

ARKANSAS RECREATIONAL FASTPITCH ASSOCIATION
Sportsmanship First – Then Victory



ARFA

2022 RULES AND BYLAWS

(Updated September 14, 2022)

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SECTION 1: ORGANIZATION

A.1. This organization is known as the Arkansas Recreational Fastpitch Association.

B.1. Membership into the ARFA is required before parks can participate in ARFA District or State Tournaments.

C.1. Approval for membership into the ARFA will by a majority vote of the District Commissioners.

D.1. After approval of membership it may be revoked by a majority vote of the District Commissioners if the park does not abide by ARFA rules.

E.1. The purpose of this organization is to promote the game of Softball for the Youth of this state, ages 4 to 14.

F.1. This organization will have no control of any member organization or league in which they participate with the exceptions as stated in the rules and bylaws of this Association.

G.1. The ARFA will be under the supervision of Commissioners and Assistant Commissioners who will be elected at the annual meeting.

H.1. The District Commissioners will elect State Commissioners, a person of good moral character who has knowledge, experience and ability to supervise and direct this organization. The Assistant Commissioners shall also possess these qualifications.

I.1. The term of office for the State Commissioners and District Commissioners, and other officers of this association shall be from January 1st to December 31st and shall be for one year. They may be re-elected.

J.1. In case of vacancy of the office of State Commissioner the Assistant Commissioners will call a meeting of all District Commissioners within ten (10) days of such vacancy to elect a successor. The same procedure applies to district officers.

K.1. No rules as hereby written will be changed without a two-thirds vote of the membership in attendance.

L.1. Each of the districts may have assistant commissioners but each District will still have only one vote.

M.1. Each District must be represented at the annual meeting. Your district may lose the right to participate in the state tournament if your district is not represented.

N.1. Any ARFA rule not clear may be amended or clarified by the State Commissioners.

SECTION 2. FEES AND AWARDS

A.2. Each district will forward to the State Commissioners by March 30th, a check in the amount of \$200.00 for expenses of the commissioner's office.

B.2. Each district may assess participating parks a fee.

C.2. The host parks for district tournaments will provide first, second and third place team trophies for each league. (District Option)

D.2. Protest fees are \$50.00 payable at the time of protest. If the protest is upheld the protest money will be returned to the protesting team. If the protest is ruled against the protesting team, the money will go to the host park.

E.2. Gate fees for the ARFA State Tournament may not exceed \$5.00 per person and District Tournament fees may not exceed \$5.00. Persons under 18 are to be admitted free.

F.2. The district and state commissioners will insure that participating teams' parent park is billed a \$150.00 forfeit fee if they forfeit tournament games by failing to play at scheduled game times.

G.2. The State Commissioners will purchase team and individual trophies for 1st, 2nd, and 3rd place and sportsmanship plaques for the state tournament.

H.2. A Sportsmanship Plaque will be awarded in each division of the State Tournaments. A committee of the State and/or Assistant State Commissioners, Tournament Director, and Umpires will determine which teams are to be awarded these plaques.

I.2. The State and/or District Commissioners or his representatives will present all trophies and awards at the conclusion of the tournament.

J.2. Parks shall provide for the expense of the office of the State Commissioners and the Assistant State Commissioners through collection of Tournament entry fees. An entry fee of \$75.00 is to be paid by each team in each age group of the State Tournaments with the money going to the State Commissioners and Assistant State Commissioners.

SECTION 3. PLAYER SELECTION RULES

A.3. A player that played on a team the prior season may not be an automatic in the same division at the same park.

B.3 If four or more players return then it is a returning team whether they are staying in the same age group or moving up.

C.3. A player must live within 20 miles of their host park. Any exceptions must be approved by state commissioners. Utility bill or tax assessment may be requested.

D.3. Automatics must be designated as such on the Official Park Roster.

E.3. A league may adopt a system with fewer automatics than as stated above, but not more.

F.3. All parks must notify the District Commissioners the date of their draft at a minimum of one week prior to their draft.

G.3. All park directors and District Commissioners are allowed at any park's draft as an observer.

H.3. Any team that is found not in compliance with the above player selection rules will be deemed ineligible for district and state tournament play. The park may be reprimanded by fine or suspension at the discretion of the district members.

SECTION 4: TEAM ROSTER AND ELIGIBILITY

A.4. Each team will be limited to fifteen (15) players. A roster of all teams in each park will be submitted to the District Commissioners before the parks first league game of each year. If a town has more than one (1) team, players must go through a draft per ARFA Regulations.

B.4. New players may be added to the team roster up until the final cutoff date of April 20th with district commissioner approval.

C.4. Birth certificates are required for all players playing in district and state tournament games. These birth certificates must be shown before playing.

D.4. All teams are eligible to enter District tournaments (DISTRICT OPTION). The top three (3) winners in each classification will be eligible to play in the state tournament with the exception: if either team is unable to play, the next highest team/teams may take their place.

E.4. The District Commissioner will certify all teams from his district that are playing in the State Tournaments.

F.4. Any park official or coach who falsifies any official team roster or its contents will be subject to disciplinary action. The park may be reprimanded by fine or suspension at the discretion of the district members.

G.4. A player must have been on the roster at his Home Park and played prior to April 20th of the year of the tournament.

H.4. Any 14u High School Player who is playing High School Softball and wants to play Rec ball must have a form filled out that will need to be attached to the team roster. You can get this form from your District Commissioner.

I.4. Teams participating with any other sanctioned league will be permitted to play in the district and state tournaments provided the rosters of all teams in the park where such teams participate is presented to the ARFA District Commissioner by the first league game of the year of tournament play.

J.4. A player cannot be on two regular season teams in the same or different ARFA districts. If a player participates with any other team, the PLAYERS MUST PARTICIPATE IN A MINIMUM OF 80% OF THEIR PRIMARY REGULAR SEASON TEAM'S LEAGUE GAMES AND REGULAR SEASON LEAGUE GAMES MUST BE A MINIMUM OF 10 GAMES TO BE ELIGIBLE FOR DISTRICT OR STATE TOURNAMENT PLAY.

SECTION 5: PLAYERS

A.5. The player's age is determined by the age he/she is on JANUARY 1st of the current year.

B.5. Players must play regular season ball, District and State tournaments in their age category, as determined by their league roster which is turned in before first game.

C.5. The uniform number shall be the criteria for identifying the player on the line-up card. In case of violation, it will be handled as a batter out of turn per the following examples.

EXAMPLES: Player A does not have the uniform number listed on the lineup and bats.

1. Player at bat - At any time either the home or visiting coach notices the error and brings it to the Umpire's attention as batting out of order, the player's official number will be changed in the official scorebook and play will resume.

2. Player on base and another pitch has not been made – The player will be called out and then

the player's official number will be changed in the official scorebook.

3. Player on base and another pitch has been made – The scorekeeper should contact the Umpire and correct the number in the official scorebook.

D.5. All players on a team must have the same uniform, color of shirt, pants, hat, and socks in the state tournament in order to play.

E.5. All players must wear helmets with the chip trap and face mask while at bat or when running the bases.

F.5. Players must not wear watches, rings, pins, jewelry, metallic pieces, cast or other items that may distract the batter.

EXCEPTION: Jewelry that alerts medical personal to a specific condition is permissible.

G.5. There will be no restrictions on bats.

H.5. All players and coaches must wear their uniform in the proper manner during a game which includes not wearing a ballcap backwards.

SECTION 6: TOURNAMENT RULES

A.6. All District tournaments must be played per ARFA Rules and By-laws.

B.6. The state tournament will be rotated.

C.6. The State tournament will be awarded to a member park by the district representatives at the annual meeting. Tournaments are to be rotated.

D.6. State and District Commissioners will be the tournament representatives for their districts and can appoint a representative to act in their absence.

E.6. Tournament directors will be the sole authority for determining the fitness of fields and for calling off games. However, no games are to be cancelled before 3:00pm on weekdays or noon on Saturdays. Delays may be announced. **UMPIRES DO NOT HAVE THIS AUTHORITY.** The State or Asst. State Commissioners will revise the state tournament brackets in case of rainouts.

F.6. If any team forfeits a tournament game for any reason other than injury or other reason of serious nature, the offending coach can be barred from participation for one year. This applies to any other person acting in a coaching capacity. Teams that find they cannot participate in the tournament must notify the tournament director one-week prior to the tournament. The home park of a team forfeiting a district or state Tournament game shall be billed \$150.00 by the tournament Host Park. The Commissioners representing the forfeiting team shall collect and remit fees to the Host Park.

G.10. State tournament brackets will be drawn upon the basis of two teams from each district. District Commissioners are to notify the State Commissioners one week in advance of the tournament if teams will not participate.

H.6. Alcoholic beverages will not be permitted in any ARFA parks during league or tournament play.

I.6. All District and State tournaments will be double elimination.

J.6. EACH COACH IS RESPONSIBLE FOR OBTAINING RESCHEDULED GAME TIMES AND DATES.

K.6. Each team will be allowed three adult coaches, two of which may coach in the coach's box. All coaches must be listed on the tournament roster and sign the roster form. The tournament director will issue two tournament passes to each coach not to exceed six (6) passes. Each team must have at least one adult coach. **PASSES MUST BE SIGNED AND ARE NOT TRANSFERABLE.**

L.6. The State Commissioners or the District Commissioner at the tournament in which he is acting as tournament director will notify the chief umpire of any un-sportsmanlike conduct. The chief umpire, in turn, will notify the team whose fans are causing such disturbance that the game will be forfeited unless such misconduct is corrected. If not corrected, the tournament director will instruct the umpire to forfeit the game. This rule requires discretion of both the tournament director and the umpires and should be used only as a last resort. Any team that causes a forfeit to be declared will be ineligible for further participation, the tournament director will forward to the District Commissioner and the State Commissioners immediately following the game, a resume of this action. Each party will be given a hearing before the entire district representatives or the park representatives concerned along with the park representatives that this team represents. The decision of the district representatives may be appealed to the State Commissioners who will appoint a committee of three excluding the district where the infraction occurred to act on the case. A fine not to exceed \$100.00 may be imposed on the park and the coach involved barred from further participation for one year.

M.6. **COACHES WILL BE ALLOWED ONE TIME OUT PER BATTER THAT WILL NOT LAST MORE THAN 30 SECONDS.**

N.6. All teams must be assembled and ready to play at least 30 minutes before scheduled game time. A toss of the coin will be held prior to the game time to decide home team.

O.6. There will be a 5-minute grace time for all games based on the original starting times.

P.6. Warm-up periods of seven (7) minutes will be allowed each team. The visiting team will take infield first. Teams that are not ready to take infield will not be allowed any additional time.

Q.6. All teams entering district or state tournaments should be insured. The official team roster signed by the players, parents, guardians, and coaches is a waiver absolving tournament officials and the host park officials from any liability suffered by team personnel. Failure to sign these documents by those required, forfeits their rights to play in these tournaments.

R.6. All tournament rules for the state tournament will be those set forth in these rules and bylaws. The State Commissioners will have the authority to amend or clarify the rules that he deems necessary to conduct the tournament.

S.6. Umpires will give the ground rules before each game. A toss of the coin will determine home team. The visiting team will use the first base dugout. Home team will occupy third base dugout.

A. Championship game of State Tournament, winner's bracket team will be the home team. Exception to this will be if the IF Game is being played. Coin will be flipped for the IF Game.

T.6. The Tournament Director will assign umpires and scorekeepers. Managers, field directors, participants, and coaches are not eligible to umpire. The Host Park will furnish scorekeepers and his/her book will be official and will be under the supervision of the Umpire in Chief. **THE SCOREKEEPER MUST BE AN ADULT.** Scorekeepers will give both teams and the head umpire the innings eligibility of pitchers before the game starts.

U.6. Protests are to be used as a last resort and are to be discouraged. No protests will be allowed on an umpire's decision or player eligibility after having been certified. In case of protest, the tournament director will appoint a committee of reliable and knowledgeable individuals and should exclude persons from teams involved in the dispute. The Tournament Director can be a member of this committee. The decision of this committee is final. In the state tournament the State or Assistant State Commissioners will act as rules interpreter, but cannot be part of the committee. (See Section 2 for the protest fee)

V.6. All games called off for rain or other reasons will be resumed at the point where play ended.

W.6. 8U,10U,12U HAVE A 5 RUN LIMIT PER INNING. 14U WILL BE 7 RUNS PER INNING.

X.6. Games will be called if you have 15 runs after 3 innings or 12 runs after 4 innings for all age groups.

Y.6. No infield fly rule will be called in the 8 and under and 10 and under age group.

Z.6. If a batter throws a bat outside the batting circle or hits the catcher or umpire in the normal process of hitting, a warning shall be given the batter at the end of the play. If it happens again, the batter shall be called out.

Note: If the batter is called out and there are 2 outs, the inning shall be over and no runs can score. If less than 2 outs, the batter is out and the ball is in play.

AA.6. If a player throws a bat in anger, he or she is subject to ejection.

BB.6. RE-ENTRY RULE: A player in the starting line-up who has been removed for a substitute may reenter the game once provided the player returns to the same position in the batting order and the substitute must leave the game. Only players in the starting lineup may re-enter the game.

Should injury to a player prevent a team from fielding nine (9) players, the manager may insert a player previously used in the line-up but only if there are no other eligible substitutes available. If an ejected player prevents a team from fielding nine (9) players, the manager may insert a player previously used in the line-up. In this case, the opposing team manager shall select the player to re-enter the line-up. A player ejected from the game is not eligible for re-entry. NOTE: An improper substitution is NOT basis for disqualification or forfeiture, and should not be confused with action to be taken when playing an ineligible player. When it has been determined that a player has been substituted improperly, the Umpire-In-Chief shall order the player removed and the game resumed after a proper substitution has been made.

CC.6. NO HEADFIRST SLIDE in 8u,10u or 12u except when returning to a base will be allowed during the game. Penalty will be the runner shall be ruled out. EXCEPTION: If in the judgment of the umpire the player stumbled and fell head first, the player will not be called out. 14u may slide headfirst.

DD.6. Players must slide at any base and/or attempt to avoid contact with the defensive player when a play is being made on that runner. A "play" is defined as a defensive player in possession of the ball waiting to make a tag. FAKE TAGS ARE ABSOLUTELY FORBIDDEN IN ANY CIRCUMSTANCE. Runners who leave their feet (i.e., hurdle) to avoid a tag shall be ruled out as if tagged.

A. If there is a play at home plate, the player must slide or be called out.

EE.6. Ball is live if the third strike is dropped or missed if 1st base is not occupied in the 12 and under and 14 and under age group only.

FF.6. Teams may bat 10 players but can only play 9 in the field in 10u, 12u and 14u. 8u is allowed to play 10 in the field with 4 outfielders. The batting order will be the official line-up; with the exception of the pitcher, any of the other 9 players may switch positions including the extra person. (This is an option only, however if you start with 10 you must use 10 the whole game and if a player gets hurt or sick and no substitutes are available an out will be taken when that player is scheduled to bat.)

GG.6. Double Forfeits will follow this guideline; if both teams are undefeated then a coin toss will be used to determine which loser bracket game each team will go to. The loser of the coin toss will go to the loser bracket for that game, the winner of the coin toss will go to the winner's bracket and then go to the loser's bracket of that game with the team they would have played getting a forfeit win. If it is double forfeit in the loser's bracket, both teams are eliminated and the team the winner was to play receives a forfeit win

HH.6. There will be no one in the dugouts except players and coaches. No bat boys or bat girls.

II.6. There will be no buckets, chairs, or any other unnecessary objects inside the field fence.

JJ.6. If a coach is ejected from a district or state tournament game, he/she must leave the park and will not be able to coach in the next game (field or stands).

KK.6. If a player is ejected from a district or state tournament game, he/she will be able to play in the next game, however the district commissioner in a district game or the state or asst. state commissioners in a state tournament game has the right to extend the ejection to the next game. If a player is ejected in his/her team's last district tournament game and the district commissioner extends the ejection to the next game, the player must sit out the team's first state tournament game. The umpire does not have this authority.

LL.6. If a coach or player is ejected twice, he/she will not be able to coach or play the rest of the tournament (field or stands).

MM.6. An ejected player (first ejected game) may sit in the stands, but must remain quiet and orderly. If he/she becomes disorderly, he/she will be removed from the park.

NN.6. Teams are NOT allowed to pick up players for District and State Tournament.

SECTION 7: GAME PRELIMINARIES

A. Before the game begins the umpire shall go over the ground rules of the park and determine the fitness of the balls to be used for the game.

B. Before the game begins the umpire shall_

- i. Require strict observance of all rules governing team personnel, implements of play, and equipment of players;
- ii. Be sure that all playing lines are marked with non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;
- iii. Receive from the home club a supply of regulation softballs. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- iv. Be assured by the home club that additional balls are immediately available for use if required;
- v. Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when
 - a. A ball has been batted out of the playing field or into the spectator area;
 - b. A ball has become discolored or unfit for further use;
 - c. The pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

C. No player shall intentionally discolor or damage the ball by rubbing it with soil, sandpaper, rosin, emery paper, paraffin, licorice, or other foreign substances. PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender and the pitcher delivers the ball, the pitcher shall be removed from the game.

D. A player in the starting lineup, including the extra player (EP), who has been removed for a substitute may re-enter the game once, provided:

- i. Only a player in the starting lineup may re-enter the game and must re-enter in the same batting position as his/her starting batting position.
- ii. A substitute player may not re-enter the game after that player has been removed.
- iii. Should injury, illness, or ejection to a player prevent a team from fielding nine (9) players, the manager may insert a player previously used in the lineup. In this case the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

NOTE (1): When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the home plate umpire the player's position in the batting order and the home plate umpire shall notify the official scorer. The home plate umpire shall have the authority to designate their position in the batting order, if this information is not immediately provided.

NOTE (2) A team must have nine players to play or it is a forfeit. Extra Player Rule (EP) –

- i. At the beginning of the game, each manager may list on the lineup card an extra player (EP) to bat throughout the game. This extra player must be designated on the lineup card as EP.
- ii. ii. Using an extra player is optional, but if one is used, it must be made known prior to the start of the game. If the extra player (EP) is used, the EP must be used the entire game and must remain in the same position in the batting order for the entire game.
- iii. iii. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter the game once, but must replace the substitute that entered in his/her place on the batting order
- iv. . iv. This extra player (EP) may enter the game as a defensive player, replacing another defensive player. The defensive player that the extra player (EP) replaces becomes the extra player (EP). However, both players will keep their original positions in the batting order.
- v. v. In case of injury, illness or ejection to a defensive player and there are no subs available, the extra hitter (EP) shall take the defensive player's position on the field. The extra hitter (EP) will keep his/her original position in the batting order and an out will be recorded for the ill or injured player each time it is his/her time at bat.

E. The pitcher named in the batting order handed in to the umpire-in-chief, as provided in Rule A6 shall pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the home plate umpire's judgement, incapacitates the pitcher from further play as a pitcher.

F. If a pitcher is replaced, the substitute pitcher must pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is out, unless the substitute pitcher sustains injury or illness which, in the judgement of the home plate umpire incapacitates the pitcher from further play as a pitcher

G. The manager shall immediately notify the home plate umpire of any substitution and the substitute's place in the batting order and the home plate umpire should announce the substitution.

- i. If no announcement of a substitution is made, the substitute shall be considered to have entered the game when--
 - a. If a pitcher, the substitute takes position on the pitcher's plate and throws one pitch to the batter with time in play
 - b. If a batter, the substitute takes position in the batter's box.
 - c. If a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play resumes.
 - d. If a runner, the substitute takes the place of the runner being replaced.
- ii. Any play made by, or on, any of the above-mentioned unannounced substitutes shall be legal.

H. Players, managers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.

I. Double Headers - A team may play doubleheaders.

J. When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

K. Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

L. No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, umpires, and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

M. When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire opinion will nullify the act of interference. APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

N. Players and substitutes shall sit on the bench or in the dugout unless participating in the game or preparing to enter the game.

NOTE: When batters or base runners are retired, they must return to the bench or dugout at once

O. The host park shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

SECTION 8: STARTING AND ENDING THE GAME

A. The manager of each team shall give one (1) copy of their batting order to the official scorekeeper and one (1) copy of their batting order and roster to the opposing manager.

B. As soon as both teams have handed in their batting order and roster the umpires have taken their place on the playing field, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field.

NOTE: Rostered players who arrive at the game site after a game begins may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.

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

D. The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order.

E. The offensive team shall station two coaches on the field during its time at bat. One near first base and one near third base. Base Coaches shall:

- i. Be eligible players in the uniform of their team; or one (1) adult manager or coach
APPROVED RULING: Eligible players acting, as a base coach must wear a protective helmet while on the playing field
- ii. Remain within the coach's boxes at all times except to prevent inference.
- iii. Talk to members of their own team only.
NOTE: An offending base coach shall be removed from the base coach's box.

SECTION 9: PITCHING RULES

A. Trips to the mound by a manager or coach will not exceed one trip per pitcher in any one inning. The second time out to the mound removes the pitcher from the mound

B. A coach walking across the infield in between innings does not count as a trip to the mound provided he does not talk to the pitcher while crossing the field.

C. A coach or team member may warm up the pitcher between innings. Players must wear headgear when warming up the pitcher at any time.

D. A new pitcher will be allowed 1 minute or 5 pitches for warm up.

E. A courtesy runner is optional for the catcher and pitcher. A courtesy runner cannot be in the current batting order. This will not affect the eligibility of the courtesy runner to enter the game as a substitute.

F. Batters must keep one (1) foot in the batter's box at all times unless the umpire has granted time. The penalty for non-compliance shall be as follows: One warning will be issued and after that warning (to the team) the Umpire shall instruct the pitcher to deliver the pitch and call a strike.

G.1. Before the pitcher pitches the ball, she must do the following:

- a. Have possession of the ball in either the pitching hand or the glove hand.
- b. Have both hands separated as she steps onto the rubber.
- c. Pitcher's Pivot Foot must be in contact with the Pitchers' rubber.
- d. On the pitch delivery the pivot foot may slide across the pitcher's plate.
- e. If the "Start Back" style pitching is used the Pitcher must step back before the pitch begins.
- f. If the "Step Back" style of pitching is used the Pitcher must begin the step back motion as or before the hands are being separated.

2. The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by pitcher stepping off the rubber in a backwards step with her plant foot.
3. The delivery must start no less than one second and no more than 10 seconds after the hands are in contact with each other.

SECTION 10: 6 AND UNDER

- A. Uses an 11inch 47 core yellow softball
- B. Coach pitch from 25 ft, coaches are to keep one foot on the rubber when pitching
- C. Bases will be set at a 60ft distance
- D. Will have a 5 run limit
- E. Can have 2 coaches on field when playing defense
- F. We highly suggest that all teams bat round robin
- G. The play is over when the lead runner is stopped (not when pitcher has the ball)
- H. Face mask is required when batting or running bases
- I. Can have 2 pitchers. They have to stay behind the coach that is pitching but to the side of him/her
- J. Batter will get 5 pitches or 3 swinging strikes. If last swinging strike is fouled batter remains alive as long as they continue to foul pitches
- K. Infield fly rule IS NOT IN EFFECT
- L. Runner cannot leave base until ball is hit
- M. All kids that are playing the outfield has to be 10 feet behind the baseline, no more than 12 kids on the field at one time. **7 infield and 5 outfield.**
- N. NO headfirst sliding
- O. **Coach pitching to the batter must come off field once the ball has been hit**
- P. **Coach pitching to the batter can not speak to the base runners**

SECTION 11: 8 AND UNDER- ALL ARFA DISTRICT AND TOURNAMENT RULES ARE PLAYED BY THE OFFICIAL NCAA SOFTBALL RULES WITH THE FOLLOWING EXCEPTION:

- A. Machine pitch 35 ft. at 35 mph with an 8 ft radius circle around machine
- B. 11inch 47 core yellow softball
- C. There will ONLY be one player playing in the pitcher position
- D. Pitcher is to keep one foot in circle even with or behind the pitching machine until ball is hit
- E. They have 60ft base distance
- F. Can have up to 4 outfielders. If you play 10 players in the field then all 10 players must be in your batting line-up and that 10th player is your EP
- G. Face mask with chin strap required to be able to bat or run bases
- H. Batter gets 3 pitches or 3 strikes, if last strike is fouled batter remains alive as long as they continue to foul off pitches
- I. Bats can bunt but cannot fake bunt

J. If there is a play home, player must slide or be called out

- K. 5 run limit per inning
- L. Play is over when lead runner is stopped (not when pitcher has the ball)
- M. Runners are allowed to steal bases, including home
- N. Runners are allowed to leave the base as soon as ball leaves the machine
- O. Infield fly rule IS NOT IN EFFECT
- P. The umpire will run the pitching machine
- Q. Pitching machine can be adjusted at the top of an inning unless both coaches are in agreement to adjust it during an inning.
- R. All outfielders must start behind the baseline. They cannot move forward until after the ball is pitched.
- S. Time limit is 1 hour or 5 innings

SECTION 12: 10 AND UNDER- ALL ARFA DISTRICT AND TOURNAMENT RULES ARE PLAYED BY THE OFFICIAL NCAA SOFTBALL RULES WITH THE FOLLOWING EXCEPTION:

- A. Live arm with pitching distance at 35 feet with 8ft radius circle
- B. 11inch 47 core yellow softball
- C. 60 feet base distances.
- D. Runners are allowed to steal as soon as the ball leaves the pitchers hand.
- E. 5 run limit per inning
- F. Face mask and chin strap required to be able to bat or run bases
- G. Runners can steal all bases
- G. Infield fly rule IS NOT IN EFFECT
- H. Play is over when the pitcher has control of the ball and both feet are in the 8 ft. circle.
- I. The dropped 3rd strike rule is not in effect in this age group
- J. **There is to be only 3 outfielders, left, center and right fielders.**
- K. ALL outfielders must start behind the baseline. They cannot move forward until after the ball is pitched.
- L. The coach is only allowed to make 1 trip to mound without changing pitcher. On the second trip coach is to change the pitcher.

- M. Warm up pitches for a new pitcher will be limited to 1 minute or 5 pitches
- N. Look back rule is in effect. Pitcher has control of the ball in the circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base. Any runner not on base must immediately advance toward the next base or previous base. Runner is called out if stutter to another base as long as pitcher doesn't attempt run.
- O. **If there is a play at home, player must slide or be called out.**
- P. Time limit is 1 hour or 5 innings

Q. If pitcher wants to intentionally walk a player, the pitcher must raise four fingers up and wait for the plate umpire to acknowledge them.

SECTION 13: 12 AND UNDER- ALL ARFA DISTRICT AND TOURNAMENT RULES ARE PLAYED BY THE OFFICIAL NCAA SOFTBALL RULES WITH THE FOLLOWING EXCEPTION:

- A. This is live arm with pitching distance at 40ft with 8ft radius circle
- B. 12inch 47 core yellow softball
- C. 5 run limit per inning
- D. Face mask and chin strap required to be able to bat or run bases
- E. Can have up to 3 outfielders
- F. 60ft base distance
- G. Runners are allowed to steal all bases
- H. If there is a play at home, player must slide or be called out**
- I. Runners are allowed to steal, can leave as soon as ball leaves pitchers hands and runners are allowed to steal home
- J. Warm up pitches for a new pitcher will be limited to 1 minute or 5 pitches
- K. Ball is live if the third strike is dropped or missed and if the 1st base is not occupied.
- L. Look back rule is in effect. Pitcher has control of the ball in the circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base. Any runner not on base must immediately advance toward the next base or previous base. Runner is called out if stutter to another base as long as pitcher doesn't attempt run.
- M. ALL outfielders must start behind the baseline. They cannot move forward until after the ball is pitched.
- N. Time limit is 1 hour or 5 innings
- O. If pitcher wants to intentionally walk a player, the pitcher must raise four fingers up and wait for the plate umpire to acknowledge them.

SECTION 14: 14 AND UNDER- ALL ARFA DISTRICT AND TOURNAMENT RULES ARE PLAYED BY THE OFFICIAL NCAA SOFTBALL RULES WITH THE FOLLOWING EXCEPTION:

- A. This is live arm with pitching distance at 43ft with 8ft radius circle
- B. 12inch 47 core yellow softball
- C. 60 ft. base distance
- D. Runners are allowed to steal as soon as ball leaves the pitchers hand, runners are allowed to steal home
- E. Runners are allowed to steal all bases

- F. Can have up to 3 outfielders
- G. Face mask and chin strap required to be able to bat or run bases
- H. Metal cleats are permitted in this age group only.
- I. 7 run limit per inning
- J. Warm up pitches for a new pitcher will be limited to 1 minute or 5 pitches
- K. Ball is live if the third strike is dropped or missed and if the 1st base is not occupied.
- L. Look back rule is in effect. Pitcher has control of the ball in the circle and does not attempt to make a play on any runner, then all runners who are on base must stay on the base. Any runner not on base must immediately advance toward the next base or previous base. Runner is called out if stutter to another base as long as pitcher doesn't attempt run.
- M. If there is a play at home, player must slide or be called out**
- N. Head first sliding is allowed
- O. ALL outfielders must start behind the baseline. They cannot move forward until after the ball is pitched.
- P. Time limit is 1 hour and 15 minutes or 5 innings
- Q. If pitcher wants to intentionally walk a player, the pitcher must raise four fingers up and wait for the plate umpire to acknowledge them.

SECTION 15: REGULATION GAME

- A. Games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game.
 - i. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by the re-entry rule.
- B. A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:
 - i. Being upon the field, refuses to start play within 5 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgement, is unavoidable;
 - ii. Refuses to continue play unless the game was terminated by the umpire;
 - iii. Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "Play";
 - iv. Fails to obey, within a reasonable time, the umpire's order to remove a player from the game;
 - v. After warning by the umpire, willfully and persistently violates any rules of the game.
 - vi. Employs tactics designed to delay or shorten the game.

C. If during a game a team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field.

NOTE: A game may not be continued with less than nine (9) players on the team.

D. Forfeited games shall be so recorded in the score book and the score book signed by the home plate umpire. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

E. IN CASE OF A TIE AT THE END OF REGULATION TIME WE WILL USE THE INTERNATIONAL TIE BREAKER.

i. The official score keeper will determine who was last at bat the inning before and she will be placed on 2nd base.

SECTION 16: PROTESTING A GAME

A. Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement.

B. Equipment, which does not meet specifications, must be removed from the game and shall not be the basis for protest.

C. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager, or acting manager, may not leave the dugout until receiving permission from an umpire.

D. Protests shall be made as follows:

- i. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire the game is being played under protest.
- ii. Following such notice, the umpire shall consult with the associate umpires. If the umpire is convinced that the decision conflicts with the rules, the umpire shall reverse that decision. If, however, after consultation the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.

E. Protest made due to use of ineligible pitcher or ineligible player may be considered only if made prior to the final out of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game.

F. Any protest for any reason whatsoever must be submitted by the manager, first to the umpire on the field of play and then in writing to the local league president within 24 hours. The umpire-in-chief shall also submit a report immediately.

G. A committee consisting of the president, player agent, league's umpire-in-chief and one or more officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If protest is allowed, resume game from exact point when infraction occurred:

NOTE (1): This rule does not pertain to charges of infractions of playing rules or regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the Board of Directors.

NOTE (2): All ARFA officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately.

EXAMPLE: Should a manager, official scorer, league official, or umpire discover that a player is ineligible at the beginning of the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred.

SECTION 17. UNSPORTSMANLIKE CONDUCT

A17. No manager, coach, or player shall at any time, whether from the bench or the playing field or elsewhere—

- i. Incite, or try to incite, by word or sign, a demonstration by spectators;
- ii. Use language which will in any manner refer to or reflect upon opposing players, coach, manager, an umpire, or spectators;
- iii. Make any move calculated to cause the pitcher to commit an illegal pitch.
- iv. No player shall take a position in the batter's line of vision, with deliberate intent to distract the batter. PENALTY: The umpire may first warn the player, coach and/or manager. If continued, remove the player, coach and or manager from the game or bench. If such action causes an illegal pitch, it shall be nullified

B17. When a manager or coach, is ejected from a game, they shall leave the field immediately and take no further part of that game. They may not sit in the stands and may not be recalled.

C17. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues__

PENALTY: The umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The Coach or Manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

D17. A player without the ball in her possession, has no right to block the pathway of the runner. The base line belongs to the runner and the defensive player should be there only when a ball is already in her possession.

SECTION 18. STATE TOURNAMENT

A18. ALL TEAMS IN EACH LEAGUE MUST HAVE A REPRESENTATIVE AT THE COACHES' MEETING.

B18. There will be a maximum of 3 adult coaches from each team allowed at these meetings. (No kids allowed)

C18. District Tournament dates and times will be set by the District Commissioner.

D18. State Tournament will be the 3rd weekend in June.

E18. No games will be originally scheduled on Wednesday, however in case of rainouts, Wednesdays may be used

F18. All championship games will be played without a time limit.

G18. Championship game of State Tournament, winner's bracket team will be the home team. Exception to this will be if the IF Game is being played. Coin will be flipped for the IF Game.

SECTION 19. FORFEITS AND PENALTIES

A19. If any time during a tournament game a team becomes unable to field nine (9) eligible players for any reason, play shall be stopped and the opposing team shall be declared the winner. Penalty: If unable to start the game the team that forfeits will pay the \$150.00 forfeit fee. If the game is in process when the team fails to have 9 eligible players it is just a loss and no additional penalties.

B19. A player that is playing for any other team while the ARFA District or State Tournaments are going on, may play for both teams but not miss an ARFA game for any reason. Penalty: The player will be ruled ineligible. If this is found out after the player has played in a game after missing a game, the team will forfeit the game the player played in after missing. It is the coach's responsibility to make sure his players are eligible.

EXAMPLE 1: Player A plays in an ARFA state or district tournament game and then plays for another team between their next scheduled game in the ARFA tournament and then comes back and plays in his team's next ARFA tournament game, the player is eligible.

EXAMPLE 2: Player A plays for another team while the ARFA district or state tournament is going on but does not play for his/her ARFA team when the tournament starts. The other team's season ends and then the player returns to his/her ARFA team. This player is eligible to play.

EXAMPLE 3: Player A plays a game in an ARFA tournament game and then plays for another team and does not play (for any reason) in his next ARFA game. The player becomes ineligible for any remaining ARFA games for that tournament. If in District play he would be eligible for state play.

EXAMPLE 4: Player A plays a game in an ARFA tournament and then plays for another team at the same time his team is playing an ARFA game. The player becomes ineligible for any remaining ARFA games in that tournament.

C19. If a team plays a player under an assumed name of a player on the roster, that team will forfeit the game and be removed from the tournament. Penalty: The manager, and coaches present at the game is barred from coaching in an ARFA tournament for 5 years, and all players that were present at the game are barred for 1 year in playing in an ARFA Tournament game.

D19. If team plays a player that is not on the league roster, the player will be considered an illegal player and the team will forfeit that game.

Penalty: The team will pay the forfeit fee and the coach is barred from coaching in an ARFA tournament for 1 year.

E19. If a team plays a player that does not meet the age requirements for the division the player is playing in, the team will forfeit the game and be removed from the tournament. The player will not be eligible to play in any ARFA tournaments for 1 year and the coach will be barred from coaching in ARFA tournaments for 1 year. The park that sanctioned the player will be required to send birth certificates for all players with their league rosters for 3 years.

F19. There will be no refunds because of forfeits.

SECTION 20. UMPIRES AND SPECIAL GUIDELINES

A20. All Umpires shall be ARFA sanctioned for district and state tournament play.

B20. To become sanctioned, a rules test must be passed with an 85% or higher grade. There is a \$25.00 fee to take the test. After passing the test, the umpire Sanction is good for 2 years.

C20. The minimum age for Umpires in State Tournaments is 18 for 8 and under and 10 and under and 20 for the 12 and under and 14 and under.

D20. When a team protest a play, the following guidelines will be followed:

- i. Stop the game at that point, document where each player is and the count on the batter if applicable. If time limit game, stop the clock.
- ii. Collect the protest fee.
- iii. The protest committee shall be assembled in a place away from all outside interference.
- iv. Bring in the protesting coach and let him state his protest and then have him leave.
- v. Bring in the umpires and listen to their side of the play and then have them leave.
- vi. Check the rulebook and then vote on the protest.
- vii. Notify the umpire and both coaches of the decision and why it was decided that way.
- viii. The umpire restarts the game with any action that has to be taken per the protest.

E20. An appeal is the act of a fielder claiming violation of the rules by the offensive team. These guidelines shall be followed for making an appeal:

- i. The ball must be live.
- ii. The appeal must be made before the next pitch to a batter.
- iii. A verbal request must be made by the player to the umpire that unmistakably indicates that it is an appeal.
- iv. An appeal may be made by the defense in any of the following ways:
 - a. By touching the runner with the ball whom they believe committed a base running infraction.
 - b. By touching the base they believe was missed while the runner was advancing.
 - c. By touching the original base that a runner left before a fly ball was caught.
 - v. If time has been called, before an appeal can be made, the pitcher must go to the mound with the ball and wait for the umpire to say play ball and then step off the mound backwards, make the verbal request and perform per the instructions in iv above.
 - vi. The defense loses it right to appeal:
 - d. If when the throw made in appeal attempt goes into a dead ball area. NOTE: The fielder may drop the ball and pick it up and touch the base or runner and the appeal is still active.
 - e. If more than one base runner has advanced over the base without stating which runner missed the base.
 - vii. In 8 and under if the ball has already been given to the umpire, the player pitcher must request the ball from the umpire. When the umpire gives the ball back to the player the ball is live and an appeal can be made. However, the appeal can be made before the ball is returned to the umpire.

F20. No artificial sound devices shall be allowed.

G20. No manager, player, substitute, coach, shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere make intentional contact with the umpire in any manner.

PENALTY: If deemed intentional, the accused party shall be barred from ARFA play for the remainder of the current year and may be penalized for more. The ARFA District Commissioners will invoke the accused party's final penalty at the next regular scheduled ARFA meeting. The

accused party may send a written appeal to this meeting asking to be reinstated for the following remainder of the current year and may be penalized for more. The ARFA District Commissioners will invoke the accused party's final penalty at the next regular scheduled ARFA meeting. The accused party may send a written appeal to this meeting asking to be reinstated for the following year.

H20. The host park Commissioners shall appoint one or more umpires to officiate at each game.

- i. The umpire shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.

Note: The plate umpire in 10U, 12U and 14U must wear mask, shin guards, and chest protector. Male umpires must wear protective cup.

I20. Each umpire is the representative of the league and the ARFA, and is authorized and required to enforce all of these rules and penalties. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.

J20. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person or persons from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

K20. All umpires have authority at their decision to eject from the playing field

- i. Any person whose duties permit that person's presence on the field, such as grounds keeper, photographer, newsmen, broadcasting crew members, etc. and ii. any spectator or other person not authorized to be on the playing field.

L20. Umpire's decision

- i. Any umpire's decision, which involves judgement, such as weather a batted ball is fair or foul, or weather a pitch is a strike or a ball, or weather a runner is safe or out, is final. No player, coach, manager, or spectator shall object any such judgement decisions.
- ii. If there is reasonable doubt that an umpire's decision may conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made to the umpire who made the protested decision.
- iii. If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- iv. No umpire may be replaced during a game unless injured or ill.

M20. If there is only one umpire, that umpire has complete jurisdiction in administering the rules. The umpire may take any position on the playing field, which will enable said umpire to discharge all duties. (Usually behind the catcher, but sometimes behind the pitcher if there are runners.)

N20. If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

O20. The umpire-in-chief shall stand behind the catcher. He is usually called the plate umpire. The umpire-in-chief's duties shall be to:

- i. Take full charge of, and be responsible for, the proper conduct of the game.
- ii. Call and count ball and strike.
- iii. Call and declare fair balls and foul balls except those commonly called by field umpires.
- iv. Make all decisions on the batter.

- v. Make all decisions except those commonly reserved for the field umpire.
- vi. Decide when a game shall be forfeited.
- vii. Inform the official scorer of the official batting order; and any changes in the lineups and batting order on request.
- viii. Announce any special ground rules.

P20. A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:

- i. Make all decisions on the bases except those reserved for the umpire-in-chief.
- ii. Take concurrent jurisdiction with the umpire-in-chief in calling time, illegal pitches, or defacement or discoloration of the ball by any player.
- iii. Aid the umpire-in-chief in every manner in enforcing these rules, excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

Q20. If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no managers or players present. After consultation, the umpire-in chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was mostly likely correct. Play shall proceed as if only the final decision had been made.

R20. The umpire shall report to the league president within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons therefore.

S20. When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.

T20. After receiving the umpire's report that a manager, coach, or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

U20. Umpires shall not wear shoes with metal spikes or cleats.

V20. In 8U the umpires will run the pitching machine.

W20. The pitching machine/field umpire will be responsible for calling plays at all bases. The plate umpire will be responsible for calling plays at Homeplate and watching for base runners leaving early. Plus the plate umpire will help with calls at 3rd base.

SECTION 21. REQUIREMENTS FOR DISTRICT COMMISSIONER'S

A21. Verify all league and Tournament Rosters are filled out on official ARFA forms. (2 copies of each)

B21. Verify all ages are correct per birth dates listed on roster.

C21. Keep one copy of League Rosters in your file and send one copy of the League Rosters with the state fee of \$200.00 to the State Commissioners by March 30th.

D21. Verify the rosters list players on separate sections of the official ARFA league roster form.

E21. Verify all parents have signed the Tournament Roster and the roster meets ARFA requirements. (No player can play in the District or State Tournaments until their parent has signed the Tournament Roster)

F21. The District Commissioner shall set the dates and the host parks for the District Tournaments.

G21. The District Commissioner shall approve all brackets for the District Tournaments.

H21. Fill out the State Tournament Cover Sheet form for sending teams to the State Tournaments

I21. In addition, you will include the original Tournament Rosters of the teams that qualified for the State Tournament and the entry fee for all teams. (\$75.00 per team) You will also need to send a copy of the League Roster of those teams.

J21. Bring these forms and the \$75.00 per team entry fee to the coaches meeting. These forms and entry fees need to be turned in all at once to the State Commissioners.

K21. Notify the host of the State Tournaments at least a week in advance of the coaches meeting if you are not sending your allotment of teams. (Return all unused tournament packets at the coaches meeting)

L21. Any District Commissioner who falsifies any official team roster or its contents will be subject to disciplinary action and may be removed as a District Commissioner.

M21. Ensure that all Park Directors have a copy of the latest ARFA rules.

N21. Each District shall have a meeting to elect District and Assistant Commissioners.

O21. The District and Assistant Commissioners terms shall be from January 1st to December 31st and shall be for one year. They may be re-elected.

P21. The District Commissioner will be elected by a majority of votes, with each park in the District having two votes. In case of a tie, a coin flip will determine the winner.

Q21. The Assistant District Commissioner will be elected the same as the District Commissioner. However, the Assistant District Commissioner cannot be from the same park as the District Commissioner, unless there is only one park in the district.

R21. The District or Assistant Commissioner must attend annual state meeting or your District may lose the right to participate in the ARFA State Tournament.

S. The District Commissioners will elect the State Commissioner and Assistant Commissioner by a simple majority vote.

SECTION 22. GUIDELINES FOR HOSTING A STATE TOURNAMENT

A22. A park must be able to host two age groups before they will be awarded the state tournament

B22. Appoint a tournament director and assistant.

C22. To be eligible to host a State Tournament, the park must have two dirt fields and working lights for both fields.

D22. Prepare tournament packets for each district. Include in these packets, 6 passes, map to park, and a welcome letter to the coaches telling them of the park rules, telephone number of the park, and contact to check for rain outs of games.

E.22. Send 1 packet to State Commissioner and 1 packet to Assistant State Commissioner with 2 passes.

F22. Host the coaches meeting for the tournament and supply refreshments.

G22. Arrange for umpires and scorekeepers. An umpire may not umpire in any division that they have a child playing in.

H22. Umpires must be on the field 15 minutes before the first game.

I22. Supply ice water and cups to all dugouts during the tournament.

J22. Have a protest committee appointed each night of the tournament. (Consist of 3)

K22. Secure a design and print and sale t-shirts. (Optional)

L22. Set up an entry point that doesn't block traffic to collect gate admissions.

M22. Provide all teams with line-up sheets.

N22. Have a grounds crew available each night in case repairs has to be made.

O22. Make sure you have enough baseballs to complete the tournament.

P22. Make a large official poster of all the brackets and update them after each game.

Q22. Host park is required to feed and give drinks to the State Commissioners and / or Assistant State Commissioners during state tournament play.

R22. No park can host the state tournament 2 years in a row.

S22. Timers must be used for all games with a time limit in the district and state tournaments.

SECTION 23. REQUIREMENTS FOR PARK DIRECTOR'S

A23. Verify all league and Tournament Rosters are filled out on official ARFA forms. (2 copies of each)

B23. Verify all ages, birth dates are correct, and the players meet ARFA requirements.

C23. Deliver to the District Commissioner both copies of the league rosters of all teams in your park by May 18th. (Failure to meet this deadline eliminates your park from District or State ARFA tournaments)

D23. Verify all parents have signed the Tournament Roster and turn it in to the District Commissioner before District Tournament starts.

E23. Ensure that all teams in your park have a copy of the ARFA rules.

F23. Any Park official or coach who falsifies any official team roster or its contents will be subject to disciplinary action and may have the certification of the park from ARFA removed.

G23. Pay your District fees by March 30th.

SECTION 24. State Commissioners & Asst. State Commissioners Duties

A24. The state commissioners will chair the annual meeting, if unavailable the assistant commissioners will chair the meetings.

B24. The state and assistant commissioners will have no vote except to break tie votes.

C24. The state commissioners will provide the state brackets at the coach's meeting for the state tournament.

D24. The state and assistant commissioners will inspect the host park complex of the state tournaments and have the authority to require changes be made to the ball fields.

E24. The state and assistant commissioners is to assist the tournament director of the state tournaments, as needed, but can override the tournament director's decision if he feels it is in error.

F24. The state commissioners will provide a complete list of all tournament rosters to the Host Park.

G24. The State and Assistant Commissioners has the authority to make any rule and eligibility rulings, unless an emergency commissioner's meeting is called to take up these violations.

H24. The State Commissioners may call special meetings of District Commissioners as needed.

I24. The State Commissioners will buy all trophies for the State tournament.

STATE COMMISSIONER EAST

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STATE COMMISSIONER WEST

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