

Cross County League
BY-LAWS



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CROSS COUNTY LEAGUE RULES YEAR 2024

CENTRAL COUNCIL

A Central Council will be formed with representatives from EACH town. The Council will reform each September and will serve TWO years.

A. The Presidency will rotate between towns every two years.

September 2029-2030 - Tri-Village

September 2031-2032 - Franklin Monroe

September 2033-2034 - Arcanum

September 2035-2036 - Bradford

September 2037-2038- Ansonia

September 2039-2040 - Newton

September 2025-2026 - National Trail

September 2027-2028 - West Milton

Any New Towns will be added to the bottom of the list.

The President is responsible for chairing council meetings and scheduling the entire league.

B. The other members of the council will act as league treasurer, secretary, tournament advisor, and purchaser of trophies.

C. Each town has one vote through their council representative. Five of Eight (5 of 8) towns must be present for a meeting to be official.

D. Trophy cost will be paid by league treasurer based on the number of teams in each division.

E. The Council will discuss any proposed changes to the current rules and by-laws. The Council will agree on the wording of the rules or by-laws. The secretary will include the proposed wording in the minutes. Each member shall then be responsible for determining the position of his or her town before the next council meeting. A vote will be taken at the next council meeting. If the change is passed with no rewording, it becomes effective immediately and the league President will revise the written rules. If the wording is changed prior to voting, the change will not become effective until after the next meeting to allow for revote.

F. When a town has more than one team in a division, teams will be selected by a fair draft. The manager's child will be the ONLY guaranteed player assigned to the manager's team.

G. Each town will hold an open registration to all children within their school district. All children will play for the town where they attend school, unless their school district does not have a recreation league then they may play in the district that they live in. The Central Council must approve any exceptions.

H. All towns will complete registration by March 8th, and league teams will be established by March 15th.

I. Once a division reaches 16 or more teams, the teams will be split into 2 equal divisions (it is understood that equal divisions may not be possible if an odd number of teams are signed up). The divisions will be determined by the Central Council to best accommodate the teams on a year to year basis.

J. Each town determines their own registration fees.

K. Moneys will be collected by March 18th, and given to the league treasurer for the purchase of trophies: The League fees will be \$60.00 per team. Colt Boys and Jr. High Girls fees will be \$150.00. Towns holding the League tournament are responsible for paying umpires, except for the Colts Division and Jr. High Girls. The towns holding Colt and Jr. High Girls league tournaments will be reimbursed for sanctioned umpires; the amount reimbursed is limited to the total amount of league fees for said division minus the cost of trophies.

L. The Cross County League retains the right to adjust the league fees based on their current financial standing or other needs of the league that may arise.

M. The league will purchase third place trophies in all divisions no matter how many teams per division.

N. The Cross County League shall retain a minimum of \$1,000.00 in a checking and/or savings account at the end of each season after all expenses have been paid for the current calendar year.

O. No boy or girl will be permitted to play in a lower division than their age permits. Towns may appeal to allow a child play in a lower division if the child has some sort of physical disability that would hinder their game play and cause unsafe risk to their or others safety.

P. Each town will assign their players to the following divisions based on the child's age.

BOYS AND GIRLS: As of January 1st of the current year.

Mini Boys & Girls – 7-8 year olds

10u Girls - 9-10 year olds

12u Girls – 11-12 year olds

14u Girls – 13-14 year olds

Q. Tournament locations will rotate. The rotation will be determined by The Central Council with the understanding that not all complexes may be able to host larger divisions. The Central Council will make every effort to work with the participating towns to allow them to host groups they are able to accommodate (It could be determined to allow 2 towns to host a larger division as a collaborative effort).

R. **Seasons will consist of 7 home games and 7 away games, every game played will count when determining seeding for the tournament.**

Tournament Rotation

	23	24	25	26	27	28	29	30
8U B		ARC	NEW	TV	ANS	NT	BRA	FM
10UB		MU	ARC	NEW	TV	ANS	NT	BRA
12UB		FM	MU	ARC	NEW	TV	ANS	NT
COLTS		BRA	FM	MU	ARC	NEW	TV	ANS
8UG		NT	BRA	FM	MU	ARC	NEW	TV
10UG		TV	NT	BRA	FM	MU	ARC	NEW
12UG		NEW	TV	NT	BRA	FM	MU	ARC
14UG		NEW	TV	ANS	NT	BRA	FM	MU

Cross County League BY-LAWS GIRLS FASTPITCH 2024

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ALL BATS MUST BE USSSA ASA/USA NSA WBSC ISA APPROVED (STAMP ON BAT) IN ALL DIVISIONS

10U General Rules

1. Home team will furnish game balls (11") and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).
2. No protest of league games. Umpire's decision is final.
3. No chattering permitted. ("hey batter batter swing")
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule. If the home team has offered 3 dates to the visitor team and cannot agree on one of the dates provided, team managers will refer to their town president for assistance getting the game scheduled.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.

9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. The alternate player cannot pitch. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.
15. All players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.
16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

Playing Field/Game Rules (10U Division) Girls 9-10; 60 feet base paths and 35 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. **No walkout music will be permitted**

PLAYING REQUIREMENTS

1. Steel spikes cannot be worn
2. Catching equipment:
 - a. Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: 11" : will be regulation balls
8. Chin Straps and facemasks are REQUIRED
9. Faceguards in the field are at coach's discretion.

Game Rules

1. The Ohio High School rulebook will be used with the exception of specific league rules.
2. A game shall consist of 5 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2 if the home team is winning. **A 90 minute time limit is in affect with the next inning being the open inning.**
3. All 1/2 innings shall consist of 3 outs or 5 runs, except the 5th inning, which will be open. 10 layers will be used on defense, 9 if 10 are not available
4. Bunting is allowed.
5. Teams must field at least 8 players to begin a game.

6. Base runners are allowed to steal all bases including home. All runners must stay on the base until the ball crosses home plate. No leading off. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
7. The play is considered dead when the catcher gains possession of the ball, stops the forward progress of the runner and throws the ball back to the pitcher (the play is still dead if the throw is errant). With this making the play dead the pitcher may not try to put the runner out who is returning to a base.
8. Definition of ball past the catcher. A pitched ball that goes beyond, behind the catchers position. Umpire has final decision of past ball.
9. Base runners cannot advance once the ball is under player control in the circle. Runners who are in between bases when the ball is under player control in the circle have 1 second to commit to a base. Once this commitment has been determined a player may not change directions or she will be called out.
10. A pitcher is allowed to pitch 3 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once.
11. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
12. No dropped third strike
13. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.
14. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply.
15. There will be free substitution of all players
16. The infield fly rule will not be used.
17. There will be a 12 run rule after 4 innings or 3 1/2 if the home team is winning.
DEFINITION OF UNDER CONTROL: If a ball is picked up in the glove or bare hand then dropped while trying to throw it the ball has been under control.

18. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.
19. Any player called up must be on a CCL roster.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
a. First tiebreaker-head to head play during LEAGUE PLAY ONLY*. b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*. C. Third tiebreaker - flip-of-coin
2. There will be a drawing no later than Wednesday, one week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games. A time limit will be used. After 90 minutes of play(by umpire's watch) the umpire will inform the coaches they will finish current inning and the next inning will be last, and open inning.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

12U General Rules

1. Home team will furnish game balls (12") and either 1 sanctioned umpire (behind the plate) or 2 non-sanctioned umpires (one behind the plate and one in the field).

2. No protest of league games, Umpires decision is final.
3. No chattering permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

15. All players are required to play 2 full innings in the field. (NO SUBSTITUTIONS ;) unless the game does not go the full number of innings, or due to injury. Failure to play all players the required number of innings will be forfeiture of the game.
16. When a player is ejected it will be for the rest of that game only. The town board she plays for will carry out any further action taken on that player.

Playing Field/Game Rules (12U Division) Girls 11-12; 60 feet base paths and 40 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. **No walkout music will be permitted**
18. **Any player called up must be on a CCL roster.**

PLAYING REQUIREMENTS

1. Steel spikes cannot be worn
2. Catching equipment:
 - a. Catchers must wear facemask with throat guard, (hockey style face mask) shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: 12" : will be regulation balls
8. Chin Straps and facemasks are REQUIRED
9. Faceguards in the field are at coach's discretion.

Game Rules

The Ohio High School rulebook will be used with the exception of specific league rules.

1. A game shall consist of 6 innings. A game will be considered complete if suspended after 4 full innings or 3 1/2 if the home team is winning. **A 1 hour 45 minutes time limit is in affect, the next inning will be the open inning.**
2. All 1/2 innings shall consist of 3 outs or 6 runs, except the 6th inning, which will be open. 10 players will be used on defense, 9 if 10 are not available
3. Base runners are allowed to steal ALL BASES. All runners may leave on release of pitch. If a player is caught leaving the base early, runner will be sent back to previous base and warning will be issued. Second offense runner will be called out.
4. Base runners cannot advance once the ball is under player control in the circle. Runners who are in between bases when the ball is under player control in the circle have 1 second to commit to a base. Once this commitment has been determined a player may not change directions or she will be called out.
A pitcher is allowed to pitch 4 innings per game. 1 pitch in any inning constitutes an inning pitched. No pitcher shall re-enter in the same inning. A pitcher may only re-enter once.
5. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
6. Dropped third strike is in effect.
7. A straight batting order will be used. All players will bat. If a player shows up after the game has started, he will be put in the last position in the batting order.
8. No pinch runners except in case of injury. If a runner is injured, pinch runner will be the player who made the last previous out. High School speed up rule does not apply.
9. There will be free substitution of all players
10. The infield fly rule will not be used.
11. There will be a 12 run rule after 5 innings or 4 12 if the home team is winning.

12. Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.
13. Any player called up must be on a CCL roster.

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
 - a. First tiebreaker-head to head play during LEAGUE PLAY ONLY*. b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*. C. Third tiebreaker - flip-of-coin
2. One week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games.
9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

14U General Rules

1. Home team will furnish game balls (12"). One sanctioned umpire behind the plate or one non-sanctioned umpire behind the plate and one non-sanctioned umpire in the field.
2. No protest of league games. Umpires decision is final.

3. No chatter permitted. (hey batter batter swing)
4. The umpire has the right to eject any heckler from the premises. If the person refuses to leave, the umpire has the right to halt the game.
5. All coaches and umpires must have shirts on, and refrain from smoking on the field. No alcoholic beverages are permitted.
6. All league games must be completed by the start of league tournament date or will be forfeited. Home team is responsible for rescheduling. The only exception is games played on the last week of the season. Contact town President to reschedule.
7. The 2 managers must agree whether a game shall be started or not, due to unsuitable weather conditions.
8. The home plate umpire shall be the judge as to suspending a game after it has started.
Revision 2-10-2019
9. Any team not present within ten minutes of scheduled game time on the date set forth will automatically forfeit the game. (By Umpire's watch)
10. No player may play more than one age group with the exception of general rule No. 11.
11. If a team is unable to field a team, they may bring up a player from a lower division to complete their roster. Alternates must bat last. If the regular roster player is benched and the alternate ball player plays, the game will become a forfeit.
12. Alternates CANNOT practice with the team.
13. All players present and on the team roster must play, except that a player may be forced to sit the bench for disciplinary reasons; but only if agreed to by the opposing team coach.
14. Teams will have a continuous batting order.
15. If a player is either sick or injured, the player may remove himself or herself from the game by notifying the umpire. Once removed a player may re-enter the game one time. If the player is removed again for injury the player cannot re-enter the game. The player will be skipped and not counted as an out. Each player must play the minimum number of innings in the field, if they can't, they will be removed from the line up as stated above.

16. When a player is ejected it will be for the rest of that game only. The town board he or she plays for will carry out any further action taken on that player.

Playing Field/Game Rules (140 Division) Girls 13-14; 60 feet base paths and 43 feet pitching distance. Home Plate area Batters Box: The Batters Box is a rectangular shaped box measuring 3' by 7' parallel to and 6" from the side edges of Home Plate. The batters box is positioned so that the (back corner) of the home plates rectangle shape 17 by 8 1/2 is centered at the 2 1/2' or mid point of the 5'side of the box. These two 3' by 7' boxes are 6" from and parallel to the sides of our home plate. These batter boxes are placed on each side of home plate. A pitching circle with an 8ft radius will be around the pitcher's mound.

17. **No walkout music will be permitted.**

PLAYING REQUIREMENTS

1. Steel spikes may be worn
2. Catching equipment:
 - a. Catchers must wear facemask with throat guard, (hockey style face mask)
shin guards, helmets, and chest protector.
3. Batting helmets will be worn while at bat and on the bases.
4. NO JEWELRY of any kind will be allowed during a game. An exception will be made for religious or medical medallions. This shall be removed from chains and taped or sewn under the uniform.
5. Velcro sleeve strips may be worn but NO STRINGS OR RIBBONS OF ANY KIND.
6. Pockets will be empty.
7. Type Balls: 12" : will be regulation balls
8. Chin Straps and facemasks are REQUIRED
9. Faceguards in the field are at coach's discretion.

GAME RULES

1. The Ohio High School rulebook will be used with the exception of specific league rules.

2. A game shall consist of 7 innings, a game will be considered complete if suspended after 5 full innings or 4 12 if the home team is leading. **A 2 hour time limit will be in affect at 2 hours the current inning will be finished then the game will be over.**
3. Game can start with 8 players. If start with 9 a game can be completed with no less than 8 players and no out will be recorded in the batting order where player is missing due to whatever reason. This is due to the use of the continuous batting order.
4. No designated hitter will be used.
5. Each player must play 2 innings
6. If a player throws a bat both teams will be warned at the same time. The next player throwing a bat from either team will be out. The batter is out; the ball is dead and all the runners' return to bases.
7. **Season will be 14 games 7 home and 7 away. All games played will count towards tournament seeding.**

LEAGUE TOURNAMENT RULES

1. League standings: No league ties, there will be a clear 1st, 2nd and 3rd place winners.
 - a. First tiebreaker—head to head play during LEAGUE PLAY ONLY*. b. Second tiebreaker-least runs scored against your team during LEAGUE PLAY ONLY*. C. Third tiebreaker – flip-of-coin
2. One week before the tournament. Host town should inform all towns of date and time.
3. Seeding will be determined by record. (See Tournament Rule 1)
4. Teams of the same town will play each other if drawn.
5. Home town furnishes all balls, umpires, and supplies needed for the tournament.
6. Cross County League will supply trophies.
7. If a lower division player is needed to play on an upper division team, he or she can play for only ONE team during the entire tournament.
8. Tournament will be run as a double elimination tournament. Brackets should be posted during the games.

9. League rules will be used for tournaments Revision 2-10-2019 19 Tournament games shall include play through a period of 14 days.
10. All Games will be played out. No suspended games for ANY REASON.

All-Towns Agreement Signatures

By our signatures below, we have reviewed and approved the current By-Laws with all revisions and addendums.

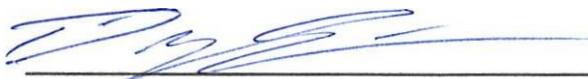
This report is hereby approved on this, the 16th day of March 2025



Arcanum



National Trail



Franklin Monroe



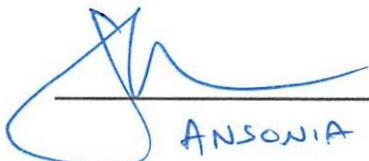
Tri-Village



Bradford



Newton



ANSONIA

Samuel R. [Signature]

West Milton