., Player Agent, Division VP, and other Board members and/or volunteers who do not have a daughter in the division. A parent may help in a minor capacity (shagging balls, reading off player numbers, warming up girls, etc.) if extra help is needed. Managers daughters will be evaluated by board members only.
- d) All managers must be represented at evaluations to evaluate players. If a manager or representative is unavailable, the Division VP, or other neutral individuals, will evaluate players for the manager.
- e) Players may be evaluated in any or all the following skills – fielding, grounders, fly balls, hitting, running, throwing, pitching.
- f) Any player who does not attend evaluations will not be eligible to be drafted and will be placed on a team by random draw.
 - i) **Exception (8U, 10U, 12U, 14U):** If a player is unable to attend evaluations and her skills are known sufficiently enough to be ranked among the top round of players, she will be placed in the draft according to her known abilities. This determination will be made by the Board members conducting the tryout and draft, with input from managers and individuals familiar with the player's skills.
 - ii) **Note (16U):** In order to provide for the fairest draft opportunities, the Board reserves the right to place a player in the draft who did not participate in the evaluations. The Board will base that decision on the player's known abilities and her value in the draft.
- g) All players who may wish to pitch during the season must be evaluated as a pitcher. Any player not evaluated as a pitcher will be eligible to pitch one inning per game. For purpose of evaluation an underhand fast pitch softball pitch will be demonstrated.
- h) If it is suspected that a player has manipulated their try out performance, the board reserves the right to implement player/manager position restrictions and or suspension.

18) Draft Rules

- a) The purpose of the draft is to fairly distribute the available talent in the division to provide parity among the teams. Any attempt, or perceived attempt, by a player, parent, or manager/coach to manipulate the draft in any way may result in a player being placed in a random draw at the draft, or the offending individual(s) may be removed from the league. Such determination, and any adjustments to maintain the validity and equity of the draft, will be made by the Board.
- b) The Division VPs will tally the evaluation sheet(s) prior to the draft. Copies of the evaluation will be available to all managers at the draft.
- c) Managers are required to be present to draft available players. If a manager or representative cannot be present, the division V.P. or other neutral individuals will draft that team.
- d) 8U, 10U, 12U, 14U
 - i) Pitchers will be ranked in order determined in evaluations. Players will be ranked in order determined by evaluations.
 - ii) The draft order will be determined by a random number draw.
 - iii) Managers must choose a pitcher from the ranked girls in the first round. The board will compile a list of the top pitchers in the division, ranked 1 – 10, for an 8-team division. Managers can then select any players they wish on their turn to draft.
 - iv) Managers' daughters will receive a ranking based on the evaluation and must be drafted in the round they were rated. In the case of ties and borderline rankings, the Player Agent, First V.P. and Division VP or other specified Board member(s) will determine the round in which a daughter must be selected.
 - v) A manager who selects a player who has a sister in the division will be required to draft the sister as well. The sister will be reserved to that manager but may be taken in the round the evaluation sheets ranked her. If the sister is ranked higher than the current round of the draft, she will be taken in the next round after the sister who was first drafted. In the event a sister must be taken in a round when a manager's daughter must be taken, she will be taken in the round preceding or just after the manager's daughter is taken based on her ranking relative to the manager's daughter in question.
 - vi) A player who attended evaluations and is eligible for the draft may be placed into the random draw if it is determined necessary to provide equity during the random draw round(s). Players added to the random draw will be those last chosen during the draft.
 - vii) If more than one round of random draw is required, the best players in the draw may be selected in one round to divide up the talent. Every team may not get one of these better players, but the talent will be divided and not go to the same team in two separate rounds. This round should still contain enough names for each team to have a chance at getting one of these better players. Every manager will have at least one random draw.

viii) After the draft is complete managers may discuss trades among themselves. All trades must be approved by the Player Agent, First V.P. and/or other assigned Board official and reported to the registrar before leaving the draft area. Each manager is allowed to make one transaction. No trades may be made after leaving the draft area.

e) 16U

i) New managers to the league or to the division will be assigned an available team, via a random draw, unless a daughter is already on a team in need of a manager.

ii) All teams will have a first-round draft pick. **Exception:** Teams that have the maximum number of returning players allowed on the roster, per yearly Board decision, including any sisters adding to the team, will not participate in the draft.

iii) If there are not enough players in the division to fill the number of returning teams, the number of teams will be reduced as follows: First, on a volunteer basis. If there are no volunteers to disband, the returning team with the fewest players shall be disbanded.

iv) Expansion teams shall draft first. If there are two (2) or more expansion teams, the order in which they will draft will be decided by a draw. Expansion teams will also have two (2) picks in Round 2 and in Round 4. Expansion teams will draft the second pick of any round in the reverse order of the first pick of that round. If teams X and Y are expansion teams, and team X has the first pick in round 2 and team Y the second, then team Y will select first for the second pick of round 2 and team X will go second. Expansion team's second pick in any round occurs after all eligible teams have made their picks in that round.

v) Teams with three (3) returning players or less and no returning manager or parent of a returning player who is assuming the manager role, will be redrafted. The returning players are subject to tryouts and drafts. Teams with three (3) returning players or less and a returning manager or parent of a returning player who is assuming the manager role, will get the option of disbanding or continuing the existing team. If they continue as an existing team, they will receive an additional pick in round 2. (The returning manager's option to disband or return to their team will be subject to the needs of the division).

vi) Teams with four (4) returning players will receive two (2) draft picks in round 3. ***Note:** These extra bonus picks will help teams fill their roster to provide better team parity.

vii) The established teams will draft in reverse order of their previous year's finish, in the regular season. The final rankings will be determined by how they were seeded as they entered the in-house tournament.

viii) Sisters – see paragraph V, G. Managers will be notified beforehand of any special requests. ***Note:** Legal guardianship is considered a sister. If sisters are still available at the designated mandatory round for their selection, (usually the third round from the end) a random draw will be conducted to decide who will draft them.

- ix) A sister will be placed on a returning sister's team in the round in which she is ranked on the evaluation sheets.
 - x) Managers' daughters – see paragraph V, F.
 - xi) If a need is indicated for management within a specific division, and a parent of a girl on a particular team meets with Board approval, and will be moving to a different team, it will be determined by Board review as to whether any penalties or advantages will be given to the team losing the daughter as the parent moves to manage a different team.
 - xii) No teams may pass in the draft. Each team must participate in the last full round unless their team is full after the first round of picks. (See V, L). The last full round will start in reverse order, bottom to top. The first round of random draw will be considered the last full round.
 - xiii) After the draft has been completed, no team roster should exceed fourteen (14) players. Exceptions: A team may be made to play with a roster of fifteen (15) players, if the total number of players in a division would warrant it, due to the total number within that division not justifying adding a new team; or if a family wishes for sisters to play on the same team.
 - xiv) The Player Agent and the first V.P. will add players from the waiting list to team rosters, during the first half of the season, to fill the teams as determined by the Board.
 - xv) All players dropped from a team must be approved by the Division Director and the First V.P. All games played in violation of this rule are subject to forfeiture.
- f) **DRAFT DISCLOSURE CLAUSE**-All players will be asked to officially notify GLL of their participation in potentially conflicting activities. Such activities include, but are not limited to, Club Soccer, Travel Softball, and Cheerleading. By identifying themselves as participants in these types of activities, players will allow GLL to give managers notification of possible conflicts. These players will be identified yet included in the rankings as impact players/pitchers if they qualify, or where they would otherwise rank. All managers will be notified which players have been identified. Managers will then have the option of requesting exclusion from the possibility of drawing these players before the draft commences. After that, the draft will proceed as normal, with no other allowances made. If all managers choose to exclude themselves from being assigned one of these players, cards will be drawn and the players assigned accordingly. In no way will a player identified as a participant in one of these activities be excluded from participation in GLL.

19) Protests

- a) Protests shall not be considered if they are based solely on an umpire's judgment decision. They will be considered if the umpire has failed to apply the correct rule, misinterpreted a rule or applied an incorrect penalty for a given violation.
- b) Procedure
 - i) The manager of the protesting team will notify the plate umpire before the next pitch or when sufficient knowledge of a violation is obtained. The manager must pay a \$50.00 cash filing fee, within 30 minutes of the conclusion of the game, which will be returned if the protest is allowed, or donated to the league if the protest is denied. The money is to be turned in to the board member on duty.
 - ii) The plate umpire will notify the opposing manager, scorekeeper, and base umpire.
 - iii) The scorekeeper will make a record in the scorebook to include conditions surrounding the protest.
 - iv) The manager invoking the protest must submit a written letter stating the protest within twenty-four (24) hours, to the league's first V.P. or division VP.
- v) Protest Committee
 - (1) The Protest Committee shall consist of the President, UIC, Parliamentarian and at least two of the following: First V.P., Player Agent, Division VP of the division from which the protest arose. All members will have one (1) vote, except the president, who votes only in case of a tie. If a committee member is involved in the protest, the President will appoint another member from the Board.
 - (2) The protest committee will review the protest petition submitted by the manager within five working days. The Protest Committee shall obtain an explanation of the situation from the umpire of the game (through the UIC) and/or any other involved parties.

20) In-House Tournament Rules

- a) Seeding will be based on league standings.
- b) For all in-house tournament games, time limits as follows: 6u – 1:20 no new inning. 8u,10u, 12u and 14u 1:30 no new inning.
- c) Championship games will be played to a full game
 - i) 6U 6 innings
 - ii) 8U 6 innings
 - iii) 10U 6 innings
 - iv) 12U 7 innings
 - v) 14U 7 innings
- d) Run mercy rules apply to all games.
- e) Seeding is based on regular season win percentage (1 win = 1 point, 1 tie = .5 points) and tie breakers if win percentage is the same. (See tie breakers below)
 - i) i.e. a 9-3-4 team would be higher than a 10-6-0 team due to win percentage
- f) Higher seed is considered the home team and will occupy the 3rd base dugout.
- g) 6U seeding will be based on random draw.
- h) Tournament games cannot end in a tie. International tiebreaker rules shall be used in the event of time expiring while in a tie. There is no time limit and there must be a winner.
- i) In all divisions, pitching limits will be removed.

21) Tie-Breakers (from SE Tourney formerly Tourney Machine)

Important Note: Tie breakers within “Sports Engine Tourney” never go back to the top of the tie breaker list.

For example, if three teams are tied with Head-to-Head as the first tie breaker, and all three teams have a 1-1 record against each other, the Head-to-Head rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is Run Diff and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 Head-to-Head because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

1. Tie Breaker #1: Record

Record - This is in part based on winning percentage but also favors the team with the greatest number of Wins, or the least number of Losses. For example, if Team A is 2-4-0, Team B is 1-3-2 and Team C is 0-2-4, they have the same winning percentage, but the Record would favor Team A, then Team B, then Team C due to the Wins.

2. Tie Breaker #2: Head-to-Head

Head-to-Head - This breaks ties based on the Record tie breaker against the tied teams. For example, 3 teams have the same overall record at 4-2 and all 3 of the teams played each other an equal number of times. If one team's record against the other two was 2-0 and another team was 1-1 and the last was 0-2, this tie breaker would rank them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used. It should be noted that this tie breaker is completely ignored if all the teams tied do not play each other an equal number of times. For example, if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).

3. Tie Breaker #3: Head-to-Head Run Diff

Head-to-Head Two Teams Only - This is the same as the Head-to-Head tie breaker, except this one will only be used if only two teams are tied. If there are three or more teams tied (even if they all played each other), this tie breaker will be ignored.

4. Tie Breaker #4: Runs Scored

Runs Scored - The total of a team's score. The higher total wins the tie breaker.

5. Tie Breaker #5: Runs Allowed

Runs Allowed - The total of a team's opponent's score. The smallest total wins the tie breaker.

6. Tie Breaker #6: Run Diff

Run Diff - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential wins the tie breaker.



Glendora Lassie League Softball Code of Conduct

The Glendora Lassie League believes good sportsmanship is the number one goal of our activities. Because of this, we as the GLL Board of Directors believe that those who participate in the GLL Softball program should follow a code of conduct that supports the goal of good sportsmanship. Coach, player or spectator intimidation of game umpires and violations of league rules will result in a game forfeiture. Umpires have authority to monitor and discipline any individual within the ballpark during the game. Any behavior that is believed to be disruptive to the game will result in that individual being removed from the park. The decision of the umpire is final for the duration of the game. Any protests must be filed, by a team manager, after the completion of the game.

Sportsmanship Code

Everyone

- Treat opponents, coaches and umpires with respect.
- Respect the property of others.
- Know and follow the rules of Softball.
- Recognize and appreciate a good play no matter who makes it.
- Conduct yourself with respect and treat others with respect online in all social media settings

Managers & Coaches

- Know, teach, and follow the rules of Softball.
- Accept the decisions of umpires without showing inappropriate emotions.
- Avoid public displays of criticism in front of players and spectators.
- Exercise self-control at all times. This sets the example for others to follow.
- Teach and encourage good sportsmanship.

Players

- Treat opponents with respect at all times.
- Avoid improper gestures and language.
- Respect the judgments of the umpires.
- Exercise self-control at all times. This sets an example for others to follow.
- Win without boasting. Lose without excuses.
- Parents, Guardians and Spectators
- Respect the judgments of the umpires.
- Avoid improper gestures and language.
- Teach and encourage good sportsmanship.
- Encourage the players with positive comments.