

Shrewsbury Girl's Softball 2009

These rules are common to all or most leagues (where specifically noted) within Shrewsbury Girl's Softball (a division within Shrewsbury Little League)

"Overlay" rules that are specific or unique to each league are contained in Appendix 1.

1.0 SHREWSBURY GIRL'S SOFTBALL LEAGUE GENERAL RULES

1.1 Pre-Game:

- A Players are to arrive at the field 30 minutes prior to the start of the game.**
- B Visiting team will take infield 30 minutes before game time and will end their infield practice 15 minutes before game time.
- C Home team will take the infield 15 minutes before game time and will end their infield practice five minutes before game time and remain on the field in their positions until the game starts.
- D Home team will be seated on the first base side of the diamond and Visitors will be seated on the third base side.
- E **For GSB Minors(Division 3), GSB Majors (Division 2) and GSB Juniors (Division 1) only, if a team cannot field eight (8) players within 5 minutes of the scheduled game time, the team will LOSE by forfeit.** Following the umpire's forfeit ruling the two teams may and are encouraged to play an unofficial scrimmage game. If a team's 9th player shows up after the game has been declared a forfeit by the umpire, THE FORFEIT CAN NOT BE OVERRIDDEN.
- F **For GSB Minors, (Division 3), GSB Majors (Division 2) and GSB Juniors (Division 1) only, lineups must be exchanged five minutes before game time.** Player lineup cards must adhere to the following rules:
 - 1. Lineups must include the last names of all players, their uniform number, and the names of the manager and assistant coaches.
 - 2. At the end of the game the managers will then verify with one another the pitchers and how many innings they pitched. This information (along with game summary refer to section 1.8) will be posted on the web page in the following manner.
 - a. Player first name and initial of last name
 - b. Uniform number
 - c. Number of innings pitched
 - 3. It shall be the responsibility of the managers to insure this information is correct. If a manager notices a mistake, it shall be the responsibility of that manager to contact the league director and the manager that posted the information of the error.

1.2 Game Length:

- 1. **All games will have a MANDATORY time limit that varies by league.** A game shall have completed at least three complete innings in order for the result to be considered final.

2. **No new inning shall start fifteen minutes prior to the game's time limit.**
For example, the GSB Minors time limit is 90 minutes; no new inning for a GSB Minors game can start after 75 minutes.

1.3 Managers

- A **Girl's Tee and Rookie Division managers and/or coaches are allowed and encouraged to be present on the field** to reinforce the instructional nature of the league. The defensive team may have a maximum of two adults on the field, behind the baseline; the offensive team may have the coach-pitcher and an adult to back up the catcher on the field, in addition to first and third base coaches.
- B **GSB Minors (Division 3), GSB Majors (Division 2) and GSB Juniors (Division 1): managers and coaches must remain in the dugout during their team's defensive half of the inning.** EXCEPTION: A manager or coach can leave the dugout during their defensive half inning for the following reasons:
 1. Warming up a pitcher
 2. Visiting the mound (1 per inning per pitcher)
 3. Attending to an injured player
 4. Umpire discussion
 5. **GSB Minors (Division 3) only: a coach may back up the catcher when a pitch is being thrown only** (no coach backup is allowed when a play that involves the catcher is being made); **between the time the pitcher is in motion until after the catcher returns the ball to the pitcher, that coach shall make no comments to the catcher, pitcher or umpire.**
- C **GSB Minors (Division 3), GSB Majors(Division 2) and GSB Juniors (Division 1): managers, coaches and players must remain in the dugout during their team's offensive half of an inning.** EXCEPTION:
 1. Warming up a pitcher
 2. Coaching either first or third base
 3. Attending to an injured player
 4. Umpire discussion
- D GSB Minors(division 3), GSB Majors (Division 2) and GSB Juniors (division 1) managers and coaches are NOT allowed to cross the foul line between innings. If they cross the foul line between innings it will be considered a trip to the mound during their defensive half inning.
- E **All managers/coaches assisting during games are required to complete a Shrewsbury Little League (SLL) volunteer application** and must be approved by the SLL board of directors. If a parent has not filled out an SLL volunteer application or is not approved by the SLL board of directors, they will be asked to leave the dug out area. A list of all managers/assistant coaches will be provided by all teams to the League Director. **No exceptions.**
- F No more than the team manager, two assistant coaches, and scorebook keeper will be allowed in the dugout at any time.
- G **No parents will be allowed on the field of play or in the dugout during a game,**

unless there is an injured child. If the parent enters the field of play or the dug out during a game that parent can be asked to leave the premises.

- H Umpire decisions are **FINAL**. There will be **ZERO TOLERANCE** for arguing with an umpire. If you have a question regarding a rule you may ask the umpire for a conference after the play is over. **There will be NO questioning of the umpire's judgment calls, such as balls and strikes and out or safe plays.** Violation of this policy will be taken under review by the Girls Softball Commissioner and could lead to suspension from coaching in future games and/or seasons.

1.4 Pitching Rules GSB Minors(division 3), GSB Majors(division 2) and GSB Juniors (division 1):

- A **All pitchers must start their windup with both feet in contact (i.e., a straddle mount) with the rubber.**
- B No quick pitches will be allowed. Repeat offenders will be removed from pitching.
- C NO MANAGER, COACH and/or PLAYER will apply any foreign substance to the ball (this includes wetting fingers) Pitchers may blow on their hands if in the umpire's opinion the weather dictates.
- D A manager/coach is allowed one visit to the mound per inning. The second visit will require replacing the pitcher. IF A MANAGER VISITS THE MOUND FOR A THIRD TIME DURING ANY PITCHERS 3 INNINGS THE PITCHER MUST BE REMOVED.
- E **Any pitcher that hits two (2) batters in one inning MAY, at the umpire's discretion, be ruled ineligible to continue. If a pitcher hits three (3) batters in any inning they will be required to be replaced.**
- F Once a player is removed as a pitcher from a game they may not re-enter as a pitcher.
- G A player announced as a pitcher in the starting line-up will be considered to have pitched even if removed prior to throwing an actual pitch.
- H The number of innings/week or outs/week for each pitcher varies by league.

1.5 Pitching Rules (Girl's Tee, Rookie):

- A Coach pitch distance is 28 feet
- B **After season halfway point, Girl's Tee will introduce coach pitching: adhere strictly to six pitches and then the Tee, this moves the game along and reduces player frustration; goal is for the ball to be in play for every batter.**
- C **In the Rookie division, if the batter *does not hit the ball into play* after 6 pitches (independent of the quality of the coach pitching), player will walk.**

1.6 Game Rules:

- A **All players will be placed in the batting order**, although only 9 or 10 players (varies by division) will be placed in the defensive positions each inning.

- B ALL players must play a defensive position. The position can be changed from one inning to the next but once a player has been placed in a defensive position that player must remain in that position for the duration of the inning unless there is a pitching change or injury. **EXCEPTION:** a pitching change can be made during an inning but that player cannot return as a pitcher at ANY point in the game (GSB Minors, GSB Majors, GSB Juniors)
- C **No player shall sit out two innings in a defensive position until all players have sat out one; no player shall sit out three innings in a defensive position until all players have sat out two.** The only exceptions: inability to participate due to injury or specific parental request.
- D Any player may re-enter a game at any position. **EXCEPTION: once a player has pitched in a game and has been removed, that player CANNOT re-enter the game as a pitcher,** even if a game goes into extra innings
- E **In the case of a tie game, GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1) will utilize the international tie-breaker protocol.** Girl's Tee and Rookie Divisions can play to a tie (W/L is not tracked in those leagues).
1. At the top of the tied inning, the Away team at-bat player that made the last out of the previous inning starts as a runner at second base (so there is a runner in scoring position)
 2. The play starts, inning is three outs.
 3. The Home team at-bat player that made the last out of the previous inning starts as a runner at second base.
 4. Inning is three outs.
 5. **In post season play, this is repeated until there is a winner due to runs scored.**
 6. **In regular season play, this is done for one inning only. If there is no winner, umpire will resort to a coin toss to declare the winner.**
 7. **In regular season play, if it is deemed unsafe to start or continue a tie-breaking effort (i.e., tie break inning cannot be completed due to darkness or weather), umpire will resort to a coin toss to declare the winner.**
- F All divisions, except GSB Juniors , have a mercy rule in force; the rule itself varies by division.
- G **No divisions will complete innings by “batting around the order”.** Innings are only retired by either three outs or via the mercy rule, whichever comes first.
- H **The last batter shall not “clear the bases”** in any league if the mercy rule has defined the end of the inning.
- I **There is no leading;** the point at which a runner can leave base is league specific.
- J If a runner leaves the base (whether stealing or if the ball is hit into play) before the pitched ball reaches the plate (GSB Minors/GSB Majors) or before the pitcher releases the ball (GSB Juniors), the following will occur
1. The play will be determined dead and that team will be issued a warning and all runners will be returned to the base they previously held.

2. On the second offense the runner is ruled out and all additional runners will be returned to the base they previously held.
3. If after the first warning, multiple runners are on base and all or some the runners leave early, the lead runner will be ruled out and the other runners will return to the previously held base.
4. If there are multiple runners on base and only one leaves early that runner will be determined out not the lead runner and the other runners will return to the previously held base.

No exception to these rules and this is at the sole discretion of the umpire.

- K Returning to base:** Once pitcher has control of the ball inside an 8-foot radius of the pitching rubber, runners not more than one-half way to the next base must return to base (GSB Majors/ GSB Majors/Juniors); if catcher overthrows pitcher on the return of a pitch, ball is considered dead (GSB Majors); once pitched ball is not hit, runners must return to base (GSB Minors); for Rookie and Girl's Tee, runners do not leave base until the ball is hit (so no return rule applies).
- L** Any bat intentionally thrown while batting or after hitting the ball will be called an out and there will be no advancement. **GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1):** if the infraction is considered serious, the umpire will remove the player from the game.
- M** The defensive player must tag out the offensive batter/runner with the same hand that possesses the ball unless the play is a force and the defensive player has both control of the ball and a foot on the bag.
- N Plays made to home must be thrown from the point of control (Girl's Tee, Rookie).**
- O** Tagging up is allowed, the runner must be on the base from which they are advancing (**GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1)**).
- P** A foul tip on the third strike will be considered an out if the catcher catches the ball.
- Q Home plate is fair ground.** Both foul lines start at the bottom corner of home plate and continue out from there towards the outside edge of first and third base.
- R A batter while in the process of swinging at a pitch gets hit will not be awarded a base and it will be called a strike GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1).**
- S** If on a play the ball goes out of play, the batter/runner will be entitled to advance to the base they are running to and one additional base (Rookie, GSB Minors, GSB Majors).
- T Infield fly rules will be in effect.** Pop fly with runners on first/second or first/second/third with less than two outs, AT THE UMPIRE'S DISCRETION will be ruled an infield fly. The batter is immediately ruled out and runners may advance at their own risk. Remember this is an umpire's JUDGEMENT call and CANNOT be questioned **GSB Juniors only (division 1)**.

- U Interference: There are two types of interference calls:
1. Runner interfering with a fielder – a runner **MUST** give the fielder the right of way to make a play on a ball. If in the opinion of the umpire the runner impeded the fielder's right of way to make a play, the runner will be declared out and all base runners will return to their respective base(s) (GSB Minors, GSB Majors, GSB Juniors).
 2. If in the opinion of the umpire the fielder obstructs the runner during the play they are involved in, the batter/runner will be awarded at least one base beyond the base touched. If the play is at first base the runner will only be allowed that base **GSB Minors (division 3), GSB Majors (division 2) and 1 (GSB Juniors)**.

V **A runner will be judged out when hit by a batted ball.** EXCEPTIONS:

1. If the ball has passed a fielder attempting to field the ball.
2. If the ball is deflected off a fielder's glove.
3. If hit by a ball when in contact with a base (the batter will be judged out).

W **When scoring the winning run on a batted ball, the batter/runner must touch first base**

X Batting out of order – the batter will be declared out if the umpire is notified before a pitch is made. A batter that is out of order cannot be declared out with an active pitch count. If it is brought to the attention of the umpire, the correct batter will be inserted and assume the current pitch count. If a pitch is thrown to the next batter, the batter that hit out of order is now legal (GSB Minors, GSB Majors, GSB Juniors).

Y **At the end of the game both teams and coaches will meet at home plate and shake hands with one another.**

1.7 Game cancellations/miscellaneous rules:

A A game may be cancelled while in progress after a maximum of a 30-minute delay. Umpires will discuss with managers, but the final decision lies with the umpire.

B RAINOUTS:

1. **Girl's Tee, Rookie: If rain occurs before a game, the managers will make the decision at the park.** After the game starts any delays/cancellations will be at the discretion of the managers. Lightning requires immediate evacuation of the field until the lightning ceases; the game is terminated if after 30 minutes the conditions have not improved.
2. **GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1): If rain occurs before a game, the managers will be notified by 5:00 p.m. if the game is cancelled.** If you do not get notified by 5:00 p.m. the managers will make the decision at the park, inform the league director and the umpire director. After the game starts any delays/cancellations will be at the discretion of the umpire. **Any lightning will require immediate evacuation of the field until the lightning ceases;** if the delay due to thunder/lightning or rain is greater than 30 minutes the umpire can suspend the game and the managers will contact the League Director to schedule a completion date. In this case, a game is considered complete if three innings have been completed.

- C **UNPLAYABLE FIELD:** If during a rain delay the field becomes unplayable, the game will be suspended and the decision to make up the game will be at the discretion of the league director. If both managers are unable to agree on the condition of the field, the umpire will make the final decision

1.8 Web Page Information GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1):

- A **Posting scores – It is the responsibility of the WINNING team manager/coach to post the score of the game, with a brief summary**, 2 hours before the start of the next days scheduled games (example: for a game that starts 6:00 p.m. the next day the summary must be posted at 4:00 p.m. that day) NOTE: The scores posted on the Shrewsbury Web site will be the ones used for tracking season play. It shall be the responsibility of the managers to insure this information is correct. If a manager notices a mistake, it shall be the responsibility of that manager to contact the league director and the manager that posted the information of the error.
- B Each manager is responsible for the following:
 - 1. Entering the Coach Roster
 - a. It is very important that you enter the coach's names and email addresses. A new feature is being added so that that when a game is reported or edited all involved managers/coaches will be notified via email. In addition to this feature we have the ability to send an email to all managers of each league, or all leagues if we need to. Since the email addresses are maintained by each team's home page you can change your email address if it changes on you.
 - 2. Entering the Players Roster
 - a. The kids visit these pages often; they look for their name and uniform number. Please fill it out ASAP.
 - b. Reporting any game results that were won by your team
 - c. Writing a game summary for the "won" games
 - 3. Frequently Asked Questions (FAQ): See Appendix 2

1.9 Playoff Format GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1):

- A All teams will compete in a tournament at the end of the year were there will be one champion.
- B The schedule and dates will be provided during season.
- C Tournament seeding is based on each team's record.

2.0 SHREWSBURY GIRLS SOFTBALL DRAFT RULES

2.1 Team Formation:

- A Each team will consist of 12 to 13 children, one manager and one assistant coach.
- B Girls Tee and Rookie division teams: assembled by the league director and are designed to have equivalent average age.

- C **The only children that will be guaranteed to be on a specific team are the daughters of the manager and one assistant coach.**
- D **GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1):** tryouts are used to assess each child's skills; the assessment is used by the coaches in a draft process that results in teams of approximate skills parity
- E **There is no "legacy" policy from one year to the next.** Every year, teams are completely re-formed by either League Director assignment (Girl's Tee, Rookie) or by a drafting process (GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1))

2.2 Tryouts GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1):

- A All children that cannot make the tryout date(s) will be placed in the post draft pool, unless a manager or coach has specific knowledge of the player's capabilities.
- B During tryouts, each child is assigned a tryout number. ALL PLAYERS will demonstrate their capabilities at fielding, throwing, catching, batting and running. Managers and assistant coaches will rate players on a 1-5 scale for each of these skills. After the general skills assessment, players with an interest in pitching or catching will be rated for those specific skills. The tryout will be arranged by league and by birth year.
- C Team formation will take place immediately after the tryout.
- D **Once teams are selected, the rosters are final. There are no trades.** The only changes that can be made must be completed by the Player Agent, the League Directors and/or the Softball Commissioner. Example: players registered after the tryouts.

2.3 Team Formation Procedure GSB Minors (division 3), GSB Majors (division 2) and GSB Juniors (division 1):

- A One manager and one assistant coach only from each team will attend the draft.
- B Each child at the tryout will be placed in the draft pool.
- C Coaches and managers will collaborate on their assessment and arrive at a consensus skill score for each player. Pitchers and catchers will be rated both for general skills and specifically for their pitching and catching skills. If a player did not attend tryouts, and a manager or assistant coach is familiar with their capabilities, that assessment should be shared and utilized by the group. Players of unknown capability are to be placed evenly throughout the teams.
- D Two pitchers will be assigned to teams (a manager or assistant coach with a daughter that pitches competently should disclose that fact, and assess their daughter's capability relative to the players that have tried out) such that the average pitcher rating is approximately equal across all teams.
- E After two pitchers have been assigned to each team, managers and assistant coaches will work collaboratively to draft "trailer" teams of equal caliber and capability from all the remaining players. Once all managers are satisfied with the

relative parity of the teams, the league director will assign the trailer teams at random to each manager. Because the assignment of the trailer teams to each manager is random, there is no intrinsic benefit for a manager or assistant coach to provide anything other than an honest assessment of each player's capabilities.

- F **Siblings will be placed on the same team.** It is the responsibility of the managers and assistant coaches to ensure that even with this restriction, teams of approximate parity are formed.
- G Children will not be placed on specific teams because of requests by parents.

2.4 Late Registrants:

- A Late registrants accepted for play after the tryouts are assigned by the League Director to teams with available slots (**GSB Minors (division3), GSB Majors (division 2) and GSB Juniors (division 1).**

3.0 SELECTION OF TEAM MANAGERS

- 3.1 The League Director will contact parents that express an interest in becoming a manager/coach. Interested candidates will be interviewed/recruited and selected by the League Director. Final approval is the joint responsibility of the League Director and the League Commissioner.

4.0 MAINTENANCE OF FIELDS

- 4.1 Responsibility of both TEAMS to have the field in game ready condition!!!

- A Infields should be dragged (Screened) prior to games.
- B Pitchers mounds should be raked and filled properly.
- C Base paths should be lined (LIME and spreader located in concession stand) (4" max.)
- D It is not necessary to line batters boxes.
- E Outfield foul lines are painted once per week or as needed.

- 4.2 Closing of the field is the responsibility of both TEAMS.

- A Work boxes are closed and after all equipment is properly stored, should be locked.
- B Dugouts should be free of any debris, especially gum, water bottles, and Gatorade/PowerAde as bees love the dugouts.
- C ALL equipment that was used prior to game time should be properly stored.
- D Questions or requests for any supplies should be made directly to the LEAGUE director.

Appendix 1: Overlay rules by League:

<i>League Name</i>	Girl's Tee	Rookie	GSB Minors D3	GSB Majors D2	GSB Juniors D1
<i>ASA Age Grouping</i>	6U	8U	10U	12U	16U
<i>Grade Range</i>	K-1	1-3	3-5	5-7	7-11
Time Limit	1:15 / 6 Inn	1:15 / 6 Inn	1:30 / 6 Inn	1:45 / 6 Inn	2:00 / 7 Inn
# of Fielders	10	10 (9)	10 (10)	10 (10)	9
Ball Size	11" SFT-TCH	11" SFT-TCH	11"	12"	12"
Pitch Distance	28 Ft	28 Ft	35 Ft	40 Ft	40 Ft
Run Limit/4 Inn	3 All Game	3 All Game	5	5	N/A
Field Min/Game	3 Innings	3 Innings	3 Innings	3 Innings	3 Innings
Base Distance	55 Ft	55 Ft	60 Ft	60 Ft	60 Ft
Outfielders Rule	Behind Baseline	Behind Baseline	On Grass	N/A	N/A
Runner Leaves Base When Ball...	Is Hit	Is Hit	Crosses Home Plate (1)	Crosses Home Plate	Leaves Hand
Batting	Entire Team	Entire Team	Entire Team	Entire Team	Entire Team
After 4 Balls	Hit off tee (8)	Batter walks (7)	Batter walks	Batter walks	Batter walks
Plays at Home	Must Throw (6)	Must Throw (6)	N/A	N/A	N/A
Pitch Limit	N/A	N/A	6 Outs/Game	9 Outs/Game	21 Outs/Week
Bunting	No	No	No	Yes	Yes
Drop 3rd Strike	No	No	No	No	Yes
Infield Fly Rule	No	No	No	No	Yes
Play Offs	No	No	Yes	Yes	Yes
Sliding	No	No	No	Yes	Yes
Stealing	No	No	No	Yes (3)	Yes
Stealing Home	No	No	No	Yes (11)	Yes (11)
Commit Line	Yes	Yes	Yes	No	No
Overthrow Rule	No Advance	Yes (2)	Yes (2)	Yes (2)	No
Pitching	Yes (8)	Yes (7)	Yes	Yes	Yes

Footnotes:

- (1) Base runner must return to base if ball isn't hit.
- (2) In case of an overthrow; runner can advance no more than base going to (at the time of release of throw) plus one. Once base is achieved, ball is dead.
- (3) Base stealers will advance one base from the base they start the steal and will not advance beyond in the event of an overthrow.
- (6) Plays at home must be thrown. A player cannot run home to force runner out. Throw must originate from point of control of the ball.
- (7) Coach pitches six, then walk (Rookie Division only)
- (8) First half - Tee only. Second half - Coach pitches six then tee (Girl's Tee Division only).
- (9) Infielders no closer than pitcher.
- (10) Maximum of six players in the infield. All others must start the play in the outfield (grass) until the ball is hit.
- (11) Sliding required at home if there is a play at the plate GSB Juniors (division 1) and GSB Majors (division 2)

Appendix 2: Web Page FAQ's

- **Q:** How do I report a score, I was the winning team?
- **A:** From your teams Home Page and also from the **Managers Page** there are buttons next to each game titled "Report Score". Click on the appropriate button, next, Choose your division, next select the Winning team name and the Losing team name. Now, fill out the pitchers and innings and the winning runs scored and the losing runs scored. Lastly, write a game summary, and then click "Submit". **Warning: Do not hit your browsers back button to edit the game summary, if you do, it will enter the game twice!** Follow the instructions below to edit a game summary.
- **Q:** I entered a game more than once, how do I remove it?
- **A:** Easy! From your teams Home Page (not the Managers page!) there is a button next to each reported game titled "Edit", like this:

Results

Date	Score	Game	Summary	Managers
5/4/2003	4-3	Lost: Reds - Direda	Game Summary	Edit
4/30/2003	13-4	Lost: Rangers - Stowe & Degon	Game Summary	Edit
4/27/2003	10-4	WIN: Athletics - Shrewsbury Youth Football	Game Summary	Edit
4/23/2003	6-5	WIN: Cardinals - Anastasi Insurance	Game Summary	Edit

Click on the "Edit" button, enter your teams password, click "Login", this will take you to a screen where you can edit a game summary, or check the box "Remove this game" then click "Submit Request". After submitting the game is removed and the standings are updated accordingly.

- **Q:** How do I edit the game summary for a game that I already reported?
A: follow the above instructions for removing a game, do not check the box "Remove this game" and edit the summary accordingly.
 - **Q:** I mistakenly reported the wrong pitchers, how do I correct this?
A: Remove the game (follow above instructions) and re-enter the entire game.
 - **Q:** Our game was rained out, how do I change the date and/or location of a game?
A: To change the game time and location (login into the **Managers Page**, scroll down into the Schedule section, next to each game, there is a button titled "Change Game Time/Place", click the appropriate button, change the time and/or location, then click "Update Game", that's it. It will immediately reflect in your schedule and your opponents schedule.
- (1) Optional Features for your Home Page
- (a) Display a "Team Message" at the top of your Home Page
 - (i) This is really useful for reminding about picture night, who is working the concession stand, etc.
 - (ii) To Create a message (login into the Managers Page):

1. Scroll down to the Home Page Content section

Message to be displayed on Team Home Page: *Note this may contain HTML*

```
Note: Picture day May 6th at 7pm (Middle School)
<br>
<a href="http://www.vellumoid.com">Please visit our
```

Update Team

- (b)
1. Type in your message (note that it may contain **HTML** if you like)
 2. Click on the Update Team button

(2) Uploading a Team (Logo) Image to be displayed on your Home Page

- (a) Some managers upload an image for their major league namesake. It is suggested that you keep the image size to approximately 300-500 pixels wide and no more than 200 pixels high. Jpeg (.jpg) or Gif (.gif) image file types are supported.

- (b) To Upload an Image (login into the Managers Page):

- (i) Scroll down to the Upload Logo section

Team Logo Image

You can use this form to upload a .gif or .jpg file to be displayed on your teams home page.

Remove Logo

- (c)
- (i) Click the "Browse" button, select your .jpg or .gif file from your computer
 - (ii) Click the "Update Logo" button
 - (iii) You now should see the image at the top of your teams home page, if you want to remove the logo, check the "Remove Logo" box then click "Update Logo"

Appendix 3: Revision History

Date	Section	Was	Is	Who
5/25/05	Appendix 3	None	Add Appendix 3: Revision History	Tiernan
5/25/05	1.6.C	Players do not have to play a defensive position in consecutive innings but they cannot sit out two consecutive innings	Players do not have to play a defensive position in consecutive innings but they cannot sit out two consecutive innings or more than three in total (unless due to injury).	Tiernan
3/14/06	1.6.C	Players do not have to play a defensive position in consecutive innings but they cannot sit out two consecutive innings or more than three in total (unless due to injury).	No player shall sit out two innings in a defensive position until all players have sat out one; no player shall sit out three innings in a defensive position until all players have sat out two. The only exceptions: inability to participate due to injury or specific parental request.	Tiernan
3/14/06	Appendix 1	Max Players Div 2: 9	Max Players Div 2: 10	Tiernan
3/3/07	1.6.B	ALL players must play a defensive position three innings each game.	Delete	Tiernan
3/3/07	1.6.E	International Tie-Breaker	Defined terms, included provision for coin toss in regular season	Tiernan
3/3/07	1.6.T	Infield fly rule	Delete for Division 2	Tiernan
3/3/07	Appendix 1	Note 12: No stealing home at Middle for Div 2	Delete	Tiernan
3/16/07	1.6.K	Returning to base: Once pitcher has control of the ball inside an 8-foot radius of the pitching rubber, runners must return to base (Div 2/1);	Returning to base: Once pitcher has control of the ball inside an 8-foot radius of the pitching rubber, runners not more than one-half way to the next base must return to base (Div 2/1);	Tiernan
3/16/07	Appendix 1	(11) Sliding required at home if there is a play at the plate (Div 1 and 2) (when stealing, it is always assumed there is a play at the plate, so sliding is required on the steal)	(11) Sliding required at home if there is a play at the plate (Div 1 and 2); this is a judgment call by the umpire and will not be contested.	Tiernan