

CODE OF CONDUCT

ARTICLE I: Players

- A. All players are expected to show good sportsmanship, on the field and off. Vulgar language will not be permitted.
- B. All players are expected to accept an official's call without argument.

ARTICLE II: Coaches

- A. Coaches must follow the rules adopted by this league.
- B. Any use of tobacco or alcohol products is not permitted in the dugout, on the playing field, or on the ball property.
- C. Any coach using flagrant exhibition of vulgar or profane language shall be sufficient cause for dismissal from the game. After a second offense, the manager or coach will be removed from the program.
- D. Coaches and managers will use self-restraint at all times regardless of the outcome of the plays and calls for the benefit of the children.
- E. Coaches and managers who deviate from the purpose of this league will be removed from their responsibilities.
- F. Any behavior that deviates from the purpose or above rules should be reported to the League Board Members using the grievance report.

ARTICLE III: Parents/Spectators

- A. All parents and/or guardians will encourage their children to participate in this program and also fulfill their obligations to their team such as attending practice, obeying the instructions of their coach (es), accepting the umpire's calls, and cooperating with fellow teammates.
- B. Parents, guardians, and spectators are expected to set examples for their child(ren) by displaying respectful and sportsmanlike attitudes toward the coach(es), officials, and any other matter relating to the Twin Rivers Youth Softball League.
- C. Examples of unacceptable behavior are; but not limited to:
 - a. Obscene words or gestures.
 - b. Racial, ethnic, or sexually oriented comments.
 - c. Celebrating the errors or misfortune or participants on either team.
 - d. Attempting to distract or interrupt a participant's concentration.
 - e. Harassing participants, i.e. booing, jeering, or yelling at individuals.
- D. Disruptive Fan Procedure – If an official becomes aware of disruptive fan behavior the following procedure will be used to resolve the situation.
 - 1st Incident** – Communicate to the coach that there is disruptive fan behavior which needs to cease immediately. The official will direct the coach to inform their fan(s) that this behavior needs to cease immediately. This will be considered the team's first official warning.

2nd Incident – Strongly encourage the coach to have their disruptive fan(s) leave the area to avoid further incidents.

3rd Incident – Play is suspended immediately. The offending team will forfeit the game regardless of points scored.

- E. If a team's coach discovers that the disruptive fan is not their fan, they should report this to the game officials. Any disruptive fan behavior should be reported to the League Board Members using a grievance report.

ARTICLE IV: Grievance Reports

- A. Any team representative or town represented in our league may file a grievance against another coach or team at any time during the season in regards to detrimental behavior or acts that are perceived as unsportsmanlike with the League Board Members. If a grievance is filed then the League Board Members will investigate the allegations and call a meeting, if needed, to determine the penalties against the offending person or persons. When an agreement or decision has been reached the penalty will be applied immediately and enforced by the League Board Members or the Head of the town's Association.
- B. All grievances must be filed, in writing, and turned into your local League Board Member.
- C. All grievances will be kept on file.

TWIN RIVERS LEAGUE RULES

12U

The TWIN RIVERS LEAGUE will adhere to ASA Rules except for the following amended league rules for the 12U

1. ROSTER BATTING ONLY... All girls must be in the lineup. This will allow you free substitution through the entire game. ASA pitching rules and substitution will still be in effect if the pitcher is removed from the pitching position.
2. There will be 9 players on the field.
3. Teams will only be allowed to take infield before their first game of the day.
4. RUN RULES.... Run rule will be 15 after 3 innings of play and 12 after 4 innings, 8 after 5 innings of play, and 1 run after 7 innings of play with a time limit of 75 minutes. If time has expired the inning will be finished if needed. **If the Visitors are at bat they will finish their half of the inning only if they can go ahead or tie the home team.**
5. All games will be played with a time limit including the championship game.
6. TIE BREAKER..... We will use the international tie breaker in which the last available player in the lineup will be placed on second base.
7. RUN LIMIT PER INNING.....There will be a 7 run per inning run limit. The purpose is to move the game along in which both teams will get the opportunity to play offense and defense several times in the game's time limit.
8. COURTESY RUNNER.....A courtesy runner may be used for the pitcher and/or the catcher. The courtesy runner will be the last available player not on base. (NOT THE LAST OUT) The same courtesy runner may be used for both the Pitcher and the Catcher in the same half inning.
9. PROTESTING A GAME..... Coaches that want to protest a call must pay a \$25.00 dollar fee right then and there, plus have a written protest by the end of the game. Umpires that are involved in that game must also be required to have a written statement. (Judgment Calls are not subject to Protest.)
10. METAL CLEATS ARE NOT ALLOWED..... Any player caught with metal cleats while in the game will be subject to ejection and the coach will be restricted to the bench the remainder of the game.