

OFFICIAL STATEMENT OF POLICY

It is the policy of Ranger Softball to promote the development of strong character, a right attitude, a sense of responsibility, and citizenship in youngsters, using the game of softball as a vehicle. It is the purpose of Ranger Softball to achieve this goal through fair play, good sportsmanship, and congenial fellowship, with adult leaders providing the example while attempting to limit injury caused by overexertion. It is strictly against the policy of Ranger Softball for any person, either as a participant or a spectator, to engage in arguments, to use abusive language, to harass umpires, or to exhibit any behavior not in concert with the general intention of this policy statement. Team coaches are required to abide by this policy statement, and all parents and other adults are strongly encouraged to do so.

Playing Field Field Dimensions Quick Chart

Age	Base	Fence	Box	Rubber	Innings	Run Rule	Batting
6U	60'	120'-160'	6'X3'	35'	5	15 after 3 8 after 4	no bunt/slap
8U	60'	140'-160'	6'X3'	35'	5	15 after 3 8 after 4	no bunt/slap
10U	60'	140'-160'	7'X3'	35'	5	15 after 3 8 after 4	no show bunt, hit-a-way
12U	60'	160'-180'	7'X3'	40'	6	15 after 3 10 after 4	
15U	60'	180'-200'	7'X3'	43'	7	15 after 4 10 after 5	
18U	60'	180'-200'	7'X3'	43'	7	15 after 4 10 after 5	

A Maximum of 200' outfield fence may be used for tournament play for 6U, 8U, and 10U if approved by the State Director in order to maintain the integrity of the host field.

Playing/Game Rules

6U Division

11" ball shall be used

60' bases will be used in all level of tournament play

It is recommended that a safety base be used at first base in tournament play

Pitching Circle 8' Radius, Rubber centered in circle, player pitcher must stand 35ft from home plate until ball has been put into play

There will be no arc in tournament play

Half way marks between bases

20' Line behind baseline for outfielders until ball is in play.

Infielders start no closer than hash marks

No new inning will start after 75 minutes or 5 innings

No INTERFERENCE will be called on runners

Overthrow to first – No restrictions

Tournament Strictly Tee – Local League Option modified coach pitch with Tee.

No stealing

No in-field fly

Tournament Player on first Base – Local League option Coach First baseman

A maximum of only seven (7) runs can be scored in any half inning.

Continuous Batting order

10 in the field (6 in the infield) Outfield Players must be 10' behind base lines when ball is hit.

League and Tournament – Catcher is only required to wear a helmet with a face mask. This can be a batting helmet.

Game Length in Tournament play will be 1 hour and 15 minutes (No new inning will start) or 5 innings. No game will end in a tie.

Play will end when the pitcher has the ball in her possession inside the pitcher's circle. Any runner that has reached a halfway mark prior to the pitcher having possession of the ball in the pitcher's circle will be allowed to advance to the next base. If the pitcher has possession and is in the pitcher's circle, the runner will stop at the next base. Time out by the umpire cannot be called until the ball is in control of a player in the infield and in the judgment of the umpire, the play has come to a halt or stand-off.

8U Division

11" ball shall be used

Pitching circle will be 8' radius with the rubber centered at 35' from home plate

Player pitcher must stand inside the pitching circle on or beside the pitching rubber until ball is in play

Overthrow to first – No restrictions

20' Line for outfielders until ball is in play.

Coach Pitch Only. 5 Pitches or 3 Strikes

Foul ball on the fifth pitch will be declared a 'foul ball' and batter will receive another pitch.

No stealing

No in-field fly

No Drop 3rd Strike

Baserunners shall not leave the base until ball is put into play (hit by batter)

A maximum of only seven (7) runs can be scored in half inning.

No new inning will start after 75 minutes or 5 innings

Continuous Batting order

10 in the field, Outfield Players must be 10' behind base lines when ball is hit.

League and Tournament – Catcher will be squatted behind home plate in a direct line with the coach pitcher. Full catching gear required.

Game Length in Tournament play will be 1 hour and 15 minutes (No new inning will start) or 5 innings. No game will end in a tie.

Play will end when the pitcher has the ball in her possession inside the pitcher's circle. Runners that have left a base prior to the pitcher having control of the ball may advance at the risk of being put out, but must stop at the next base.

Time out by the umpire cannot be called until the ball is in control of a player in the infield and in the judgment of the umpire, the play has come to a halt or stand-off.

Pitching coach must remain off field until time has been called by an official. The coach pitcher must pitch from within the designated pitching circle with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released.

NOTE: Coach pitcher does not have to pitch from the pitching rubber. If one foot is within the circle and any part of the other foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. PENALTY: If the coach pitcher does not remain in the circle while delivering the pitch, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.

The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. PENALTY: If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game. Coach pitcher shall remain outside the playing area until the ball has been declared dead. If the coach pitcher is hit by a batted ball, the ball is dead and will be declared a no pitch.

The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. PENALTY: A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.

10U Division

11" ball shall be used

Pitching Circle 8' radius. Rubber centered in circle

Bunting is allowed

Open stealing AFTER pitch leaves the pitchers hand

In-Field fly rule in effect

Dropped 3rd strike is in effect

Slapping is allowed

NO show bunt, swing away

9 players on offense, only 6 being infielders

Game Length in Tournament play will be 1 hour and 15 minutes (No new inning will start) or 6 innings. No game will end in a tie.

12U Division

12U Playing rules will be governed by UIL rules regarding game play, with any exceptions listed below.

12" ball shall be used

Pitching rubber will be stationed in the center of a circle with 8' radius.

Dropped 3rd strike rule in effect

Infield fly rule in effect

9 players on offense, only 6 being infielders

Game Length in Tournament play will be 1 hour and 30 minutes (No new inning will start) or 6 innings. No game will end in a tie.

15U & 18U Division

Playing rules will be governed by UIL rules regarding game play, with any exceptions listed below.

12" ball shall be used

Pitching rubber will be stationed in the center of a circle with 8' radius.

Dropped 3rd strike rule in effect

Infield fly rule in effect

9 players on offense, only 6 being infielders

Players may wear metal cleats if their league allows it ONLY in 15U & 18U

Game Length in Tournament play will be 1 hour and 30 minutes (No new inning will start) or 7 innings. No game will end in a tie.

Player Participation Requirements

Defensive Participation

Each player will be required to record two innings per game on defense. Innings need not be consecutive.

Offensive Participation

All age groups will require a minimum 10 players on a roster to start any level of tournament play, and all rostered players will bat continuously. This will apply in regular season and post season tournament play.

Starting and Ending a Game

3.1 Prior to the established time to begin the game, the managers of the opposing teams shall follow the following routine in sequence:

- (a) The home team manager shall give the batting order in duplicate to the official Scorer;
- (b) Next, the visiting team manager shall give the batting order in duplicate to the official scorer;
- (c) The official scorer shall make certain that the original and duplicate copies are the same, then provide a copy of each batting order to the opposing manager. The original copy retained by the official scorer shall be the official batting order.
- (d) As soon as the umpire-in-chief enters 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.

3.2—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.

3.3 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

- (a) The catcher shall be stationed directly back of the plate in the catcher's box.

- (b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.
- (c) Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

3.4 The batting order shall be followed throughout the game unless a player is substituted for another. See Batting Rules

3.5 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall remain within the base coaches' boxes at all times and talk to members of their own team only. An offending base coach shall be removed from base coaches box.

3.6 Base coaches on the baselines shall be:

- (a) Two (2) eligible players in uniform wearing protective helmets, or
- (b) One (1) eligible player in uniform wearing a protective helmet and one (1) adult team manager or team coach presenting a neat appearance including shirt, shorts/pants and shoes.
- (c) Two (2) adult team manager or coaches presenting a neat appearance, including shirt, shorts/pants and shoes.

3.7 Any conduct by any base coach considered in the umpire's judgment to be unsportsmanlike or a deliberate attempt to delay the game shall result in:

- (a) if an adult, the immediate removal of the offender from the game and the playing field and its confines;
- (b) if a player, the immediate removal of the offender from the coaching box(es) for the remainder of the game. NO WARNING SHALL BE NECESSARY.

NOTE : At least one adult coach must be in the dugout at all times possibly limiting the number of adult coaches allowed to coach on the baselines. In this event, at least one, or possibly two, eligible players in uniform, wearing a protective helmet, must be used as a coach on the baseline. Both base coaching boxes must be filled at all times when a team is on offense.

- (c) A player who is removed from the game by his manager shall be eligible to be used as a coach.

3.8 No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere:

- (1) Incite, or try to incite, by word or sign, a demonstration by spectators;
- (2) Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire, or spectators.

(3) Make intentional contact with the umpire in any manner.

3.9 No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: The offender shall be ejected from the game.

3.10 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in the game. Managers and coaches may not sit in the stands or remain in the dugout. Managers, coaches and players may not be recalled. Players only may remain in the dugout.

3.11 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.

3.12 HOW A TEAM SCORES

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made:

(1) by the batter-runner before touching first base;

(2) by any runner being forced out; or

(3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

NOTE: Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have batted four times, or in the case of the home team when it is leading, three times. **[Local League Option]** Games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination.

3.13 A local league may use a time limit for regular season games to determine a regulation game so long as both teams have had an equal number of times at bat.

NOTE: No new inning may begin once the time limit has been reached. An inning ends the moment the third out is made. Therefore, the next inning begins at the same time. If the time limit expires with an inning in progress when time expires, the inning should be completed or the half inning if the home team is ahead.

3.14 A game may be forfeited to the opposing team by the umpire-in-chief of the game in progress when a team—

- (a) Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable;
- (b) Refuses to continue play unless game was terminated by the umpire;
- (c) Fails to resume play, after game was halted by the umpire, within one minute after the umpire has called "Play";
- (d) Fails to obey within a reasonable time the umpire's order to remove a player from the game;
- (e) After warning by the umpire, willfully and persistently violates any rules of the game.
- (f) Employs tactics designed to delay, shorten or extend the game.

NOTE: Any team which attempts to intentionally allow the opposing team to score in order to extend the game so that it may comply with the player participation requirement shall forfeit the game.

NOTE: When a suspended game is played on a future day, players who were present during the start of the game but are absent when the suspended game is rescheduled shall be skipped where the players are in a continuous batting order without penalty.

Pitching

4.1 Before a pitcher pitches the ball, she must do the following:

- Have possession of the ball in either the pitching hand or the glove hand.
- Have both hands separated as she steps onto the rubber.
- Pitcher must take or simulate taking signs while on the rubber from the catcher only.
- On the pitch delivery the pivot foot may slide across the pitcher's plate.

4.2 The pitch begins when the hands are no longer separated. The pitch delivery can be aborted by pitcher stepping off the rubber in a backward step with either foot.

4.3 The delivery must start no less than one second and no more than 10 seconds after the hands are in contact with each other.

4.4 Pitcher's delivery:

- Windmill or Slingshot style is acceptable.
- Arm movement must be underhand motion.
- Pitcher may use backward movement of the pitching arm at the start of delivery.

4.5 If the underhanded arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch.

4.6 Pitcher cannot stop her motion before the ball leaves her hand.

4.7 If a pitcher stops her wind up (unless the umpire calls time) without releasing the ball, an illegal pitch will be called and a ball will be awarded to the batter and base runners will NOT advance one base. No action by a batter, coach, or fan can cause the pitcher to throw an illegal pitch.

4.8 Pitcher cannot have anything distracting on her pitching arm, hand, or wrist. Any sweatband must be flesh in color on pitching wrist or arm. Pitcher's uniform, equipment and/or accessories must be worn properly. A pitcher is prohibited from wearing or using any item that, in the umpire's judgment, distracts the batter.

4.9 Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach may request permission to towel dry the balls for the pitcher.

4.10 Intentional Walk (12U, 15U and 18U Only): If the pitcher desires to intentionally walk a batter, she can at any time during the play at bat notify the umpire of her intentions and the walk will be granted by the umpire. No pitches need to be thrown to the intentionally walked batter.

4.11 The penalty for an illegal pitcher will be the removal of the pitcher from the position, and the opposing team shall have the option of replaying the game from the point the illegal pitcher entered the position illegally, or continue play with a new legal pitcher.

Batting

5.1 At the start of the game, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order continuously throughout the game.

5.2 If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order.

5.3 If a player listed in any batting position in a continuous batting lineup leaves the game because of an injury, illness or disqualification, this position in the batting lineup will be skipped for the remainder of the game without penalty. No player will be called "out" who is skipped by rule in the batting lineup.

NOTE: A player removed because of injury or illness may return to the game, if otherwise eligible.

5.4 If the player is injured while at bat, the next batter will assume his count.

EXCEPTION: If the player is a base runner, the player in the batting lineup who was last putout will become a substitute runner for the player who has left the game due to an injury and the substitute runner shall not change his position in the batting line-up. **Batting out of order** is an appeal play which may be made by the defensive team only and while the ball is dead.

5.5 If the error is discovered while the incorrect batter is at bat, correct batter shall take their place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.

5.6 If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under the circumstances is the third out, the correct batter in the next inning shall be the player who would have to come to bat had the players been put out by ordinary play.

5.7 If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

5.8 No base runner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

Baserunning

6.1 In order to continue the effort to further the advancement of its players, Ranger Softball has designed a set of Base Running rules that more reflect the style of play that most closely matches the common UIL rules as set forth by our high school programs. Age divisions 10U-18U will have base stealing rules as is in line with UIL. The opportunity to steal will begin when the ball leaves the pitchers hand, and the last batted out recorded can be used as a courtesy runner for the pitcher or catcher at any times. 6U and 8U base runners may leave the base when the ball is put into play by the batter batting the ball into fair territory.

Equipment

7.1 Balls: All softballs for Ranger Softball play will be optic yellow in color. Softballs with a COR of less than 0.47 may be used. All temperature treated softballs are illegal.

- The official ball for the 6U, 8U, and 10U shall be a 11” softball. **League Option:** Leagues may use the equivalent of a “level 5” softball in 6U.
- The official ball for the 12U, 15U and 18U shall be a 12” softball.
- Leagues have the option to use the eleven inch (11”) and/or twelve inch (12”) softball in their local league play when a league combines its 10U and 12U divisions. Combined

teams may allow the 12U age players to use the twelve inch (12") softball and the 10U age players to use the eleven inch (11") softball in the same game if they so choose.

7.2 Bats: All bats must be unaltered official softball bats, round, no more than thirty-four inches (34") [31" for 6U] in length and not more than two and one-fourth inches (2 ¼") in diameter, and the markings showing that they are stamped "OFFICIAL SOFTBALL", "YOUTH SOFTBALL" and/or "FASTPITCH SOFTBALL" must remain throughout their normal life. The umpire will check all bats prior to the game. Any illegal bats will be removed from the dugout prior to the game. National High School Federation maintains a list of illegal bats and Ranger Softball will honor this. Use of illegal bat will result in the removal of the bat from the playing field and may result in an out and ejection of player using the bat. Non-compliance will lead to offending player and coach being ejected from the game.

NOTE: Umpires have the authority to remove any bat that he deems unsafe due to the bat's color, condition, etc.

6U – Any T ball bat used in the 6U division must be marked "Official Softball" or "Youth Softball".

8U – 18U Open Official Softball Bats Note: Unless restricted by any national governing institution (ASA, USSSA, UIL, ect)

7.3 Equipment/Gear/Safety For safety and injury prevention; casts are permitted with the following stipulations:

7.3.1 the player **MUST** have the attending doctor's written note allowing her to play with the cast on;

7.3.2 a letter of permission for the player to play from the parent(s) or guardian;

7.3.3 the cast **MUST** be padded with one-half inch (1/2") closed cell foam and wrapped with Codan or its equivalent;

7.3.4 the padding **MUST** be approved by the plate umpire as **NOT** dangerous.

NOTE: Any player **NOT** meeting all four (4) stipulations cannot play in a game even if her absence would cause her team to have to concede or forfeit the game.

7.3.5 Jewelry such as wrist watches, bracelets, earrings, necklaces, hair barrette, hairpins, ponytail holders that are made of a hard substance, rings, devices to receive/send instructions from team coaches only will be permitted as long as they are:

- Made of soft material and are of one-piece construction;

- Do not have any flaps;
- Are worn on the non-pitching arm for players;
- Are not similar in color to the softball;
- Not electronic in any way;
- Approved by the home plate umpire.

NOTE: At any time the home plate umpire decides that the use of these devices is slowing down the progress of the game, he can have the devices removed after one (1) warning and without any appeal. Anyone other than a team's coach that is sending messages will be removed from the playing area entirely.

NOTE: Call sign bands must be worn as designed on the body, not on clothing

7.3.6 Any item deemed dangerous by the plate umpire SHALL NOT BE WORN during the game by players, coaches and umpires. Covering these items with tape or other substances is not permitted. Penalty for a player who does not remove the item(s) deemed dangerous by the plate umpire shall be removal of the player from the game and she shall not be allowed to re-enter that game.

7.3.7 Items in the dugout area such as bats, balls, gloves, batting helmets, catcher's equipment, bat bags, all buckets etc., must be stored in a manner as to not be a safety hazard to the players, i.e., off the floor. Equipment and other items deemed not essential to the game should not be in the dugout.

7.3.8 Coaches should remain inside the dugout.

7.3.9 The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be of one-piece construction or two pieces if they snap into a single unit similar to the one-piece construction type. The helmet shall have pieces for ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. It is recommended that all future replacements of present stocks be of the padded type. All batting helmets must have an attached face mask.

All batting helmets worn in 6U & 8U play MUST be the style made with chin strap snaps and chin straps MUST be properly worn at all times that a player is required a batting helmet. The penalty for a player not wearing the chin strap shall be after one (1) warning in a game she shall be called out for each subsequent time she comes to bat or runs the bases with an illegal helmet.

7.3.10 A player must not remove her helmet while at bat or while running the bases. The helmet must be worn by any offensive player while on the playing field or outside the dugout area, such as the player/bat girl, on-deck batter, batter, base runner or base coach.

Penalty for removal of the helmet while on the playing field shall be that for a first offense the player shall be warned by the umpire; for second and subsequent offenses in the same game, she shall be called out. If the violation is by a player/ bat girl, on-deck batter or base coach the penalty for their second (2nd) offense is removal from the game and from the field.

NOTE: Ranger Softball, its officers and directors, do not assume any liability for any equipment, altered or not altered, that is used in any Ranger Softball activity.

7.3.11 Catchers must wear a softball style body protector, catcher's helmet, face mask and softball style shin guards. A hard, plastic protector manufactured for the purpose of protecting the throat shall be securely attached to the mask at all times, unless the mask is hockey-style with the throat protection. The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell with a heavy rubber padding or similar product. The helmet may be made part of the mask or a separate unit. All catcher's helmets must be the style that completely covers the catcher's ears.

7.3.12 Any player warming up a pitcher on the mound, in a bullpen or elsewhere, shall wear a catcher's mask with a helmet.

PROTESTS

8.1 A protest which involves an umpire's judgment shall not be accepted.

8.2 Only the team manager or the acting team manager shall be entitled to file a protest to these rules and regulations which apply to all age divisions.

8.3 The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player. Playing ineligible players may result in forfeiture of games in which players participated if protested by any of the league managers. The local league will decide if the game shall be forfeited for playing ineligible players.

Note: Illegal pitchers are not ineligible players as defined in Note 1 below.

8.4 The protesting manager on a play situation shall notify the umpire he is protesting before another pitch is thrown. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest. The protest shall be considered only if it is placed in

writing by team manager or acting team manager and submitted to the local league president within forty-eight (48) hours from the completion of the game.

8.5 A protest on the grounds of ineligibility of a player shall be filed with the local league president within forty-eight (48) hours after the completion of the game. An ineligible player shall be a player who is not eligible to participate in the league because of age, boundary requirements or other reasons and is not to be confused with illegal substitutions. The decision as to whether the game, or games, shall be forfeited or replayed, in the event the protest is upheld, shall be left to the discretion of the local governing body.

NOTE 1: Only the game or games protested shall be considered, and all protests of this nature shall be made within forty-eight (48) hours.

NOTE 2: AFTER THE COMPLETION OF A GAME, THERE SHALL BE NO PROTEST REGARDLESS OF THE CIRCUMSTANCES INVOLVED WITH THE EXCEPTION OF A PROTEST ON ELIGIBILITY OR FAILURE TO COMPLY WITH THE TWO INNING PARTICIPATION REQUIREMENT. A game shall not be considered as complete until opposing managers have an opportunity to make a protest on a game-ending play or failure to comply with the two-inning participation requirement.

Fifteen minutes shall be considered sufficient time for the fulfillment of this rule.

8.6 Any protest in local league play shall be ruled upon by the governing body at the local league level and there shall be no appeal of the league's final decision with the following exception:

8.7 If the manager of the team ruled against has evidence that the protest decision is in conflict with Ranger Softball official rules and regulations, he may file a written appeal of the protest decision to the district director. Such appeal must be filed within forty-eight (48) hours from the time that a final written decision is issued by the local league's governing body.

8.8 A valid appeal of a protest decision by a local league's governing body must include:

- a copy of the league's written decision from the local protest committee or league president which details the protest situation and the league's reasons for its decision; and
- A complete explanation from the appealing manager as to what Specific Ranger Softball rule or regulation was violated and/or misinterpreted.

The district director, shall have the Authority to overrule any local league protest decision if it is in conflict with Ranger Softball rules and regulations.

8.9 The State Director shall be the high protest point for regular season play, District Directors shall take Appeals to the State Director on behalf of any person. Play should not resume until

Answer is given by the State Director. If play is resumed, protests are invalid and will not be appealable.