



STANDING RULES

(Approved October 13, 2025 by the 2025-26 RS Executive Board by unanimous consent)

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Mission Statement

Redondo Sunset Youth Baseball and Softball League is committed to creating a community where sportsmanship, positive role modeling, and personal growth are the cornerstones of every game, practice, and interaction. We believe that character comes first, and that our coaches, volunteers, families, and players must all uphold the highest standards of respect, fairness, and integrity both on and off the field.

We further believe that by attracting the greatest number of participants and retaining them in an environment that is fun, inclusive, and focused on skill development, the league will naturally be competitive in the long term. Sportsmanship goes hand in hand with success.

1. League Structure & Governance

1.1 League Definition

Redondo Sunset Youth Baseball and Softball League is a California Public Benefit Nonprofit Corporation. See our league bylaws for more information:

<https://redondosunset.com/wp-content/uploads/2022/10/85371.pdf>

1.2 Governing Bodies

1.2.1 Baseball divisions are governed by PONY Baseball rules:

<https://dt5602vnjxv0c.cloudfront.net/portals/10758/docs/rulebooks/2022%20pony%20baseball%20rulebook%20final%20web.pdf>

1.2.2 Softball divisions are governed by USA Softball rules:

https://softball.redondosunset.com/wp-content/uploads/sites/3/2025/02/USAS-2025-Rulebook_digital67.pdf

1.3 Rule Precedence

1.3.1 These Standing Rules override national rules where specified.

1.3.2 National rules apply where not contradicted by these Standing Rules.

2. Player Registration & Team Formation

2.1 Registration

All participants must register each season; no carry-over membership is permitted.

2.2 Division Assignment

2.2.1 Players are assigned by age group, with placement up or down subject to league approval.

2.3 Evaluations & Drafts

2.3.1 For spring, player evaluations are required for all divisions except Foal/T-Ball and 5U. For spring, drafts must be used to create teams based on evaluation results. Draft results may be modified, especially in the younger divisions, to try to grant friend and coaching requests, so long as they do not affect the competitive balance of the teams.

2.3.2 In Foal/T-Ball and 5U, the only goal during team formation is to grant all friend requests.

2.3.3 For our fall and summer seasons, player evaluations are not required, but the league shall make an effort to balance the teams as best they can.

2.3.4 Requests for siblings or carpool buddies to play on the same team will be honored, when possible.

3. Equipment & Uniforms

3.1 Footwear

Metal cleats are prohibited in all divisions, except Pony and 14U. However, metal cleats are never allowed in the turf batting cages, bullpens, and portable pitching mounds.

3.2 Catcher's Gear

Catchers must wear full protective gear, including helmet with face mask, chest protector, and shin guards. Male catchers must wear a protective cup.

3.3 Batting Helmets

3.3.1 All batters, base runners, and minors acting as base coaches must wear batting helmets when on the field.

3.3.2 Batting helmets must have attached face cages for softball, per the USA Softball requirement (which RS interprets as applying for all ages). This rule is optional but highly recommended for baseball, as kids can be hit in the face while batting or running the bases.

3.4 Defensive Face Guards

3.4.1 For softball, all infielders must wear defensive face guards. These are optional but recommended for outfielders, especially in the younger divisions.

3.4.2 For baseball, defensive face guards are optional but highly recommended, especially in the younger divisions.

3.5 Uniforms

Participants must wear league-issued uniforms for all games.

3.6 Bats

All bats must comply with specifications outlined by our governing bodies. Specifically:

- Softball: Must display the USA Softball certification stamp.

- Baseball: Must meet PONY Baseball standards and display the USA Baseball certification stamp.
 - USSSA bats are not permitted in PONY recreational play.

4. Game Play & Conduct

4.1 Game Duration

Time limits are division-specific and must be enforced. They will be set each season by the respective commissioners, UICs, and scheduler. Game clocks may begin at the official start time in order to keep the league's schedule on-time, so managers are encouraged to have their teams ready to play. A new inning begins simultaneously with the final out of the prior inning, for "no new" timing purposes.

4.2 Incomplete Games

Suspended games may be resumed or considered official based on innings played and league decision.

4.3 Playoff Adjustments

The league commissioners may adopt modified rules for playoff games. These adjustments are to be announced to the managers as early as possible, preferably before or during player evaluations. Mid-tournament rule changes are discouraged but allowed if deemed necessary by the league commissioner(s).

4.4 Sportsmanship

4.4.1 Respectful behavior and positive encouragement are expected from all participants and spectators.

4.4.2 Negative behavior may result in disciplinary actions, including warnings, ejections, or suspensions, as described in the sportsmanship section of these rules contained herein and/or in the league bylaws.

4.5 Background Checks / "Cleared" volunteers

4.5.1 All league volunteers who will interact with kids must be background checked through their respective sport(s). Baseball and softball each have their own requirements, in addition to the State of California's LiveScan requirement, which applies to both sports.

4.5.2 The background checks and related requirements must be fully completed before a volunteer is allowed to work with kids at any practices or games.

4.5.3 The background checks will be facilitated by the Player Agent and Asst. Player Agent. They will maintain a list of approved volunteers.

4.5.4 The VP for each division will be responsible for ensuring that only cleared volunteers are working with players on the field or in the dugouts during practices and games.

4.6 Dugouts

Only rostered players and approved/cleared team personnel are permitted in dugouts.

4.7 Chants and Cheers

4.7.1 Only positive chants and cheers are permitted.

4.7.2 Disruptive or negative chants are strictly prohibited. For example, chants and cheers should never be directed at the opposing pitcher or batter, and they should not change in volume or pitch during the pitcher's delivery.

4.8 Thunder and Lightning

In the event of lightning or thunder, all baseball and softball activities must be suspended for thirty minutes. This thirty minute clock will reset every time thunder is heard or lightning is seen. During the suspended time, all players, coaches, and spectators should shelter in the community center or other closed space, if possible.

4.9 GameChanger / Scorekeeper

4.9.1 Each game shall be streamed on GameChanger. This rule applies in all divisions. It is the responsibility of the Team Parent Coordinator to ensure that each team has a member designated to ensure the game is being streamed.

4.9.2 Each game in the kid pitch divisions shall be scored in GameChanger, which will help facilitate pitch count and player rotation compliance. (Note: Each team should keep score of the game - not just the home team- in order to reduce errors/mistakes.)

4.10 Field Preparation and Clean-up

Both teams are responsible for field set-up and clean-up. While the league strives to maintain a volunteer Field Crew, ultimately the responsibility lies with the teams to prep the field and to clean up after each game and practice, including locking away bases, portable mounds (baseball), staked mounds (softball), and equipment if no one is using the field or equipment after their game or practice ends.

4.11 Next Team Not Present

If the next team is not present when your activities end, assume you are the last team for the day and put everything away.

4.12 Coaches and Umpires

4.12.1 Managers and coaches shall always cooperate with the umpire(s). Only managers may question umpires during games – assistant coaches and spectators may not. Umpires must always be treated with respect by managers, keeping in mind that all players and spectators are watching and learning from how the manager treats the umpires. Managers are expected to conduct themselves as positive role models when interacting with umpires.

4.12.2 Only rule interpretation issues (infield fly, drop third, etc.) may be discussed RESPECTFULLY by managers with umpires. Judgement calls (ball/strike, safe/out, fair/foul, etc) should not be questioned. There are no protests at Redondo Sunset. Umpires working the game have the final call.

Note: Coaches can always respectfully and calmly approach and ask an umpire a question or to appeal a call to a 2nd umpire if present and applies to the situation. (Ex. Other umpire can see the foot off the bag from their angle). The goal of this rule is for the manager to treat the umpires with dignity and respect, not to silence managers from asking questions.

4.13 Pitch Limits for PONY Baseball

4.13.1 Any team member may pitch, subject to the pitch count limits recommended by Pitch Smart for the particular age classification below. If a pitcher has available pitches, a pitcher could pitch in two (2) games in a day. Pitchers reaching their maximum number of pitches in a day while pitching to a batter may finish pitching to that batter before being removed.



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	

4.13.2 Once the umpire signals “play” to the pitcher, that pitcher shall become the pitcher of record and their pitch count begins at that point.

4.13.3 A pitcher is charged with the number of pitches in the specific calendar day and week in which they are pitched, regardless of whether they are local organization league games, the playoff of postponed games or suspended games, tie games, or exhibition games. Rest is calculated as per calendar day.

4.13.4 Any pitcher withdrawn from the mound shall not be permitted to pitch again in the same game, even if they remain in the game at another position.

4.13.5 If a relief pitcher comes in “cold,” the umpire shall allow the pitcher up to ten warm-up pitches. If the pitcher indicates they are ready with less than ten warm up pitches, play may resume.

4.13.6 Any pitcher must face at least one batter unless the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates the player from pitching.

4.13.7 The pitcher may bring their pitching hand in contact with their mouth or lips while in the pitching circle as long as they wipe off their hands or fingers prior to making contact with the pitching rubber. Penalty for violating this rule is the umpire will immediately call a ball.

4.13.8 Teams shall use GameChanger to track pitch counts for each pitcher used in each game. The scorekeepers for each team shall confer at the end of the game to resolve any differences in the pitch counts. If GameChanger is unavailable or not used due to exigent circumstances, the scorekeepers shall manually record pitch counts for each pitcher used and report them within 24 hours.

*All Stars - Some tournaments allow for the use of different pitching rules during All Stars. Coaches can follow the rules of the tournament instead of pitch smart guidelines. However, coaches are still encouraged to follow the pitch smart guides.

5. Division-Specific Rules

5.1 Baseball Divisions

5.1.1 Each baseball division (Fool (T-Ball), Shetland, Pinto American, Pinto National, Mustang, Bronco, and Pony) follows age-appropriate guidelines for pitching, base distance, and innings.

5.1.2 Division rules specify game formats and safety requirements.

5.1.3 Minimum Playing Time: Varies by division, see rule therein. Any exceptions to this rule must be approved by the division VP or baseball commissioner or assistant commissioner.

5.1.4 Minimum Players Rule: A team with seven players may field that team for an official game. The eight and/or ninth batting spots will be omitted and an automatic out will be called for this spot(s) each time they come up. Should a player leave the game for any reason, the team's line-up shall “close ranks” for the duration of that game, but that team shall be penalized with an

automatic out each time the player's spot in the order comes up if the player's absence causes their team to fall below nine players. A team with fewer than seven players at any time must forfeit the game, but they are encouraged to play for Practice purposes only. A player arriving late to the game will be added to the end of the batting order.

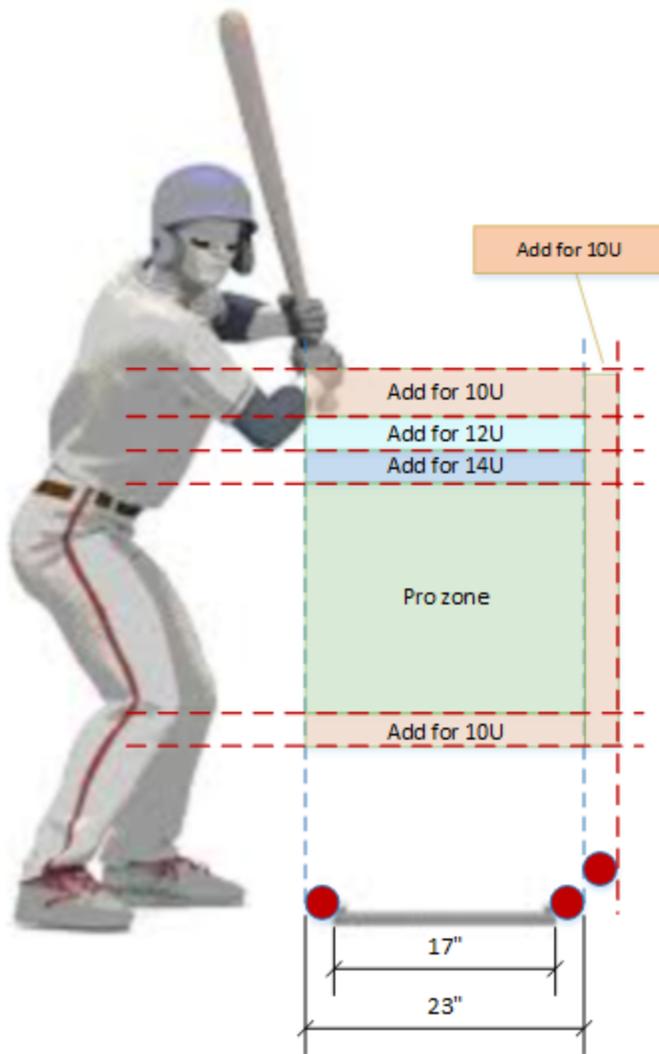
5.1.5 Continuous Batting Order: The batting order shall be continuous and made from the roster of all players present at the game.

5.1.6 Sliding: The runner must slide at any base except first when, in the umpire's judgment, failure to slide presents the threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead.

5.1.7 Stalling: In the interest of sportsmanship, all managers are expected and required to refrain from the use of stalling the game to alter the result. Flagrant abuse of this rule shall be reviewed by the Sportsmanship Committee.

5.1.8 Batter's Box Rule: Per MLB Rule 4(a): "The batter shall keep at least one foot in the batter's box throughout the batter's time at bat," absent certain exceptions. Those exceptions include when a batter swings at a pitch, timeout is called, a defensive player attempts a play at any base, or when a wild pitch or passed ball occurs. The penalty on the batter for violating this rule is a warning (first violation) followed by a dead ball strike (subsequent violations).

5.1.9 Strike Zone: Redondo Sunset uses the official MLB Strike Zone, which is defined as "that area over home plate, the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the kneecap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball." However, the strike zone MAY be expanded based on division of play as deemed appropriate by the umpire. The goal is to keep the action moving, to help our young pitchers succeed, and to encourage the young hitters to swing. For instance, this graphic shows the expanding Strike Zone as the kids are younger:



<https://www.umpirebible.com/index.php/rules-pitching/calling-balls-strikes>

5.1.10 Balks: In effect for Mustang and older. See MLB Rule 5.07 for full details, but a basic definition of a balk is when the pitcher breaks a rule while on the mound in a way that unfairly deceives the base runner(s). (See division specific rules for enforcement)

A few commonly violated balk rules are described as follows:

“The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Umpires should watch this closely.” (MLB 5.07(a)(2), “The Set Position”)

“At any time during the pitcher’s preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw.” (MLB 5.07(d), “Throwing to the Bases”)

From the windup: *“In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position. If he does – it is a balk.”* (MLB 5.07(a)(1) Comment)

5.1.11: Time Between Half Innings. RS is a hustle league. 60 seconds are allowed in between innings from the third out of the preceding half-inning until the first pitch of the new half-inning. Managers shall have their players hustle and the next inning’s catcher ready. In Shetland and Pinto American, play will begin without the catcher if necessary. This may be aspirational, but the sincere goal of this rule is to get in as much of the game as possible within the time limits.

5.1.12: Dropped Third. If the catcher fails to catch the third strike cleanly (ball touches the ground before being secured, or is dropped), the batter can attempt to advance to first base if first base is unoccupied at the time of the pitch, OR there are two outs, regardless of whether first base is occupied. Once the batter attempts to run, the defense must record the out either by throwing to first or tagging the runner. (MLB Rule 5.05(a)(2)) (See division specific rules for enforcement).

5.1.8 Pony (Division) Baseball

5.1.8.1 Game Duration: 7 innings, or 2:00 no new inning, 2:15 drop dead (weeknight games are 1:45 NN and 2:00 DD). A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.1.8.2 Pitching Distance: 54 feet.

5.1.8.3 Bases: 80 feet.

5.1.8.4 Run Limit: Unlimited

5.1.8.5: Balk Rule: In effect.

5.1.8.6: Strike Zone: MLB, or expanded a bit up and inside/outside in the umpire’s discretion.

5.1.8.7: Must Keep One Foot in Batter’s Box Rule: In effect.

5.1.8.8: Infield Fly: In effect.

5.1.8.9: Dropped Third: In effect.

5.1.8.10: Home: Open.

5.1.8.11: Baserunning: Lead offs and steals allowed.

5.1.8.12: Overthrows: Unlimited advancement.

5.1.8.13: Rotations: No rostered player present for a game may sit the bench more than one inning in a row.

5.1.9 Bronco Baseball

5.1.9.1 Game Duration: 7 innings, or 2:00 no new inning, 2:15 drop dead (weeknight games are 1:45 NN and 2:00 DD). A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.1.9.2 Pitching Distance: 50 feet.

5.1.9.3 Bases: 70 feet.

5.1.9.4 Run Limit: Unlimited. (exception: first three games will be 5 run max until the last inning)

5.1.9.5: Balk Rule: In effect. (exception: first three games will include a balk warning to each team)

5.1.9.6: Strike Zone: MLB, or expanded a bit up and inside/outside in the umpire's discretion.

5.1.9.7: Must Keep One Foot in Batter's Box Rule: In effect.

5.1.9.8: Infield Fly: In effect.

5.1.9.9: Dropped Third: In effect.

5.1.9.10: Home: Open.

5.1.9.11: Baserunning: Lead offs and steals allowed.

5.1.9.12: Overthrows: Unlimited advancement.

5.1.9.13: Rotations: No rostered player present for a game may sit the bench more than one inning in a row.

5.1.10 Mustang Baseball

5.1.10.1 Game Duration: 6 innings, or 1:45 no new inning, 2:00 drop dead (weeknight games are 1:30 NN and 1:45 DD). A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.1.10.2 Pitching Distance: 46 feet.

5.1.10.3 Bases: 60 feet.

5.1.10.4 Run Limit: 5 runs for the first 4 innings, then open.

5.1.10.5: Balk Rule: In effect. (Regular season Exception: Each player receives one warning and thereafter the balk rule is enforced)

5.1.10.6: Strike Zone: Expanded a bit up and inside/outside beyond the MLB strike zone, within the umpire's sole discretion.

5.1.10.7: Must Keep One Foot in Batter's Box Rule: In effect.

5.1.10.8: Infield Fly: In effect.

5.1.10.9: Dropped Third: In effect.

5.1.10.10: Home: Open.

5.1.10.11: Baserunning: Lead offs and steals allowed.

5.1.10.12: Overthrows: Unlimited advancement.

5.1.10.13: Rotations: No rostered player present for a game may sit the bench more than one inning in a row. Coaches are encouraged to have all rostered players present play one inning on the infield.

5.1.11 Pinto National Baseball

5.1.11.1 Game Duration: 6 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.1.11.2 Pitching Distance: 40 feet.

5.1.11.3 Bases: 60 feet.

5.1.11.4 Run Limit: 5 runs for every inning. Open last Inning

5.1.11.5: Balk Rule: NOT in effect.

5.1.11.6: Strike Zone: Expanded beyond the MLB strike zone within the umpire's sole discretion.

5.1.11.7: Must Keep One Foot in Batter's Box Rule: In effect.

5.1.11.8: Infield Fly: In effect.

5.1.11.9: Dropped Third: NOT in effect.

5.1.11.10: Home: Open.

5.1.11.11: Baserunning: Stealing is allowed. Base runners are not permitted to lead off and must remain in contact with the base until the ball leaves the pitcher's hand. A player who leaves the base early shall be called out if the ball is batted into play; otherwise, the ball is dead

and all runners must return to base previously occupied. If the runner leaves early and any out is recorded, the out remains and any other runners must return to the base previously occupied.

5.1.11.12: Overthrows: No restrictions.

5.1.11.13: Rotations: No rostered player present for a game may sit the bench more than one inning in a row. No player may play the same position more than two innings in the same game (except pitcher which is determined by the pitch count rules) Every player must play on the infield at least one inning per game.

5.1.12 Pinto American Baseball

5.1.12.1 Game Duration: 6 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.1.12.2 Pitching Distance: JUGS placed with the wheel of the machine at 38 feet from back of home plate. The player fielding the pitching position may set up 5 feet behind the machine and two feet off to either side. If a batted ball strikes the machine, it is a live ball unless it rolls untouched into foul territory, in which case the batter gets first base and any other runners may advance one base.

5.1.12.3 Bases: 60 feet.

5.1.12.4 Run Limit: 5 runs for every inning. Open last inning one time through the batting order. If teams have an uneven amount of players then the team with less players adds an additional hitter to keep amounts equal.

5.1.12.5: Balk Rule: NOT in effect.

5.1.12.6: Strike Zone: NOT in effect. Instead, players receive 6 pitches or 3 strikes, whichever occurs first. No tee will be used. (Note that a foul ball cannot be a third strike unless it is caught by the catcher)

5.1.12.7: Must Keep One Foot in Batter's Box Rule: In effect.

5.1.12.8: Infield Fly: NOT in effect.

5.1.12.9: Dropped Third: NOT in effect.

5.1.12.10: Home: Closed. No stealing home.

5.1.12.11: Baserunning: Stealing is not allowed. A runner may not advance on a passed ball if the ball goes behind the catcher. Base runners are not permitted to lead off and must remain in contact with the base until the ball is batted into play. A player who leaves the base early shall be called out if the ball is batted into play; otherwise, the ball is dead and all runners must return

to base previously occupied. If the runner leaves early and any out is recorded, the out remains and any other runner must return to the base previously occupied.

5.1.12.12: Overthrows: Unlimited.

5.1.12.13: Rotations: No rostered player present for a game may sit the bench more than one inning in a row. No player may play the same position more than two innings in the same game. Every player must play on the infield at least one inning per game. Note that 4 outfielders are allowed in this division.

5.1.12.14: One offensive coach is allowed behind home plate to assist the coach operating the pitching machine.

5.1.15: When the ball is in possession of an infielder and, in the umpire's judgement, all play on the runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the mound.

5.1.13 Shetland Baseball

5.1.13.1 Game Duration: 5 innings, or 1:15 no new inning, 1:30 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.1.13.2 Pitching Distance: Blue Flame placed with front legs of machine at 38 feet from back of home plate. The player fielding the pitching position may set up 5 feet behind the machine and two feet off to either side. If a batted ball strikes the machine or bucket, it is a live ball unless it rolls untouched into foul territory, in which case the batter gets first base and all over runners may advance one base.

The PONY recommended setting for the Blue Flame are:

Power Level (the foot step): 2

Micro Adjust (where the ball sits): 3

Release Block (on the arm you pull back): 4

Blue Flame Tips:

1. Use all of the same brand ball and type.
2. Load the ball the exact same way every time. The label is a good mark for consistency.
3. Put ALL your weight on the spring and remain still.
4. Pull the release smooth and slow, it should feel like a "surprise break". Don't rip the handle back in a jerking motion.

5. The screw that the ball sits on (micro adjust) is used to adjust the height of the pitch. You screw it in (down) to lower the pitch, and out (up) to raise it. It doesn't take a lot, so experiment with small adjustments.

6. There are 2 rubber strips that run up the catapult arm. The ball rides along these as the arm springs forward. Sometimes those strips come unglued and are floppy. It makes a huge difference on consistency if they are like this. They should be reglued in place if they come loose.

5.1.13.3 Bases: 50 feet. A hashmark between the bases shall be drawn to assist in determining where to place the runner when the batted ball is dead.

5.1.13.4 Run Limit: 5 runs for every inning. Open last inning one time through the batting order. If teams have an uneven amount of players then the team with less players adds an additional hitter to keep amounts equal.

5.1.13.5: Balk Rule: NOT in effect.

5.1.13.6: Strike Zone: NOT in effect. Instead, players receive 6 pitches or 3 strikes, whichever occurs first. No tee will be used. No bunting is allowed (effect is a dead ball strike). (Note that a foul ball cannot be a third strike unless it is caught by the catcher).

5.1.13.7: Must Keep One Foot in Batter's Box Rule: Not in effect, but managers should encourage kids to follow this if possible.

5.1.13.8: Infield Fly: NOT in effect.

5.1.13.9: Dropped Third: NOT in effect.

5.1.13.10: Home: Closed. No stealing home.

5.1.13.11: Baserunning: Stealing is not allowed. Base runners are not permitted to lead off and must remain in contact with the base until the ball is batted into play. A player who leaves the base early shall be called out if the ball is batted into play; otherwise, the ball is dead and all runners must return to base previously occupied. If the runner leaves early and any out is recorded, the out remains and any other runner must return to the base previously occupied.

5.1.13.12: Overthrows: One base per overthrow. There are no catcher attempted backpicks. The ball is dead unless it is put in play by the batter.

5.1.13.13: Rotations: No rostered player present for a game may sit the bench more than one inning in a row. No player may play the same position more than two innings in the same game. No player may play on the infield for 3 innings until all rostered players have played the infield for 2 innings (may be concurrent). Note that 4 outfielders are allowed in this division.

5.1.13.14: Two defensive coaches are allowed on the field to assist the defense, and one offensive coach is allowed behind home plate to assist the coach operating the pitching machine.

5.1.13.15: "Time!" rule: When the ball is in possession of an infielder and, in the umpire's judgement, all play on the runners has ceased, the umpire shall call "Time". The ball is dead and shall be returned to the mound.

5.1.14 Foal Baseball (T-Ball)

5.1.114.1 Game Duration: 3 innings, or 1:00 drop dead.

5.1.13.2 Pitching Distance: 38 feet.

5.1.13.3 Bases: 50 feet.

5.1.13.4 Run Limit: None, and score will not be kept. Instead, each team will bat once through the lineup each inning. They will hit off the tee early in the season and will move only one base at a time, except for when the last batter comes up. The last batter will be the "home run hitter," and all runners and the batter-runner will score. Later in the season, the league will let the managers know when they can start coach pitch.

5.1.13.5: Balk Rule: NOT in effect.

5.1.13.6: Strike Zone: NOT in effect. During t-ball, players will continue to bat until they hit the ball in play - there are no outs. During coach pitch, players will be given up to 6 pitches to hit. If they don't put the 6th pitch into play, then the tee will be brought out. There are no outs in Foal.

5.1.13.7: Must Keep One Foot in Batter's Box Rule: In effect.

5.1.13.8: Infield Fly: NOT in effect.

5.1.13.9: Dropped Third: NOT in effect.

5.1.13.10: Home: Closed.

5.1.13.11: Baserunning: Stealing is not allowed. Base runners are not permitted to lead off and must remain in contact with the base until the ball is batted into play.

5.1.13.12: Overthrows: Players may not advance beyond the one base per play, except for the home run hitter. They may not take extra bases on overthrows.

5.1.13.13: Rotations: Everyone plays. There are no set positions. No player should get any more playing time at any position over another player, regardless of skill. No player should ever play the outfield for two consecutive innings. Managers are free to swap infield and outfielders mid-inning if the game is going slowly.

5.1.13.14: Two defensive coaches are allowed on the field to assist the defense, and one offensive coach is allowed behind home plate.

5.2 Softball Division Rules

5.2.1.1 Each softball division follows age-appropriate guidelines for pitching, base distance, and innings. These general rules apply to all divisions. Division-specific rules are laid out afterwards.

5.2.1.2 Minimum Playing Time: Varies by division, see rule therein. Any exceptions to this rule must be approved by the division VP or baseball commissioner or assistant commissioner.

5.2.1.3 Minimum Players Rule: For 8U and up, a team with seven players may field that team for an official game. The eight and/or ninth batting spots will be omitted and an automatic out will be called for this spot(s) each time they come up. Should a Player leave the game for any reason, the Team's line-up shall "close ranks" for the duration of that game, but that team shall be penalized with an automatic out each time the player's spot in the order comes up if the Player's absence causes their team to fall below nine players. A team with fewer than seven players at any time must forfeit the game, but they should play for Practice purposes only as standings are not kept in the regular season. A player arriving late to the game will be added to the end of the batting order.

5.2.1.5 Continuous Batting Order: The batting order shall be continuous and made from the roster of all players present at the game.

5.2.1.6 Sliding: The runner must slide at any base except first when, in the umpire's judgment, failure to slide presents the threat of injury to either the runner or the defensive player. In this situation, the runner shall be called out and the ball declared dead.

5.2.1.7 Stalling: In the interest of sportsmanship, all managers are expected and required to refrain from the use of stalling the game to alter the result. Flagrant abuse of this edict shall be reviewed by the Sportsmanship Committee.

5.2.1.8 Batter's Box Rule: Per USA Softball Rule 7, Section 3(d): "After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings," absent exceptions such as a foul ball, a play at the plate, or when time has been called. Violation of this rule could result in a dead ball strike, and if it is strike three, the batter would be out.

5.2.1.8 Strike Zone: USA Softball Rule 1 ("Definitions") defines the official strike zone as "that space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate between the batter's arm pits and the top of the knees." However, the strike zone will be expanded based on division of play as deemed appropriate by the umpire. The goal is to keep the action moving to help our young pitchers find success, and to encourage our young hitters to swing.

5.2.1.9 Illegal Pitches: In effect for 8U and older. See USA Softball Rule 6A for full details, but a generic definition of an illegal pitch is when the pitcher breaks a rule while on the pitching plate.

A few common things that pitchers must do to avoid illegal pitches include:

- Keep their hands separated when they first step onto the pitching plate;
- Then, take a signal or appear to take a signal from the catcher with their hands still separated;
- Then, bring their hands together for not less than 1 second before releasing the ball (it is okay for the hands to be in movement while together).

5.2.1.10: "Look Back" Rule: This rule requires a runner to commit to a base once the pitcher has control of the ball in the circle and once the batter-runner, if there is one, has reached first base or been ruled out. The rule is off if the pitcher makes an attempt on the runner, drops the ball, leaves the circle, or puts the ball somewhere other than in their hand or glove. See USA Softball Rules 7T and 8 for more information.

5.2.11: Dropped Third. If the catcher fails to catch the third strike cleanly (ball touches the ground before being secured, or is dropped), the batter can attempt to advance to first base if first base is unoccupied at the time of the pitch, OR if there are two outs (regardless of whether first base is occupied). Once the batter attempts to run, the defense can record the out by throwing to first or tagging. (USA Rule 8, Section 1B)

5.2.1.12: Time Between Half Innings. 60 seconds are allowed in between innings (as defined as from the third out of the preceding half-inning until the first pitch of the new half-inning). Managers shall have their players hustling in between innings to reach this goal. The most important factor is to have the next inning's catcher ready. In 7U and down, play will begin without the catcher if necessary.

5.2.1.13: Face masks/guards. It is the policy of Redondo Sunset Softball that all batting helmets must have a face mask and all infielders must wear a defensive face guard. This policy is in effect for Redondo Sunset Softball at all games and practices, including interleague events and for Select and All-Star teams. All softball families acknowledge this requirement during player registration. More information about this policy is available on the league website: <https://softball.redondosunset.com/fielding-face-mask-policy/>

5.2.2 14U Softball

The 14U division historically plays interleague games. Thus, this division will use the USA Softball LA/SB interleague rules which will be distributed by the Softball Commissioner and posted on our website. In the event of any confusion, the 12U rules below may be used, except metal cleats will be allowed and the pitching distance will be 43 feet for 14U games.

5.2.3 12U Softball

5.2.3.1 Game Duration: 6 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.2.3.2 Pitching Distance: 40 feet from front of pitching plate to back corner of home plate.

5.2.3.3 Bases: 60 feet. A double base shall be used at first base for player safety.

5.2.3.4 Run Limit: 5 runs.

5.2.3.5 Illegal Pitches: In effect.

5.2.3.6 Strike Zone: Official USA Softball Zone (arm pits to the top of the knees).

5.2.3.7 Must Keep One Foot in Batter's Box Rule: In effect.

5.2.3.8 Infield Fly: In effect.

5.2.3.9 Dropped Third: In effect.

5.2.3.10 Home: Open.

5.2.3.11 Baserunning: Stealing allowed. Runner may lead off when ball leaves pitcher's hand.

5.2.3.12 Lookback Rule: In effect.

5.2.3.13 Obstruction/Interference: In effect.

5.2.3.14 Overthrows: unlimited advancement.

5.2.3.15 Rotations: No rostered player present for a game may sit the bench more than one inning in a row.

5.2.4 10U Softball

5.2.4.1 Game Duration: 6 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.2.4.2 Pitching Distance: 35 feet from front of pitching plate to back corner of home plate.

5.2.4.3 Bases: 60 feet. A double base shall be used at first base for player safety.

5.2.4.4 Run Limit: 5 runs.

5.2.4.5 Illegal Pitches: In effect.

5.2.4.6 Strike Zone: Expanded. USA Softball Zone (arm pits to the top of the knees), plus the “rivers” on the sides of each plate.

5.2.4.7 Must Keep One Foot in Batter’s Box Rule: In effect.

5.2.4.8 Infield Fly: In effect.

5.2.4.9 Dropped Third: In effect.

5.2.4.10 Home: Open.

5.2.4.11 Baserunning: Stealing allowed. Runner may lead off when ball leaves pitcher’s hand.

5.2.4.12 Lookback Rule: In effect.

5.2.4.13 Obstruction/Interference: In effect.

5.2.4.14 Overthrows: unlimited advancement.

5.2.4.15 Rotations: No rostered player present for a game may sit the bench more than one inning in a row, and every rostered player present must play at least one inning on the infield.

5.2.5 8U Softball

5.2.5.1 Game Duration: 5 innings, or 1:30 no new inning, 1:45 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.2.5.2 Pitching Distance: 30 feet from front of pitching plate to back corner of home plate.

5.2.5.3 Bases: 55 feet. A double base shall be used at first base for player safety.

5.2.5.4 Run Limit: 5 runs per inning.

5.2.5.5 Illegal Pitches: In effect, with warnings given at the umpire’s discretion.

5.2.5.6 Strike Zone: HIGHLY EXPANDED. USA Softball Zone (arm pits to the top of the knees), plus the rivers on each side of the plate and a ball’s length above the strike zone.

5.2.5.7 Must Keep One Foot in Batter’s Box Rule: In effect.

5.2.5.8 Infield Fly: NOT in effect.

5.2.5.9 Dropped Third: NOT in effect.

5.2.5.10 Home: Closed. No stealing home.

5.2.5.11 Baserunning: Stealing allowed. Runner may lead off when ball leaves pitcher’s hand. Runners may not advance beyond the stolen base on a catcher’s overthrow to get them out.

5.2.5.12 Lookback Rule: In effect, with warnings given in the umpire's discretion.

5.2.5.13 Obstruction/Interference: In effect, with warnings given in the umpire's discretion.

5.2.5.14 Overthrows: unlimited advancement.

5.2.5.15 Rotations: No rostered player present for a game may sit the bench more than one inning in a row, and every rostered player present must play at least one inning on the infield.

5.2.5.16 Walks: NOT in effect. Instead, coach pitch on ball 4. The coach shall pitch from inside the circle. The batter shall assume the count. The umpire will continue to call balls and strikes. Batters/runners may not advance more than one base on coach pitch, even on an overthrow.

5.2.6 7U Softball: JUGS Pitching Machine Division

5.2.6.1 Game Duration: 5 innings, or 1:15 no new inning, 1:30 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.2.6.2 JUGS Pitching Machine: Front legs will be placed 30 feet from front of pitching plate to back corner of home plate. The machine will be set at a speed as directed by softball leadership.

5.2.6.3 Bases: 55 feet. A double base shall be used at first base for player safety.

5.2.6.4 Run Limit: 5 runs per inning.

5.2.6.5 Pitching Machine Interference: A batted ball that strikes the machine or bucket will be a live ball unless it rolls foul before being touched by a defender, in which case the batter-runner is awarded first base and every runner shall advance one base. The cord is in play like it is dirt - it is not interference if the ball strikes the cord only.

5.2.6.6. Coach interference. If the coach-pitcher is struck with a batted ball, the batter is out and no runner may advance. There is also no coaching from the diamond during a live play, subject to disqualification to continue pitching at the umpire's discretion.

5.2.6.7 Number of pitches: Each batter shall be given 6 pitches or 3 strikes, whichever comes first. Early in the season, managers may agree to only have strikeouts after 6 pitches. A wonky pitch from the machine may be nullified at the umpire's discretion, except that a ball swung at will be called a strike even if the pitch is really bad. Early in the season, coach pitch may be used if the batter strikes out off the machine, in the discretion of the division VP and the Softball Commissioner.

5.2.6.8 Must Keep One Foot in Batter's Box Rule: In effect.

5.2.6.9 Infield Fly: NOT in effect.

5.2.6.10 Dropped Third: NOT In effect.

5.2.6.11 Home: Closed. No stealing home.

5.2.6.12 Baserunning: Not allowed. Runners may leave when the ball is batted. Warnings will be given for violations of this rule unless it becomes egregious, in which case the runner will be called out in the umpire's discretion.

5.2.6.13 Look Back Rule: NOT in effect.

5.2.6.14 Obstruction/Interference: NOT in effect, absent intentional interference or obstruction in the umpire's discretion.

5.2.6.15 Overthrows: unlimited advancement.

5.2.6.16 Rotations: No rostered player present for a game may sit the bench more than one inning in a row. No player may play the same position more than two innings in the same game. No player may play on the infield for 3 innings until all rostered players have played the infield 2 (may be concurrent).

5.2.7 6U Softball: Coach Pitch Division

5.2.7.1 Game Duration: 5 innings, or 1:00 no new inning, 1:15 drop dead. A new inning shall be deemed to begin at the moment of the last out of the previous inning.

5.2.7.2 Pitching Distance: 30 feet from front of pitching plate to back corner of home plate with a 5" diameter circle. The coach pitcher may pitch from anywhere inside the circle.

5.2.7.3 Bases: 55 feet. A double base shall be used at first base for player safety.

5.2.7.4 Run Limit: 5 runs per inning.

5.2.7.5. Coach interference. If the coach-pitcher is struck with a batted ball, the batter is out and no runner may advance. There is also no coaching from the diamond during a live play, subject to disqualification to continue pitching at the umpire's discretion.

5.2.7.6 Number of pitches: Each batter shall be given 6 pitches or 3 strikes, whichever comes first. Early in the season, managers may agree to only have strikeouts after 6 pitches. A really bad pitch may be nullified at the umpire's discretion, except that a ball swung at will be called a strike even if the pitch is really bad. A hitting tee may be used in lieu of a strikeout early in the season, in the discretion of the division VP and the Softball Commissioner.

5.2.7.7 Must Keep One Foot in Batter's Box Rule: In effect.

5.2.7.8 Infield Fly: NOT in effect.

5.2.7.9 Dropped Third: NOT in effect.

5.2.7.10 Home: Closed. No stealing home.

5.2.7.11 Baserunning: Not allowed. Runners may leave when the ball is batted. Warnings will be given for violations of this rule unless it becomes egregious, in which case the runner will be called out at the umpire's discretion.

5.2.7.12 Lookback Rule: NOT in effect.

5.2.7.13 Obstruction/Interference: NOT in effect, absent intentional interference or obstruction in the umpire's discretion.

5.2.7.14 Overthrows: One base per overthrow (there may be more than one overthrow per play, however.) An "overthrow" will be a ball that gets by the intended target, at the umpire's discretion.

5.2.7.15 Gameplay: The ball is dead when it is returned to the pitcher's circle, at the umpire's discretion. The plate umpire will declare "dead ball" and place the runners where they should be based on whether they have advanced beyond the mid-point to the next base or not, at their discretion. A ball is "returned to" the circle when it enters the circle unless the fielder is making a play at another base (such as a third baseman attempting to throw out a runner at first).

5.2.7.15 Rotations: No rostered player present for a game may sit the bench more than one inning in a row. No player may play the same position more than two innings in the same game. No player may play on the infield for 3 innings until all rostered players have played the infield 2 (may be concurrent).

5.2.8 5U Softball: T-Ball Division

5.2.8.1 Game Duration: 3 innings, or 1:00 drop dead.

5.2.8.2 Pitching Distance: 30 feet.

5.2.8.3 Bases: 55 feet.

5.2.8.4 Run Limit: None, and score will not be kept. Instead, each team will bat once through the lineup each inning. They will hit off the tee early in the season and will move only one base at a time, except for when the last batter comes up. The last batter will be the "home run hitter," and all runners and the batter-runner will score. Later in the season, the league will let the managers know when they can start coach pitch.

5.2.8.6: Gameplay. During t-ball, players will continue to bat until they hit the ball in play - there are no outs. During coach pitch, players will be given up to 6 pitches to hit. If they don't put the 6th pitch into play, then the tee will be brought out. There are no outs in 5U.

5.2.8.7: Must Keep One Foot in Batter's Box Rule: In effect.

5.2.8.8: Infield Fly: NOT in effect.

5.2.8.9: Dropped Third: NOT in effect.

5.2.8.10: Home: Closed. No stealing home.

5.2.8.11: Baserunning: Stealing is not allowed. Base runners are not permitted to lead off and must remain in contact with the base until the ball is batted into play.

5.2.8.12: Overthrows: Players may not advance beyond the one base per play, except for the home run hitter. They may not take extra bases on overthrows.

5.2.8.13: Rotations: Everyone plays. There are no set positions. No player should get any more playing time at any position over another player, regardless of skill. No player should ever play the outfield for two consecutive innings. Managers are free to swap infield and outfielders mid-inning if the game is going slowly.

5.2.8.14: Two defensive coaches are allowed on the field to assist the defense, and one offensive coach is allowed behind home plate.

6.1 End of Season Tournament

6.1 Sport and division-specific rules will be created and distributed before the tournament begins. See our most recent league documents here:

<https://redondosunset.com/league-documents/>

7.1 All-Star and Select Programs

7.1.1 Program details for baseball and softball select and All-Star teams shall be maintained on the league website. See here for the most recent versions:

Baseball All-Stars: <https://baseball.redondosunset.com/baseball-all-stars/>

Baseball Select Program: <https://baseball.redondosunset.com/baseball-select-program/>

Softball All-Stars: <https://softball.redondosunset.com/softball-all-stars/>

Softball Select Program: <https://softball.redondosunset.com/softball-select-program/>

8. Sportsmanship

8.1 League Commitment

Redondo Sunset is committed to creating a positive, safe, and supportive environment where every child thrives through teamwork, learning, and having fun. We believe that youth sports are a platform to build character and community, and it's all about the kids.

The toxic environment that adults create by abusing umpires, coaches, and players has absolutely no place at Redondo Sunset.

It is the intent of the Executive Board that the rules and expectations outlined in this section and in Article VI of our Bylaws, along with the identified consequences for misconduct, will help reduce instances of unsportsmanlike behavior and, in turn, enhance the overall experience for players in our league.

8.2 Code of Conduct

All participants — including coaches, players, umpires, parents, and fans — are expected to uphold the highest standards of sportsmanship at all times. Misconduct will be classified and addressed according to the disciplinary guidelines outlined below. The current enforceable code of conduct shall be maintained on our website and acknowledged during player registration.

Redondo Sunset Code of Conduct

I will review the terms of this Code of Conduct with my player and other family members, as this Code of Conduct establishes league expectations for all of us at Redondo Sunset.

I agree not to incite or participate in unsportsmanlike conduct at any Redondo Sunset practice, game, or function;

I agree not to use abusive or profane language or actions, both on and off the field of play, as verbal or physical abuse is not tolerated at Redondo Sunset. This includes digital communications with other members of the league, including text messages, emails, social media, GameChanger, Team Snap, etc.

I agree not to criticize, belittle, antagonize, or incite opposing players, opposing managers, or opposing spectators. This shows respect to the game, team, and manager.

I will arrive at Redondo Sunset practices and games on time. This shows respect for the game, team, and manager, and to the scheduler who works hard to use every possible minute of field and practice space for our players.

I will always treat the umpires with the respect they deserve, even when – especially when – I disagree with a call they have made. This shows respect for the game and the umpires.

I will model respect for the umpires and coaches for my child and other players at Redondo Sunset. This means I will refrain from criticizing the umpires and coaches in front of Redondo Sunset children, even when the umpire or coach is not around.

I understand that it is the responsibility of Redondo Sunset members (including all parents and players) to represent our league in a positive way to our community, including on social media.

If I volunteer to manage, coach, or work with the team, including going into the dugout, I will comply with background checks and SafeSport requirements before working with players at Redondo Sunset games, practices, or functions.

I will treat Redondo Sunset equipment and fields with respect, acknowledging the donations, league fees, and volunteer work that make use of them possible.

I understand that by signing this agreement, I accept responsibility for my own actions and decisions, as well as those of any family member or guest I invite or bring to a Redondo Sunset game, practice, or function, and that all such family members and guests are bound by this Code of Conduct.

I understand that violation of this agreement can result in penalties including removal from the game, ejection from Alta Vista Park, and even suspension and termination of the privilege of participating in baseball and softball activities at Redondo Sunset.

8.3 Disciplinary Committee

The Disciplinary Committee shall consist of the following league members:

- League President
- League Vice-President
- Player Agent
- Baseball Commissioner
- Softball Commissioner

Any of these members may give up their seat on the Committee. In that case, the League President shall appoint an alternative committee member from the Executive Board who has no conflict of interest.

8.4 Disciplinary Infraction Classifications

8.4.1 General Principles

To ensure fair and consistent enforcement, the Disciplinary Committee recognizes three categories of misconduct: **Minor**, **Moderate**, and **Major**.

8.4.2 Minor Misconduct

Less severe conduct that does not create a hostile or unsafe environment but still violates the league's Code of Conduct.

Examples include:

- Kicking dirt, throwing hands in frustration

- Persistently questioning umpire calls
- Disrespectful or sarcastic remarks

Penalty: Warning or required training for first violation, then a suspension of at least one game or longer as determined by the Committee for a second violation. Any subsequent infraction within the 12 months shall be classified as Moderate or Major Misconduct.

8.4.3 Moderate Misconduct

Misconduct more serious than Minor but not rising to the level of Major. These behaviors undermine sportsmanship and the enjoyment of the game but do not constitute physical intimidation, repeated hostility, or threats.

Examples include:

- Loud or prolonged arguing with umpires or coaches
- Confronting opposing players, coaches, or parents in a disrespectful but unthreatening manner
- Use of offensive, profane, or demeaning language not directed as a threat

Penalty: Suspension of 2 - 3 games, and mandatory completion of a sportsmanship or conflict-management training before returning to the field. Any subsequent infraction within 12 months shall be classified as Major Misconduct.

8.4.4 Major Misconduct

Serious violations that endanger the integrity, safety, or emotional well-being of participants, umpires, coaches, or spectators.

Examples include:

- Yelling at umpires, coaches, or parents in an aggressive, hostile or threatening manner
- Physical intimidation or contact
- Repeated aggressive or abusive language
- Multiple instances of “Minor” or “Moderate” misconduct (see 8.4.5)
- Any time a league member “fails in a material and serious degree to observe the rules of conduct” set by the league

Penalty: Referral to Bylaw Article VI, Section 3 Expulsion Committee for consideration of penalties up to and including permanent expulsion from the league.

8.4.5 Aggravating Factors

The committee may use the finding of any of the following aggravating factors or similar factors to increase the offending party's punishment. This is not an exhaustive list.

- Conduct which occurs with children within eyesight or earshot, as children learn from what they see in here the adults do at the fields
- Anything that by words or actions indicates targeting of an individual based on a protected class such as race or gender
- Conduct which results in police contact or presence at the fields
- Failure to stop when confronted by a board member, since board members are the most likely authority figures to be able to immediately intervene when misconduct occurs

8.5 Incident Review

8.5.1 Report

If a league member (see Bylaws for definition) believes a Code of Conduct violation is too serious for a simple verbal warning from that member, or if the league member is uncomfortable or unwilling to give said verbal warning, they shall notify a Disciplinary Committee member of the incident.

8.5.2 Initial Review

The Committee discusses the incident. If at least two Committee members agree the violation may require more than a verbal warning, the Committee proceeds with an investigation. If a verbal warning is deemed sufficient at this stage, then one or more committee members shall give the warning and document it in case the league member violates again.

8.5.3 Investigation

The Committee expeditiously gathers and reviews all relevant information about the incident.

8.5.4 Recommendation of Action

If the Committee finds that a violation has occurred and a verbal warning is insufficient, it shall recommend a Minor or Moderate violation to the Executive Board. If the Committee believes a penalty greater than a three-game suspension is warranted, the violation is deemed egregious enough to fall under Article VI, Section 3(c) of the Bylaws be referred to the expulsion committee.

8.6 Suspension Pending Investigation

8.6.1 Coaches Under Investigation

A coach under investigation for misconduct may not attend practices or games unless granted permission by the League President. If permission is granted, an Executive Board member must be designated to attend the practice(s) or game(s) as a league monitor to supervise the coach's behavior at all times while the coach is under investigation.

A majority vote of the Executive Board will negate the permission to coach granted by the President.

8.7 Notice and Appeal

8.7.1 Rights of the Accused

Any person under investigation by the Disciplinary Committee has the right to:

- Review all evidence against them, including statements and video evidence.
- Present their side of the story and any additional evidence to the Committee.

8.7.2 Committee Findings and Executive Board Review

1. A simple majority vote of the Disciplinary Committee is required to recommend a violation and penalty to the full Executive Board. The Committee shall include the split (5-0, 4-1, etc.) when providing its recommendation to the Board.
2. The Committee must complete its investigation and provide its findings to the Executive Board within 72 hours of receiving a complaint.
3. If the Committee cannot conclude its investigation within 72 hours, it must immediately report the status and nature of the investigation to the Executive Board and request a short extension.
4. Upon receipt of the Committee's proposed verdict and penalty, any Executive Board member (with a proper Second) may move for a full Executive Board review.
5. A majority vote of the Executive Board is required to approve such a motion. If approved, the Executive Board shall meet (virtually or in person) within 48 hours to review the Committee's verdict and penalty.
6. At such a review, the verdict and penalty may only be modified or repealed upon majority vote of the Executive Board members present (assuming quorum is met).
7. Absent a successful motion for review, the findings of the Disciplinary Committee shall be deemed affirmed by the Executive Board. As such, the results shall thereafter be

referred to as coming from the “Redondo Sunset Executive Board.” The votes, comments, and opinions of Executive Board members cast or expressed during steps 1-7 in this section are confidential and not to be shared outside of the Executive Board.

8. Once findings are approved, or once a verdict and penalty are modified, repealed, or affirmed by the Executive Board, the accused and any other involved parties (such as victims or witnesses) shall be notified immediately, or no later than 24 hours after final action.

8.7.3 Appeals

1. A disciplined member may appeal the verdict or penalty within one week of being notified.
2. They shall have the right to present evidence or testimony in person to the Executive Board at the next regularly scheduled Board Meeting.
3. A simple majority vote of the Executive Board members present at a properly constituted meeting (with quorum) may overturn or modify the original verdict or penalty.

8.7.4 Recusal

1. To preserve impartiality, any Executive Board Member directly involved in, related to, or otherwise personally connected to a disciplinary matter shall recuse themselves from all discussions, deliberations, or votes related to that case.
2. A recusal shall be formally noted in the Committee’s written record of proceedings.
3. If a Disciplinary Committee member is recused, the League President shall appoint an alternative committee member from the Executive Board who has no conflict of interest.
4. Failure to disclose a conflict of interest may itself be considered misconduct and referred to the Disciplinary Committee.

9. Junior Umpires

9.1. Redondo Sunset hereby endorses the use of Junior Umpires as officials at all league games, to the extent possible. The Juniors shall be recruited, trained, supervised, and paid at the direction of the Umpire-in-Chief(s) or their designee(s) and based on input from the Executive Board. More information about this program can be found on the league’s website: <https://softball.redondosunset.com/junior-umpire-program/>

10. Batting Cage Guidelines

10.1 Supervision & Safety

10.1.1 Helmets must be worn at all times inside the batting cages.

10.1.2 Only team personnel and players are allowed inside during scheduled use.

10.1.3 Teams are responsible for cleaning and securing cages after use.

10.2.4 Batting cages may only be opened and used by approved coaches with the approval of the league scheduler. Players must be supervised by approved and cleared adults at all times. Players and kids are never allowed to use the cages unsupervised.