

South Metro League Slowpitch Softball

2019

**POLICY,
DEFINITIONS,
PROCEDURES,
AND RULES**

REVISION 2/8/2019

Quick Reference

Rule	Mites	Squirt	Intermed	Senior
Grade	k-2	2-4	5-7	8-12
Game Length	6 innings	6 innings	7 innings	7 innings
Legal Game # Innings	na	4 complete innings *	4 complete innings *	4 complete innings *
Base Length	40 ft	60 ft	65 ft	65 ft
Pitching Distance	25-30ft	35 ft	46 ft	50 ft
Infield fly rule	no	no	no	no
15 run after 5th	no	yes*	yes	yes
Pitch Count	4 pitches*	3-2*	3-2	3-2
Who Pitches?	coaches	team member*	team member	team member
Who Umpires?	coach or parent	umpire	umpire	umpire
Max Run Rule per Inning		7-runs	<u>8-runs</u>	<u>8-runs</u>
Game Time Length *	90 min Single	90 min Single 75 min Double	90 min Single 75 min Double	90 min Single 75 min Double

*** See General, Mite, Squirt, Intermediate & Senior rule sections for further details**

15.1 Divisions

Grades apply to the school year in session at the time of registration.

Mite	Kindergarten through 2nd grade
Squirt	* 2nd, 3rd through 4th grade (*2nd graders that have previous league experience)
Intermediate	5th through 7th grade
Senior	8th through 12th grade

15.2 Registration and roster

- 15.2.1. Each team will consist of a maximum of 15 players.
- 15.2.2. Teams for will be formed geographically to each city leagues borders following each cities association governing rules.

15.3 Equipment and Uniforms

15.3.1 Only South Metro League associations issued jerseys are to be worn at games.

Jerseys will not be altered or defaced in any form.

15.3.2 Helmet chin straps are required *, no steel cleats will be used.

15.3.3 Catcher must wear chest protector and helmet.

15.3.4 Only official softball bats may be used.

15.4 Problems, Protests and Grievances

The South Metro League Softball Committee will handle all problems, protests, and grievances.

15.4.1 Procedure for parents and players

15.4.1.2. Coaches have reasons for particular actions consistent with their overall game plan. Coaches are volunteers, therefore complaining and dissension is discouraged.

15.4.1.3. If you have a minor problem, we ask that you first try and work it out between the parent, player, and the coach of your player's team. This should be done in as private a setting as is possible before a game or practice. If you are not satisfied, please put your problem in writing and submit it to a South Metro League commissioner.

15.4.1.4. If the parent majority (50% +1) feels strongly about action toward a coach, then submit in writing the complaint(s) to the commissioner.

15.4.1.5. The South Metro League commissioner will then talk to the level director and at least two other members of the South Metro League committee. After a decision is made, all parties will be informed in writing of the decision within 24 hours. This informed decision will be final, no other grievances will be available in the South Metro League program.

15.5 Procedure for coaches

15.5.1 If you have a minor problem, we ask that you first try and work it out between the parent and player. This should be done in as private a setting as possible before a game or practice.

15.5.2 Any player who, during practices or games, demonstrates behavior that is clearly disruptive to team activity can be asked to sit out a portion of, or a full game. Coaches must notify the level director in writing explaining the behavior problem and actions leading up to taking the player out of the game.

- 15.5.3 If you decide to protest a game, the procedure is as follows:
- 15.5.4 First you need to inform the umpires and the opposing coach that you are playing the game under protest. If you win the game, the protest is automatically dropped.
- 15.5.5 After completing the game, you need to write a letter explaining why you protested the game. Deliver letter to a South Metro League commissioner.
- 15.5.6 The commissioner will contact a two-person panel of South Metro League committee members to decide the matter. A response to all parties involved will be provided in writing within 24 hours of the panel's decision.

16.2 Conduct ***Any South Metro League committee member in attendance at a game has the authority to enforce conduct rules.***

- 16.2.1. Profanity will not be tolerated. Penalty is ejection from the game, plus suspension from the next game. All suspensions, for any reason, must be submitted to the level director, commissioner, and the parents. A second offense will result in expulsion for the season. Profanity by parents or team supporters will result in the coach getting one warning; second offense will result in the team with whom they are associated to forfeit the game. Umpires need not issue warnings prior to enforcing this rule, nor is this rule subject to protest.
- 16.2.2. There will be no harassment of the opposing teams' players by any coach, player, or spectator. This specifically includes sexual or verbal aggression.
- 16.2.3. **Harassment of umpires will not be tolerated.** Players, coaches, and spectators who violate this rule will be asked to leave the game area. Failure to comply will result in umpire ending game and the team with whom they are associated forfeit the game. Umpires need not issue warnings prior to enforcing ruling. This rule is not subject to protest.
- 16.2.4. Spectators, coaches, or players are not allowed behind or alongside the backstop during a game. No one except the home plate umpire may call "ball" or "strike" during a game. After one warning from the umpire, the offender will be ejected from the playing area or game.
- 16.2.5. **A coach that verbally attacks an umpire, any player from either side, or any coach, will be given a minimum of a one game suspension.**
- 16.2.6. A coach that hits any umpire, player, or opposing coach will be removed as coach, and will be reported to the police department of the city that the game takes place in.
- 16.2.7. Bullying and cyber bullying will not be tolerated. Violations may result in a one or more game suspension. Violent threats will be turned over to the police department for investigation. Player will be suspended pending the outcome of the investigation. The complete bullying policy is documented at the end of the rulebook.

- 16.2.8. All players when not on the field, or at bat, are to remain on the bench or in the bench area. Only base coaches may be inside the fence.
- 16.2.9. All equipment must be behind the bench and not on the playing field.

16.3 General rules

USSSA rules applied except when noted for amendments and rule clarifications that are listed:

- 16.3.1. **Coaches may not mutually agree to suspend rules for any reason.**
- 16.3.2. Each team must have a minimum of 7 players available to play (with the exception of mites and squirts) at the start of the game. All players must have on their game jerseys at game time, or forfeit the game.
- 16.3.3. Outfielders **must be** positioned at **least 10 feet beyond the baseline** at the start of each play.
- 16.3.4. Each eligible team member must bat round robin for the entire game.
- 16.3.5. **Equal participation rule: each team may not have a player sit out a second inning until all players have sat one inning, this includes pitchers.** When a player is sitting out, they may not re-enter the inning unless another player is injured. No player may sit out a third inning until all players have sat out two innings, and so on. The penalty is a game forfeit.
- 16.3.6. Late arrivals are to be inserted at the bottom of the batting order.
- 16.3.7. In case of injury the batting order remains the same, less the injured player. If a batter is injured while at bat, the next batter in line can substitute taking over the injured batter's count. An injured player can re-enter a game at bottom of order during next at bat.
- 16.3.8. Coaches will exchange team batting line-ups indicating player's name and jersey number before start of game. Each coach will maintain a list of players who are sitting out each inning and be able to produce this list by request during the game at any time by the opposing teams coach or umpire. Failure to do so will result in forfeiture of your game.
- 16.3.9. No warning will be given during playoffs.
- 16.3.10. Batters in the mite and squirt division will receive one (1) warning if they throw their bat. All other divisions will be called out with no warning if they throw their bats.
- 16.3.11. The coaches will select base coaches, but they may direct their comments only to their own players.
- 16.3.12. Chin straps are required at all levels. If a batter enters the batters box without a chinstrap securely fastened, an out will be called at the plate and the next batter will be up to bat.
- 16.3.13. No metal cleats are allowed. This applies to all divisions.

- 16.3.14. Time shall be called by the home plate umpire when an infielder (includes the pitcher and catcher) has control of the ball inside the baseline (all bases are inside the baseline), is not attempting to make a play, and the lead runner reaches the next base (the lead runner can advance to the next base as long as the runner has passed a base and has advanced more than half way to the next base when time is called) (See special rule for Mites and Squirts). The home plate umpire's judgment is final.
- 16.3.15. Time may be called immediately by the umpire in case of an injury. It is the sole decision of the home plate umpire to designate what base or bases the runner(s) should be on.
- 16.3.16. If a team is ahead by 20 runs at the completion of the 4th inning or 15 runs at the completion of the 5th inning, the game will be called and the team leading will be declared the winner.
- 16.3.17. No new inning shall start after scheduled game time length has been reached or scheduled game innings have been completed. If a game is completed in its scheduled innings and before the scheduled game time length has been reached, the game is complete at that time. Tie games at the end of scheduled innings/time length will go into tie breaker rules, see rule 16.3.18. (Double header games remain a tie at the end of scheduled innings/time length.
- 16.3.18. Games that are tied after play through the scheduled innings or scheduled time limit, will play into tie-breaker rules: Play starts at the top of the extra inning and each ½ inning thereafter, the offensive team shall begin its turn at bat with the player who was the last at bat in the last respective inning being placed on second base (i.e.: if the number 5 batter is the lead off batter in the batting order the number 4 batter is placed on 2nd base). Play is resumed with 1 out and played through runs scored as any other inning.
- 16.3.19. Leading off is illegal. When the pitcher has the ball and is in contact with the rubber, and the catcher is in the catcher's box, the runner must be on base. The runner cannot leave the base until the ball reaches home plate or is hit. Penalty: the runner is out. This is not a judgment call (i.e., no protest allowed.)
- 16.3.20. If a batter bats out of order and it is discovered:
- 16.3.18.1. Before she completes her turn, balls and strikes stay and the correct batter takes over.
 - 16.3.18.2. After she completes her turn, but before the first pitch to the next batter, the batter is called out and the runners have to go back if they advanced.
 - 16.3.18.3. After the first pitch to the next batter, all play stands.
- 16.3.21. Each team while on defense is permitted one (1) charged conference per inning to permit the coach to talk to the players. If there is a second conference, the pitcher must be removed for the rest of that inning plus one additional inning as a pitcher. A time out for an injured player is not a charged conference.
- 16.3.22. Each team while on offense is permitted one (1) charged conference per inning to talk to the batter or base runner. Every coach is expected to call a time out before entering the game's defined fair territory. When a coach crosses the baseline, it is considered a conference.
- 16.3.23. A conference can last no longer than two (2) minutes.

- 16.3.24. In case of inclement or unseasonable weather, players may wear coats or sweatshirts over their jersey. This is a coach's decision and does not require an umpire's decision.
- 16.3.25. Strike zone. The pitch is judged at home plate, not where the batter is standing. A batter's natural batting stance is used. The strike zone is only that part over home plate that is lower than the top of Batter's shoulder or higher than the bottom of the front knee
- 16.3.26. Force out- Is an out which may be made when a runner loses the right to a base because the batter becomes a batter-runner. It is not a force out if all bases behind the involved runner are not occupied. You cannot have a force out after a fly ball is caught.

16.4 Special Rules - Mites

- 16.4.1. Mites is an instructional league, no standings are kept. Due to the various skill ranges in this league it is important to keep the games fun and moving at a good pace to ensure everyone remains engaged. Both head coaches should provide encouragement when good efforts are made by players regardless of the team.
- 16.4.2. Each team must have a minimum of 5 players available to play at the start of the game. All players must have on their game jerseys at game time or forfeit the game.
- 16.4.3. The head coaches of each team should decide before the game who will make the base calls or they can select an adult to umpire the game. The catcher will be a coach or a volunteer. Please use adults only in this position. Outs can only be made by players. Adult catchers cannot assist in making an out.
- 16.4.4. Each batter receives a **maximum of four (4) pitches**. There are no strike outs, after four pitches the batter will be given up to three (3) swings to hit the ball in play off of a batting tee. If after three attempts the batter doesn't hit the ball in play the batters turn is concluded and must sit down. No out is recorded and runners do not advance.
- 16.4.4. A team bats once through their line-up unless the defense records three (3) outs prior to the last batter coming to the plate. In this case that batter will lead off the next inning. **If the team bats through the line-up the leadoff hitter from that inning should be moved to the end of the order so that there is a new leadoff hitter the next inning. This will also ensure that there are different players batting last each inning.**
- 16.4.5. **No runner may advance more than one base on an infield hit. No runner may advance more than three (3) bases on a ball hit to the outfield. The base coaches will decide on the type of hit.** There are no overthrows at any base so players should not advance on an overthrow. In addition, runners should be stopped at the base they are running too once the ball is thrown back into the infield regardless of accuracy or control by the defense. Do not have the last batter circle the bases.
- 16.4.6. Coaches pitch to their own team.
- 16.4.7. A maximum of two (2) defensive coaches can be on the field during a game for the purpose of instructing the players.
- 16.4.5. Mites use a special 10-inch incredible ball.

16.5 Special Rules - Squirts

- 16.5.1. Score will be kept to determine winning and losing team. Standings will be kept.
- 16.5.2. A league umpire will be assigned to each game. The umpire will make all base calls, as well as, call balls and strikes based on the arc of the pitch, if the ball goes through the strike zone and lands on the back of the plate or mat.
- 16.5.3. To enhance player development, girls must switch between infield and outfield positions each inning. A player cannot play in the same position more than once per game. The only exception is the pitcher who may pitch up to three innings per game. In order to expedite play an adult/coach will act as catcher.
- 16.5.4. Each team must have a minimum of 5 players available to play at the start of the game. All players must have on their game jerseys at game time or forfeit the game.
- 16.5.5. The league will be a player/coach pitch. The pitching distance is 35 feet and all player pitchers will be required to wear a pitching mask. The mask must be worn by the pitcher for the entirety of the inning. Each inning a player will pitch until either 3 outs are made or 4 walks are given up, whichever comes first. If the walk quota is attained first, a coach from the team batting will finish the inning as pitcher. The pitcher MUST pitch and release from the pitching rubber. The player pitcher will stay on the field and assume the pitcher fielding position. When a Coach pitcher enters the game, the player pitcher must be positioned in line with the pitching rubber and no farther away than 3 feet from the Coach Pitcher at the start of each pitch.
- 16.5.6. Each batter will start with a 1-ball, 1-strike count. There will be 1 courtesy foul allowed after the batter reaches two strikes. If the pitcher is a player walks are allowed. If the pitcher is an adult then there will be no walks allowed. In this situation the batter must get the ball in play within the normal count (and courtesy foul if applicable). If the batter fails to do so the at bat is over and an out is called.
- 16.5.7. The strike zone is only that part over home plate that is lower than the top of the batters shoulder or higher than the bottom of the front knee and where the ball lands either on the plate or the pitching target placed behind home plate. Normal batting stance will be used to determine strike zone.
- 16.5.8. A team remains at bat until there are three (3) outs made in the field of play or the team reaches 7 runs. Batting order to be maintained through out game.
- 16.5.9. No bases will be awarded for overthrows that go out of play at 1st or 3rd base.
- 16.5.10. Runners can advance a maximum of three (3) bases when hit to the outfield and until the ball is thrown back within the base line, regardless of control by a player. Once the ball is within the baseline the runners can only advance, at their own risk, to the next base if they are more than half way to that base when the ball crossed the base line. If the runner is less than half way to the base they will be returned to the previous base. A runner is only allowed to advance one base when the ball is fielded in the infield.
- 16.5.11. Outs at home can only be made by field players, coaches or parents on the field of play can not assist in making outs.

- 16.5.12. 15 run lead after 4 innings will be considered a complete game and official score. If both teams agree the game can continue until the time limit has passed. The official score of the game, however, will be the score at the point of the complete game.
- 16.5.13. A maximum of two (2) defensive coaches can be on the field during a game for the purpose of instructing. Defensive coaches are not allowed on the field during the playoffs.
- 16.5.14. No inning shall start after 80 minutes from the beginning of the game.
- 16.5.15. There are no intentional walks in this division.
- 16.5.16. Squirts use a special soft touch 11-inch ball.

16.6 Special Rules - Intermediates and Seniors

- 16.6.1 Pitchers are required to wear a face-mask protection (softball infielders mask brands). Other infield positions are recommended to wear face-mask protection but not required.
- 16.6.2 Intermediates and Seniors will use a 3 - 2 count. The batter will come to bat with one (1) strike and one (1) ball already in effect.
- 16.6.3 **Courtesy Foul Rule.** Each batter will begin with 1-ball and 1-strike count. After reaching 2 strikes, one (1) courtesy foul will be allowed, but a foul ball after the one (1) courtesy foul will constitute the third strike and the batter is out.
- 16.6.4 Double first base/orange/white: whenever a play is being made on the batter-runner, the defense must use the white portion of the base and the batter-runner the orange portion of the base. If the batter-runner touches the white portion she is out if the defense appeals prior to the batter-runner returning to 1st base (this is treated the same as missing the base). When there is not a play being made at the double base, the batter-runner may touch the white-colored portion of the base (orange portion is closest to the foul line).
- 16.6.5 Exception:
If the ball is thrown from the foul side of 1st base line or 2. When an errant or missed throw pulls the defensive player into foul ground; the rule has been clarified when using the double base to help reduce collisions. If the defensive player at first is pulled into foul ground as a result of a bad throw, this player can also touch the orange base and record an out prior to the batter-runner reaching base.
- 16.6.6 No intentional walks.
- 16.6.7 **Injured players at bat.** An injured player that requires a base runner can utilize a base runner (last out) once the ball is in play and the hitter has finished advancing bases. The injured player can utilize a base runner who was the last out (either in the current inning or previous if no outs have been made). If an incorrect base runner is used for the injured player the penalty is an out at the base. Once a player is established injured, they can only advance to 1st base at the next consecutive at bats. For injured players exiting a game see rule: 16.3.7

- 16.6.8 Each team may score a maximum of 8 runs per inning.
- 16.6.9 A game will be called and a winner declared if any team is ahead by the following runs; 20 runs after the 4th complete inning or 15 runs after the 5th complete inning.
- 16.6.10 11-inch slowpitch softballs used only, no raised stitch softballs (Dudley SY-11 SP is recommended)
- 16.6.11 Home team will supply a NEW game ball to umpire along with clean used spare ball.
- 16.7 **Game time limit:** No new inning of a game may begin after the official designated game length time. 90 minutes for single game nights and 75 minutes for double headers. The game is over at that point. It is the duty of the coaches and the umpires to keep the game moving. All games are played complete within the game time limits and if run limit rule can be reached or not.
- 16.7.2. For tournaments and play-offs, no inning of a game may begin more than the 90 / 75 minute rule after the beginning of the game.
- 16.7.3. Games that are tied after seven (7) innings or 90 minute time limit, will play into tie-breaker rules: Play starts at the top of the 8th inning and each ½ inning thereafter. The offensive team shall begin its turn at bat with the player who was the last at bat in the last respective inning being placed on second base (i.e.: if the number 5 batter is the lead off batter in the batting order the number 4 batter is placed on 2nd base). Play is resumed with 1 out and played through runs score as any other inning. Tied games during **EITHER double header** game will remain a Tie game and recorded as Tie in league standings.
- 16.7 Substitutes/Players from lower divisions
- 16.8.1 Substitutes cannot be used if there are 10 or more roster players present.
- 16.8.2 If less than 10 team players are available for any scheduled game, then substitutes may be used but they must be from lower divisions. South Metro Leagues cities can pull players from other cities if no lower level players are available from home city.
- 16.8.3 All substitutes must be identified to the umpire and other coach prior to the start of the game and indicated on the line-up. Wearing of the substitute's team assigned jersey is required. If substitute player is not reported to head game umpire before start of game, forfeiture will be given to the substitute team.
- 16.8.4 **If a team uses an ineligible player, the game is declared a forfeit.** If both teams use an ineligible player, a no contest is called, the game will not be replayed, and both teams will have a loss. An ineligible player is someone not registered on the team roster or a person that does not meet the substitution rules.
- 16.8.5 Players can be added to an existing team at the same level only during tournament play and when the transferring players team is not participating in the tournament. Team Placement will only be done by the ruling of two South Metro League Commissioners and substitution rules are still to be followed for reporting player.

16.9 Postponed Games

- 16.9.1. For all postponed, cancelled, or rescheduled games: each **HOME** team coach (for that game) **must call their city league commissioner or level director** to notify of the postponed, cancelled game **within 3 DAYS of original scheduled game**. Game must be **re-scheduled** within **10 DAYS** of original date of postponed, cancelled game. The official game/field scheduler will schedule game within that 10 day period. IF game is **NOT** played by the date the game is re-scheduled **BOTH** teams will receive a forfeit for that game.
- 16.9.2. If a coach decides that playing a game in rainy weather is not good for the health and safety of their players before play begins, the game will be rescheduled for a later date. This decision does not have to be agreed upon by both coaches. The home team coach is responsible for rescheduling the game with the official game/field scheduler. If game play has started the game umpire is sole decision of game stoppage or postponement.
- 16.9.3. The home plate umpire may call any game when, in their opinion, it hazardous or not playable. Such conditions are, but not limited to, rain, lightning, darkness, and the sound of the city warning sirens. No time lapse or waiting period is required.
- 16.9.4. If at the time of postponement the game is not a legal game (four (4) complete innings), the rescheduled game shall be played from the beginning.
- 16.9.5. If at the time of postponement the game is a legal game (four (4) complete innings), then the winner is determined by the score of the last complete inning.
- 16.9.6. Postponed games must be rescheduled within ten (10) DAYS. If the home team does not contact the official game/field scheduler within 3 DAYS, then **BOTH** teams will receive a forfeit for the game.
- 16.9.7. All games are to be started within 15 minutes of scheduled game start time noted on yearly master game schedule.
- 16.9.8. If one of the teams fails to show up for a game and or does not start a game within the 15 minute game start rule, the absent/late team receives a forfeit.
- 16.9.9. If rescheduling is needed for reasons other than weather, a league commissioner should be informed and the coach requesting the change shall be responsible for getting a field from the official game/field scheduler. No changes shall be made during playoffs. The only exception to this is weather cancellations.

16.10 Official Game Score Keeping

Game umpire will keep an official game score card, **each coach is responsible for verifying the official game score and sign game score card at completion of game**. Game umpires will report and post game scores to South Metro league officials for posting to website. Coaches are responsible to verify correct entries into website and standings. If a discrepancy is noted, report discrepancy to South Metro League Commissioners.

Scoring and South Metro League standings are determined by 1st: wins, 2nd: losses, 3rd: head to head, 4th: runs against.

Any additional comments in regards to field conditions, coaches, umpires, conflicts can be reported to any South Metro League Commissioner. Insert the level, date and location of game in your subject line.

16.11 All-Star Game selection process

16.11.1 The season team coach will decide which player(s) will be selected for the all-star team. The coach must use the following criteria in selecting the player(s). No deviation will be allowed without approval of all-star coordinator.

16.11.1.2 The player must have an excellent attendance record for the team. This implies that the player had been present for at least 75% of the games and practices. Players that inform the coach that they will be missing games or practices need to be aware that the 75% rule is final. this rule is steadfast, no elucidation for missing neither practices nor games accepted. The coach needs to record the attendance for practices and games. Attendance to practices will supersede attendance to games.

16.11.2.2 The player(s) must have shown excellent sportsmanship. This implies that the player has met the player responsibilities detailed above, and also not been involved in any grievances, demonstrated profanity, "showboating", taunting, used drugs, alcohol, tobacco, or gambled. The player has demonstrated positive leadership to all players on the team.

16.11.3.2 The player(s) should show superior performance in fielding and batting as compared to all other players on the team. Fielding is more important than batting. This implies that the player consistently executes common plays and/or unique plays with fewer errors than other players on the team. The player must demonstrate superior batting capabilities. This implies that the player consistently executes a higher batting average and maintains leadership in extra base hits, runs batted in or runs scored.

16.11.2 Where conflicts arise or if there is a "tie" then the coach can solicit the all-star coordinator to referee the selection of an all-star player.

16.12 Sportsmanship and Conduct

All Players, Coaches, Parents and Spectators will conduct and uphold a good sportsmanship at all times while at field facilities during games and practices. There will be no harassment of the opposing teams' players by any coach, player, parents or spectator. This specifically includes sexual or verbal aggression. Profanity will not be tolerated. Penalty is ejection from the game, plus suspension from the next game. A second offense will result in expulsion/suspension for the season. Profanity by parents or team supporters will result in the coach getting one warning; second offense will result in the team with whom they are associated to forfeit the game. Umpires need not issue warnings prior to enforcing this rule, nor is this rule subject to protest. All suspensions, for any reason, must be submitted to a South Metro League Commissioner. All actions taken outside the parameters of good sportsmanship will result in sanctions to any individual or team from the South Metro League Commissioners.

Harassment of umpires will not be tolerated. Players, coaches, parents and spectators who violate this rule will be asked to leave the game area. Failure to comply will result in the team whom they are associated to forfeit game. Umpires need not issue warnings prior to enforcing this rule, nor is this rule subject to protest. A coach that verbally attacks an umpire, any player from either side, or any coach, will be given a minimum of a one game suspension. A coach that hits any umpire, player, or opposing coach will be removed and banned from further coaching in the South Metro League, and will be reported to the police of the city that the game takes place.

Spectators, coaches, or players are not allowed behind or alongside the backstop during a game. No one except the home plate umpire may call "ball" or "strike" during a game. After one warning from the umpire, the offender will be ejected from the playing area or game.

BULLYING PROHIBITION POLICY

THE SOUTH METRO LEAGUE IS COMMITTED TO FOSTERING AND MAINTAINING A SAFE AND CIVIL ENVIRONMENT IN WHICH ALL PLAYERS, PARENTS, COACHES AND GIHSB BOARD MEMBERS ARE TREATED WITH DIGNITY AND RESPECT. THE PURPOSE OF THIS POLICY IS TO ASSIST THE GIHSB PROGRAM IN ITS GOAL OF PREVENTING AND RESPONDING TO ACTS OF BULLYING, INTIMIDATION, RETALIATION AND OTHER SIMILAR DISRUPTIVE BEHAVIORS.

“ BULLYING” MEANS ANY WRITTEN OR VERBAL EXPRESSION, PHYSICAL ACT OR GESTURE, OR PATTERN THEREOF, THAT IS INTENDED TO HURT, THREATEN, UPSET, DISTRESS, OR FRIGHTEN AND SUBSTANTIALLY INTERFERES WITH ANOTHER PLAYERS OPPORTUNITIES OR PERFORMANCE. BULLYING INCLUDES, BUT IS NOT LIMITED TO; CONDUCT AGAINST A PERSON THAT A PERSON UNDER THE CIRCUMSTANCES KNOWS OR SHOULD KNOW HAS THE EFFECT OF:

1. HARMING A PERSON
2. DAMAGING PROPERTY
3. CREATING A HOSTILE ENVIRONMENT
4. PLACING A PERSON IN REASONABLE FEAR OF HARM TO HIS OR HER PERSON OR PROPERTY.

BULLYING THAT IMPACTS THE PLAYING PROCESS AND/OR ENVIRONMENT IS PROHIBITED. THIS APPLIES NOT ONLY TO PEOPLE WHO DIRECTLY ENGAGE IN AN ACT OF BULLYING BUT MAY ALSO INCLUDE PEOPLE WHO, BY THEIR INDIRECT BEHAVIOR, CONDONE OR SUPPORT ANOTHER PERSON'S ACT OF BULLYING. THIS POLICY APPLIES TO PLAYERS, PARENTS, VOLUNTEERS, BAC GIHSB BOARD MEMBERS AND SPECTATORS WHOSE CONDUCT AT ANY TIME OR PLACE CONSTITUTES BULLYING THAT INTERFERES WITH OR OBSTRUCTS THE MISSION OR OPERATIONS OF THE GIHSB PROGRAM AND THE SAFETY AND WELFARE OF THE PLAYERS. THE USE OR MISUSE OR TECHNOLOGY MAY ALSO

CONSTITUTE AN ACT OF BULLYING REGARDLESS OF WHETHER SUCH ACTS ARE COMMITTED ON OR OFF BAC PLAYING FIELDS AND/ OR WITH OR WITHOUT THE USE OF ISD 191 RESOURCES.

- **EXAMPLES OF CYBER BULLYING MAY INCLUDE, BUT ARE NOT LIMITED TO THE SENDING OF TEXT MESSAGING, OR INSTANT MESSAGING WITH THREATS, RIDICULE, OR HARASSMENT; POSTING DEFAMATORY MATERIAL ABOUT A PERSON ONTO THE INTERNET; USE OF SOCIAL NETWORKING SITES TO SPREAD RUMORS ABOUT A PERSON; OR SENDING OF LANGUAGE WITH STATED INTENTIONS RELATED TO PHYSICAL OR SEXUAL ACTS. SOME CYBER BULLYING ACTIVITIES OCCURRING OFF BAC FIELDS MAY CAUSE SIGNIFICANT EMOTIONAL HARM TO A PLAYER AND TEAM AND POSE A SUBSTANTIAL DISRUPTION TO THE PROGRAM.**

ANY PERSON WHO ENGAGES IN AN ACT OF BULLYING, REPRISAL, OR FALSE REPORTING OF BULLYING OR WHO PERMITS, CONDONES OR TOLERATES BULLYING SHALL BE SUBJECT TO DISCIPLINE FOR THAT ACT OR IN ACTION IN ACCORDANCE WITH THE BAC GIHSB POLICIES AND PROCEDURES. CONSEQUENCES FOR THE PLAYER, PARENT, OR COACH THAT VIOLATES THIS POLICY RANGE FROM POSITIVE BEHAVIORAL INTERVENTIONS UP TO AND INCLUDING SUSPENSION. ANY PERSON WHO BELIEVES HE OR SHE HAS BEEN A VICTIM OF BULLYING OR ANY THIRD PERSON KNOWLEDGE OR BELIEF OF CONDUCT, WHICH MAY CONSTITUTE BULLYING, SHOULD REPORT THE ALLEGED ACTS IMMEDIATELY TO A TRUSTED ADULT.

AS IT RELATES TO SOUTH METRO LEAGUE

- **ANY PLAYER WHO BELIEVES THEY HAVE BEEN A VICTIM OF BULLYING:**

DO

- REPORT TO PARENT
- REPORT TO COACH
OR ASSISTANT COACH
- REPORT TO THE COMMISSIONER
- KEEP COPIES OF ALL TEXTS
AND / OR POSTS

DO NOT

- RESPOND /REPLY TO ANY
TEXTS/ *POSTINGS*
- FORWARD ON TO OTHER
PLAYERS/ FRIENDS
- “LIKE” SOMEONE ELSE’S NEGATIVE
POST - THIS CAN BE CONSTITUTED AS
HARASSMENT/ BULLYING.