



Mermaids Girls Softball Rules & Regulations

Though current PONY Softball Playing Rules for Girls will apply to all games - Mermaid rules & regulations supersede all Pony guidelines. The Executive Board (also referred as 'the Board') reserves the right to vote and rule on any situation as it arises including those not covered in the printed rules.

1. A team will consist of a maximum thirteen (13) players and a minimum of ten (10) players. The League shall consist of four (4) age divisions:

| | |
|------------------------|-----------------------------|
| T-Ball Division | League ages 4 to 6 |
| Mini Division | League ages 7 to 9 |
| Major Division | League ages 10 to 12 |
| Senior Division | League ages 13 to 17 |

There will be a maximum of ten (10) teams per division

2. Current year season roster will be accepted from immediate past year season rosters. A girl will remain on the same team as the previous season unless otherwise specified at registration/sign ups and has registered one week prior to try-out date. **Sign ups are for the intention of immediate placement to play on a team (No roster spot saving.)**
 - a. Girls that were not on a team roster at the completion of the last season or did not participate in the League in the previous season and girls moving up into the next division must be present at tryouts.

All girls will be placed on a team through Manager/Coach draft. All others who do not participate in tryouts will have their names drawn from a hat for placement on a team.

Placement from waiting list will be in order received and players will be placed on first available team. Late sign ups registration fee will be prorated based on amount of games remaining.

- b. Team Manager with a signed player will have no effect on their teams draft status.
 - b.1. First assistant coach appointed to a team with a player, will forfeit first round draft pick.
 - b.2. Second assistant coach appointed to a team with a player will forfeit second round draft pick

Note: All assistant coaches with a player being placed on that team must stay in good standing with the league or player and manager will be subject to suspension see Rule 7.C

- c. In adherence to CIF rules, any girl listed on an Official High School Softball Roster is NOT eligible to play in Mermaid Softball League for the same season.

- d. **Draft:** 1st round positions are based on prior season FINAL standings; last to first, per division.

- d.1. 2nd round - Players are then placed as drafted, to the team(s) with the fewest returning players, until each team is brought up to the same number of players.

- d.2. Each additional round is made according to 1st round position, until each team has equal players, as determined by sign-ups, waitlist and Board designation.

3. After teams are formed, a player may not transfer from one team to another or leave one team to go on a waiting list - without the approval of the Executive Board.
4. Player Agent will keep one (1) copy of the Player Selection Form for each team.
5. Players with three (3) unexcused absences shall be reported to the Player Agent. The fourth (4) unexcused absence will be brought to Board attention or committee selected by the league president.
6. New players added to a team from the waiting list need to be included in the lineup by the third game played after being added to the roster. This will be verified by the Player Agent and head Scorekeeper. **Penalty: Forfeiture of each game not played after three (3).**
7. All Managers and Coaches must be qualified by Executive Board based on Article V, Managers and Coaches, section 1 of Mermaid by Laws rev.2018.
 - a. All coaches and Managers for all divisions must be at least twenty-one (21) years old, unless otherwise authorized by the Executive Board.
 - b. Coaches must sign up prior to try out date **NO EXCEPTIONS**. No person shall be allowed to sign up as coach or assistant coach on the date of try outs until after teams have been selected.
 - It is recommended that each team have an adult female coach or manager.
 - It is also recommended that one (1) female adult per team must assist at all games and practices.
 - It's recommended coaching one team only; schedules will not be altered to accommodate coaches with multiple teams. Playoffs excluded, if possible.
 - c. All assistant coaches **must participate and assist at least 75%** of the season to maintain in good standing with the league. Failure to meet participation agreement regulations will result in suspension on both Manager and Player in play-off season. The Manager will also not be allowed an assistant coach with a player option for the following season.
8. Any Executive Board member including President, may manage or coach a team.
9. Manager and/or Coaches are permitted to be base coaches. Only one Manager and two (2) coaches, Team Mom and players are allowed in the dugouts and on the playing field during the games.
 - In the event of the absence of a Manager or Coach, another adult may act upon their behalf upon approval of the umpire in charge of the game.
 - Managers and/or Coaches are permitted on the playing field in the T-ball division.

a. NO 'Coaching' is allowed BEHIND the backstop or in any area off-the playing field, dugouts or designated coaching boxes. This applies to ANY non-designated team 'coach', manager, parent, mentors or bystanders. Penalty will be removal from the immediate area, playing field and or park as deemed necessary by the Head umpire. Team staff is responsible for notifying any person who is observed violating this rule for their team. The Head umpire will issue a warning, then penalty at their discretion.
10. All teams must be represented at all general membership meetings. If unable to attend, a phone call to President, Vice President or Secretary prior to the meeting. Contact information is posted on the website prior to 1st meeting. Team Mom or Team Parent is an acceptable representative. No dual representative without prior approval by the President.
 - **PENALTY FOR NO REPRESENTATION:** Manager and Head Coach will both be suspended from their game and will not be able to have any contact with their team during their game. A board member shall remain with the Manager and/or Head Coach, if they are present to enforce this policy.
11. **FIELD DAY:** all teams are required to provide at least 2 volunteers to participate in field day. Failure to do so is forfeiture of assigned game field practices days for remainder of season. Absolutely NO PRACTICE is allowed on field day on ANY designated areas.

12. **SNACKBAR:** As verified by the Snack bar Coordinator, the Manager and Coach are responsible for providing no less than TWO (2) adults at least eighteen (18) years or older. **THREE (3) people required for a Saturday shift.** Failure to furnish snack bar workers at your assigned dates and times will result in the respective parent/guardians child sitting out the game scheduled after the infraction.

a. Team Managers must submit a snack bar duty volunteer roster for the season - PRIOR to 1st scheduled date - preferably by Opening Day. A late submission of this list may result in the Coaching Staff sitting out of the immediate next game. In this event – only the Team mom, parent and or guardian will be allowed on the field during the game. Coaching staff cannot score-keep or sideline coach – they must work the snack bar during the game. Team staff WILL still be responsible for pregame preparations. If there continues to be no snack bar duty roster, the Board will sit out players from the next game in alphabetical order and will continue to do so until a roster is provided or until all three (3) players have sat out one (1) game.

b. If more than one girl must sit out, suspended girls will sit out according to alphabetical order one game at a time. TEAMS ARE RESPONSIBLE FOR ENFORCING THIS RULE OR FACE APPEAL AND OR FORFEIT -- Penalty for noncompliance 1) verbal 2) Coach sits out 3) Staff sits out at game.

13. REGULATION PLAY - A REGULATION GAME SHALL CONSIST OF:

T-Ball Division – Four (4) innings, Regulation time is 1 hr and 30 min. Each half inning will be complete as soon as the last batter in the line-up has completed her turn at bat. Each player will bat in each inning.

Mini Division - Six (6) innings. Regulation time is two (2) hours.

Major Division –Seven (7) innings. Regulation time is 1 hr and 30 min.

Senior Division –Seven (7) innings. Regulation time is 1 hr and 30 min.

No inning can be started after the respective divisions' regulation game time, unless a tie. Games will be an additional fifteen (15) minutes and if still tied, game will be considered suspended and will be resumed at a later date from the exact point of suspension and played until a winner is declared. If at all possible try to complete game. Extended play must be approved by both coaches. **NOTE:** This time rule does not apply to playoff/championship games.

14. A TEAM SHALL FORFEIT THE GAME IF IT IS UNABLE TO FIELD A TEAM AT THE SCHEDULED GAME TIME.

- A team may start and complete a game with a minimum of eight (8) players. However, there are ten (10) positions on the field and as players arrive; the player shall take the field dependent upon time and innings restrictions. For less than 10 players, no penalty will be imposed.
- T-Ball division can start and complete a game with a minimum of eight (8) players.
- **Only girls involved in suspended or protested game may complete a suspended or protested game.**
NOTE: A grace period of ten (10) minutes will be given if the team has seven (7) players or less. First game only on Saturdays

15. Team line-up and batting order must be supplied to the official scorekeeper and opposing manager **TEN MINUTES prior to the start of the game. First and last names and players' numbers are required on the official line-up.** The line-up must include roster players who will not be participating in the game and the reason why. For disciplinary reasons, illness or injury, a manager may declare a player ineligible prior to or during the course of the game. The opposing manager and official scorekeeper shall be notified immediately during the game when a player is declared ineligible. The official scorekeeper will annotate the scorebook regarding the ineligibility at the time of occurrence.

- a. The starting batting order must be followed, but defensive changes may be made at any time.
- Players added to the line-up after the first pitch of the game must be added to the end of the batting order immediately upon arriving dependent upon the time and inning restrictions.
 - The scorekeeper need not be notified of any defensive changes, **but must be told of any substitution change.**
 - Any batter failing to bat for any reason, (injury, discipline, etc.) regardless of number of batters in the -

batting order, will automatically be out the first time a batter fails to bat. Said player(s) shall not participate any further in the game. This space shall be skipped for the remainder of the game with no further penalty.

- Scorekeeper and Spotter shall be aware of batters batting out of order. All infractions need to be given to the umpire(s) immediately.

16. **SCOREKEEPING** - Home team will be responsible for furnishing scorekeeper to keep official scorebook. Visiting team will provide the spotter. Managers and Coaches are allowed to keep official score for their own team as a last resort, however cannot confer with respective team. **PENALTY FOR VIOLATION:** Forfeiture of game. Official scorekeeper, spotter, umpires, and coaches of both teams must sign official scorebook.

17. Players must have their number visible to the scorekeeper. Players are allowed to wear sweaters, jackets, sweatshirts, etc. but must show their number to the scorekeeper when coming to bat.

18. The Head Scorekeeper shall collect the original line-up sheets on a daily basis. The Head scorekeeper shall report to the Player Agent any player(s) declared ineligible. The Player Agent shall report to the Executive Board and player(s) declared ineligible for two (2) consecutive games.

19. If after a game has been completed, the Head Scorekeeper find any rule violations in player substitutions, that team will forfeit the game after a confirmation from the Executive Board.

20. **DEFENSIVE PLAY:**

T-ball division: All team members must play at a minimum every other inning

Mini/Major/Senior Division: All team members must play a minimum of two (2) **consecutive** defensive innings:

- a. All Substitutions must enter the game in the 3rd inning, Players that are subbed out must sit two (2) innings.
- b. If Starting pitcher is substituted and is placed *on the bench* she can only return to the mound in the 5th inning,
- c. If Starting pitcher is substituted and placed in another defensive position, she can return to the mound at any point.
- d. Starting Pitcher can only return to the mound one (1) time, if removed for a second time - starting pitcher cannot return back to the mound.

21. **OFFENSIVE PLAY:**

a. **T-ball Division:** Each player will bat in every inning. Outs will not count, however, outs will be recorded in the official scorebook. Upon completion of play with the last batter, half inning will be completed. Players will bat from batting tee. Player will have four (4) pitches to complete an at bat. Ball must pass ten (10) foot arc to be considered legal batted ball.

b. **Mini Division: The first five (5) innings** shall be complete as soon as, either: **four (4) runs** have scored or three (3) outs have been registered, whichever occurs first – for each half inning. The **number of runs will be lifted during the 6th inning or in the inning deemed as the last by the Head Umpire due to time limit** –, at which time the game shall be played until three (3) outs have been registered in each half inning. (In the event of a tie, see Rule#13)

c. **Major Divisions: The first six (6) innings** shall be complete as soon as, either: **five (5) runs** have scored or three (3) outs have been registered, whichever occurs first. **During the 7th inning; or in the inning deemed as the last by the Head Umpire due to time limit** – the game shall be played until three (3) outs have been registered in each half-inning. (In the event of a tie, see Rule#13)

d. **Senior Divisions: The first six (6) innings** shall be complete as soon as, either: **Six (6) runs** have scored or three (3) outs have been registered, whichever occurs first. **During the 7th inning; or in the inning deemed as the last by the Head Umpire due to time limit** – the game shall be played until three (3) outs have been registered in each half-inning. (In the event of a tie, see Rule#13)

22. MERCY RULE FOR MINI/MAJOR/SENIOR DIVISIONS: (subject to revision 2022/TBT)

- **T-ball Division:** NO MERCY RULE APPLIES
- **Mini Division:** If after **four (4)** or more completed innings have been played, one team is ahead by ten **(10) or more runs**, that team shall be declared the winner and game shall be over.
- **Majors/Senior Divisions:** If after **four (4)** or more completed innings have been played, one team is ahead by fifteen **(15) or more runs**, that team shall be declared the winner and game shall be over.

NOTE: The 'Mercy Rule' does not apply to playoff/championship games.

23. At no time can a team be removed from the field of play during a 'regular game' for any reason other than those outlined here. If such action is observed (i.e. removing the team for failure to perform, etc.) the coaching staff will be subject to discipline as deemed appropriate by the Board.

24. At no time can a coaching staff restrict or deny the right of a team to play in a scheduled game, for any reason other than those outlined in the rules and regs. If such action is observed (i.e. not fielding a team 'out of protest', etc.) the coaching staff will be subject to discipline as deemed appropriate by the Board.

25. An injured player leaving the game can have a courtesy runner. The player leaving the game shall not thereafter participate in the game. The courtesy runner shall be the player who was the last official out in the inning. If no outs have been recorded in the inning, then the last official out in the prior inning shall be courtesy runner. If a courtesy runner is needed in the first inning and there are no outs, the batter is listed last in the line-up shall be used. **NO EXCEPTIONS!**

NOTE: IF AN INJURED PLAYER IS RENDERED UNCONCIOUS - A DOCTOR'S RELEASE IS REQUIRED PRIOR TO PARTICIPATING IN THE NEXT PRACTICE OR GAME. NO EXCEPTIONS!

26. UMPIRING:

T-ball division: Coaches will be responsible for umpiring their game as they are allowed to be on the field offensively and defensively. This rule allows for a maximum of three (3) coaches offensively and two (2) coaches defensively. It is required for two (2) umpires to be furnished for ALL games.

Mini/Major/Senior Division: It is recommended that two (2) umpires be furnished for ALL games. Failure to furnish a home plate and/or base umpire assigned dates and times as determined by head umpire will result in the manager and head coach sitting out the next game. All assigned umpires must umpire assigned game unless a qualified replacement umpire is found. Only clinic approved umpires may umpire. Coaching staffs may not decline an assigned qualified umpiring staff.

a. Penalty for not showing up for the umpire duty will result in the suspension of the coaching staff (manager, head coach, asst, coach) **ALL DIVISIONS!**

b. Upon completion of assigned game the Umpire, official scorekeeper and spotter must sign the official scorebook.

27. Ground rules will be established by the umpire in charge of the game. The Head Umpire must approve all umpires. The Head Umpire has prior consent by the Executive Board to approve new umpires until such a time that they can be approved at the next Executive Board meeting. Umpires can be changed during a game with the consent of both teams.

NOTE: Coaching STAFF MUST ATTEND AN UMPIRE CLINIC TO BE QUALIFIED. Dates are posted and announced prior to opening day.

28. FIELD PREPARATION – Both teams are responsible for preparing the field prior to the game. Preparations include, but are not limited to, watering and the lining the field between games is requested - Clean up dug outs and empty trash cans after every game. Failure to do this will result in both coaching staff being penalized. Field practices must be completed ten (10) minutes prior to the games schedule start time. **NOTE:** Teams must be ready to play at a scheduled time and not upon arrival of Umpire

29. **OFFICIAL DIAMONDS SHALL HAVE BASE LINES WITH THE FOLLOWING DISTANCES:**

- Senior Division: 65 feet
- Major Division: 60 feet
- Mini Division: 50 feet
- T-Ball division: 40 feet

Mini/T-ball divisions will have mid base line marks between the first and second, second and third, and third and home. The mid base line marks are established in conjunction with the five (5) foot circle around the pitching rubber. The ball will be declared dead by the umpire and the play will stop once the pitcher has possession of the ball and has both feet inside the five (5) foot radius around the pitcher's rubber. If there is control of the ball within the infield, the umpire has the discretion to call time. Umpire will award base(s) on location of runner(s) in reference to base line and mid mark lines. Runner(s) not over the mid mark lines will be returned to the previously occupied base without a risk of being put out. Runner(s) having crossed the mid mark lines prior to the pitcher occupying the five (5) foot radius will be awarded the next base without the risk of being put out.

30. **THE PITCHING DISTANCES SHALL BE AS FOLLOWS:**

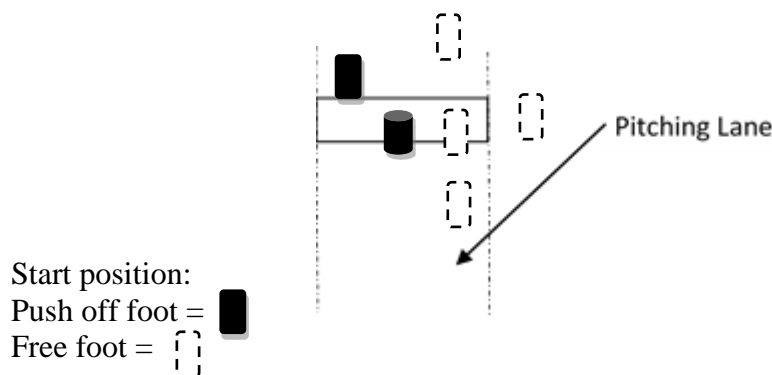
- Senior Division: 46 feet
- Major Division: 40 feet
- Mini Division: 35 feet
- T-Ball Division: 20 feet

T-ball/Mini Division will have a five (5) foot circle around the pitching rubber and a five (5) foot safety line, which must be adhered to, by the pitcher while the batting tee is in use. This is for safety purposes.

31. **PITCHING** - The pitcher shall have both feet on the ground with one or both feet in contact with the pitchers plate. Pivot foot must be in contact with pitchers plate throughout delivery.

a. Prior to pitching, the pitcher shall take a position with the pivot foot (Push off Foot) firmly on the ground and in contact with the pitcher's (Rubber). The pivot foot must be in contact with the pitcher's plate when the pitched ball is released.

b. The other foot (Free Foot) has no restriction on position and maybe placed on, in front of, to the rear of, or to the side of the pitcher's plate. After taking the initial position, the pitcher must step in the path of the pitching lane during delivery of the pitched ball.



32. **Each pitch shall be released at a moderate speed.** Speed is left entirely up to the umpire. When a ball is pitched, it must arc higher than the batter's head, yet **not to exceed a height of more than 16** feet above the ground. Home plate umpire will announce the immediate "illegal pitch" if violated. This rule does not apply in the T-ball division.

33. **The official strike zone includes 17” extension attached to home plate** making a 17” x 34” rectangle. A legally pitched ball must not strike at, that lands ON ANY PART of the plate will be ruled a strike by the umpire. This rule does not apply to T-ball Division.
- a. Catcher must let ball land on any part of the plate to be called a strike (for safety purposes). Once the batter steps into the batter box the catcher may not break the plain of the catcher/batter box. For scoring purposed, the official home plate (not the extension) must be touched, unless both teams are notified by the home plate umpire (if safety is a factor). T-ball division does not have a strike zone.
34. **Infield fly rule only applies to Major and Senior Divisions.** Infield fly is a fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort even on the grass, when first, and second, or first, second, third bases are occupied before two (2) are out. The pitcher, catcher and any outfielder who positions herself in the infield on the play shall be considered infielders for the purposes of this rule. The call will be at the discretion of the umpire.
35. **PROTECTIVE GEAR** - All catchers must wear a face mask, throat protector and helmet with flaps, as well as a body protector at all practices and games. Any non-league issued equipment must be approved by League Equipment Manager.
36. **TEAM JERSEYS** along with conventional softball style shorts or any long pants or sweats and safety shoes (rubber cleats or tennis shoes) shall make up the team uniforms. It is recommended for all team member pants and hats to be alike. **ALL UNIFORMS MUST BE BOARD APPROVED!**
37. **BATS:** Any bat deemed unsafe, suspicious, altered or illegal by the board is banned for use in any division - practice or games. Bats are also considered illegal if they are 100% composite.
- Bats considered legal for the **T-ball, mini, and major divisions are aluminum or wood bats only.**
 - **Senior division** bats will be subject to board approval.
- a. **PENALTY FOR TEAMS CAUGHT USING ILLEGAL, ALTERED OR UNAPPROVED BATS WILL BE:**
 - **First offense:** batter is out & bat is removed – Manager is ejected from the game.
 - **Second offense:** team will forfeit the game.
 - **Third offense:** the board will take quick and appropriate action.
38. **SAFETY RULE: REMOVING BATTING HELMET:** The team that is batting must have players wear helmets while on the field either batting, on deck batter, or base runner. Players may only remove helmet once in the dugout. Umpires have discretion to call a player out prior to reaching dugout if violation occurs. **NOTE:** It is mandatory that all players wear a safety strap attached to both sides of helmet and worn under the chin.
39. **SAFETY RULE: THROWING THE BAT** If in the judgment of the umpire, the batter throws her bat, the ball is dead, the batter is out and base runners may not advance.
40. **SAFETY RULE: THORWING EQUIPMENT** Glove, bat, helmet, etc. will result in player being removed from the game. No unsportsmanlike conduct will be tolerated. The executive board will meet immediately after the game to decide if further disciplinary action is to be taken. Inappropriate behavior will not be tolerated. Umpire in charge will suspend the game; find a board member, to resolve the issue. Games may not be rescheduled. Exception: Unsafe playing conditions (as determined by the umpire in charge of the game and at least (1) Executive Board member) due to weather or darkness.
41. **SAFETY RULE: JEWELRY** no jewelry is allowed at practices or games. This includes earrings, piercing, bracelet, rings, necklaces, barrettes, etc. Religious or medical jewelry must be taped or covered band applied - to the body. **Umpire will warn player if infraction occurs notify both managers if any other infraction occur during the game, the offending player will be ejected from the game.** Home plate umpire will enforce the rule prior and during the game and remind respective team(s) prior to start to allow player(s) to remove and safeguard. Refuse to remove jewelry will result in removal of the game

42. **SAFETY RULE: BASERUNNING** every attempt must be made to slide or get out of the way of the throw when forced out at any base. If in the judgment of the umpire there is obvious attempt to prevent a double play and interference occurs before the base runner is put out, the immediate succeeding runner shall be called out.
43. **CATCH AND TAG RULE:** A runner may tag-up after a ball has been fully-caught. They may not tag-up on a catch 'in progress' or 'in motion', such as a bobbled ball or a 're-catch'.
44. **S A F E T Y R U L E : P R E G N A N C Y G U I D E L I N E S** Due to safety concerns, any player who is in any stage of pregnancy, is restricted from play, practice or engagement of any physical Mermaid activity which is declared unsafe by the Board. Consideration by the Board of a pregnancy waiver will be given based on written and dated consent by a doctor and parent(s)/ guardian(s) of any underage player
45. **SPORTSMANLIKE CONDUCT** - Upon completion of any game (regular season, play offs, and all stars) both teams shall offer a cheer to their opponent (8-6-4-2- or 2-4-6-8-) and then shake hands in a prompt, cordial, and good sportsmanlike manner. No team shall be allowed to retake the infield to specifically cheer for their team and or other reason. If this infraction occurs, it will be deemed unsportsmanlike and the violator(s) (managers, coaches, or player(s) will be penalized/suspended for a time to be determined by the Board. This is necessary to diffuse any problematic altercations that may occur during games.
46. Continuous disregard for any safety or Mermaid rule will result in immediate disciplinary action by the Board or qualifying quorum designated by the President, immediate meeting after the game. **ANY DISRUPTIVE BEHAVIOR, ALTERCATIONS, UNSPORTSMANLIKE BEHAVIOR or ACTIONS DEEMED INNAPROPIATE UNDER GENERALLY ACCEPTED DEFINITIONS OF 'SEXUAL MISCONDUCT' - WILL NOT BE TOLERATED.** (Cont'd...) **ANY SUCH BEHAVIOR OR INCIDENTS COULD RESULT IN SUSPENSION, leading to EXPULSION form the league AT THE DISCRETION OF THE BOARD** after review and agreement under a quorum vote.
- a. Prior to further participation, ejected players, managers or coaches, or general members, will have to appear before the Executive Board, which will review the incident and take any action it deems appropriate. Any ejected person must leave the park immediately.
- b. Players serving a 'SIT OUT' penalty are required to be present and benched during the games affected. They **MAY** attend practice at discretion of team management.
- c. Players or Volunteers who are **SUSPENDED** from the league, are **NOT** allowed at practice, games or Carty park on game dates or Mermaid functions, for the duration of the suspension.
47. **ABSOLUTELY NO BULLYING**, taunting or antagonizing, verbally or physically – to include proof found on social media- directed at a specific player or volunteer - will be tolerated by any person within the Mermaid family towards any other player, coach, parent or volunteer. Those found in violation will be subject to disciplinary action from the Mermaid Executive Board, up to and including suspension and/or expulsion from the league.
48. **FORMAL PROTEST** - The League Protest Committee shall consist of the following (3) three Board members:
Rules and Regulations Chairperson
Head Umpire
Board member appointed by the President*
- *Should any member of the committee be a party to the protest being heard, the Board President and/or Vice President reserves the right to appoint an alternate member.
- Both coaches are eligible to state their argument via letters to explain their protest within 48 hours or not valid.
 - A protest must be submitted to the umpire at time of infraction: Umpire notifies scorekeeper to take down time, inning date all information must be recorded.
 - If protest is upheld, game will be played at next available date.
 - Mermaid rules supersede all rules. Only the interpretation of the rules can be protested, judgment calls will stand as called on the field.

49. It is acceptable for any team to play a team from another league as long as the President or Vice President is informed and approves of purpose & format.
50. **Open practice days (when applicable):** only coaches with equipment can save fields not players or parents.
51. No 'live' or loud/obtrusive/profane music is aloud DURING games.
52. Any player, coach, parent or volunteer **who appears to be under the influence of illicit drugs and/or alcohol** will be sent home and subject to disciplinary action of the Mermaid Executive Board, up to and including suspension and/or expulsion from the league.
53. All players must participate in 50% of the league games to be eligible for All Star/Play Offs/ National Tournament Team. **NOTE:** Girls who are playing C.I.F. softball are ineligible to play or practice with Mermaid teams.
54. **ALL-STAR AND PLAYOFF GAMES**
- The team with the best record is home. Second game, visiting team from first game will be home. If a third game is necessary, a coin toss to determine home and visitor.
 - All-star games: Coin toss to determine home and visitor. It is recommended all coaching staff be represented during all the all-star practice and game.
 - **ONLY BOARD SANCTIONED UNIFORMS MAY BE WORN IN ALL-STAR GAMES.**
 - **The Mini Division All star game** will be six (6) innings. Each half inning will be limited to six (6) runs or three (3) outs, whichever occurs first. The limit of the number of runs allowed will be lifted during the sixth (6th) and final inning. Game time will be limited to two (2) hours. Innings started before the two (2) hour mark will be finished.
 - **PLAYOFF FORMAT** will consist of First place team playing the Fourth place team. Second place team will play the third place team. Winners from the respective playoff game will play for the Mermaid World Series.
 - In the event of a tie in the standings, head to head record will be used. If there is a tie in the head to head, one (1) game playoff to determine placement.

**Additional rules and regulations may be added as agreed and at discretion of the Executive Board.
The posted League Bylaws may also be referenced in any rule and or decision.**