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**RULES AND REGULATIONS**  
**OF**  
**The KANSAS CITY METRO SENIOR SOFTBALL LEAGUE INC.**  
*http://kcseniorsoftball.org*

**A. BOARD OF DIRECTORS** (must be league members):

**Randy Rowe**, president, 816-718-3221(c), 816-623-3355 (h)  
**John Gerstle**, vice president, 913- 888-4844  
**Charlie Hiller**, membership secretary, 913-649-3816  
**Bill Nees**, treasurer, 913-492-1983  
**Donna McGuire**, recording secretary, 816-214-6280  
**John Dehan**, 913-634-3248(c)  
**Mike Hooper**, 816-220-1558  
**Belle Neil**, 816-224-8092  
**Tim Burkindine** 913-491-3906  
**Bill Klinkenberg** 913-541-0239  
**Greg Bakian**, 913-682-6601 (h), 913-683-1207 (c)  
**Mike Brown**, 816-353-4394

**Wes Weddle**, president emeritus 816-331-3878

**B. COMMITTEES** and chairs

*President and vice president are ex officio members of all League committees.*

**All-Star Games & Picnic:** Mike Hooper, Belle Neil and Charlie Hiller  
**By-laws:** John Gerstle  
**Competition:** Mark Spletstaszer, 913-961-4084  
**Membership:** Charlie Hiller  
**Protest:** Mike Brown and Tim Burkindine  
**Rules:** Donna McGuire  
**Tournament:** Randy Rowe  
**Umpires:** John Dehan and Donna McGuire

**C. CONFERENCE COORDINATORS:**

<b>Sunday:</b>	Black Bob (Olathe)	Charlie Hiller
<b>Monday:</b>	Hartman (Lee’s Summit)	Belle Neil
	Independence Athletics Complex	Mike Hooper/Bill Klinkenberg
	Jewish Community Center (O.P.)	Larry Green
<b>Tuesday:</b>	Happy Rock (Gladstone)	Mark Smith
	Black Bob (Olathe)	Greg Bakian
	Jewish Community Center (O.P.)	Charlie Hiller
<b>Wednesday:</b>	Hartman (Lee’s Summit)	Tom Carter
<b>Thursday:</b>	Heritage (Olathe)	Bill Nees (interim)
	Mid-America (Shawnee)	Randy Rowe
<b>Saturday:</b>	Roe (Overland Park)	Mike Hooper/Bill Klinkenberg

**ARTICLE I. DEFINITIONS**

**COMMITMENT LINE:** A three (3) foot long line marked twenty (20) feet from home plate, perpendicular to the foul line between third base and home plate. Once a runner’s foot touches the ground on or past this line during a live ball, the runner may not re-cross the line in the direction of third base. The runner must continue toward the scoring plate. Violation will result in an out.

**CONFERENCE:** A group of teams playing at a specific facility on the same day of the week and under the sponsorship of the Kansas City Metropolitan Softball League, Inc.

**DIVISION:** A group of teams forming a part of a conference, determined by the League to be of generally comparable playing abilities and that play a schedule of League games among themselves.

**DOUBLE BAG FIRST BASE:** A double bag or mat of equal size to the base; the double portion of the bag or mat extending into foul territory abutting first base. If there is a play on a batter going to first base, the batter must touch the double bag or mat extending into foul territory rather than 1st base. The batter shall be called out for failure to do so. The defensive player must record the out by making contact with only first base that is in fair territory.

**INELIGIBLE PLAYER:** An ineligible player is one who fails to meet the requirements as to age (Article III), (Article VI, A,1&2; & O.1.a.). Such ineligible player and/or the team manager/leader shall be subject to the progressive penalty rule at (Article VI, U).

**LEAGUE REPRESENTATIVE:** League's Board of Directors and conference coordinator's names found on pages two and three of this book.

**PITCHER'S BOX:** The pitcher must take a position with both feet firmly on the ground with the pivot foot or both feet in contact with the Pitcher's Box. The pitcher must come to a full and complete stop with the ball in front of the body.

The front of the body must face the batter. This position must be maintained at least one second before starting the pitch. (See field diagram on back cover)

**SESSION:** A series of games League teams play. Example: Spring and Fall.

**SCORING PLATE:** A plate (occasionally, a chalk line) set beside home plate, eight feet away along the first-base-home-plate foul line, that a runner must touch in order to score. The defensive player in possession of the ball must touch any part of the strike mat before the runner touches the scoring plate in order to record an out.

**STRIKE MAT:** A mat twenty-one (21) inches in width and thirty-four and one-half (34 ½) inches in length placed on top of the regular home plate, aligned with the plate's front edge. Any legal pitch that strikes any portion of the mat will be a strike.

## **ARTICLE II. AFFILIATION**

The LEAGUE is affiliated with Senior Softball U.S.A. (SSUSA)

## **ARTICLE III. PLAYER ELIGIBILITY**

**A.** All players, managers, and coaches in the league must complete the League Membership Form, provide a valid copy of their driver's license, or age verification, (unless these are on file with the league office), and pay the required fees prior to being eligible to compete in any League-sponsored event.

**B.** Each conference has a minimum age that a player must be turning during the calendar year in order to compete in that conference. The exception is that 50+ conferences are allowed to have a maximum of two younger players (ages 47, 48, or 49) on each 50+ roster. Other teams cannot borrow these players, unless the opposing manager waives that rule.

## **ARTICLE IV. DRESS CODE**

**A.** Each team will provide team jerseys with numbers a minimum of six ( 6) inches tall on the back of the jersey with no identical numbers. Should two players end up with the same number for a game, their manager is obligated to notify the opposing manager and the scorekeeper. Borrowed players must wear their own team jersey.

**B.** All caps worn on the field must be conventional softball caps.

## **ARTICLE V. PLAYING RULES.**

**A.** League playing rules will be in accordance with SSUSA or ASA rules except when superseded by the Kansas City Metropolitan Senior Softball League playing rules.

### **B. SOLICITATION.**

Solicitation of players during the playing year from other conference teams will not be tolerated.

### **C. CONDUCT.**

**1.** A sense of camaraderie and sportsmanship will prevail. Use of foul, abusive or vulgar language will not be tolerated and could result in ejection.

**2.** A player who intentionally injures, or attempts to injure an opposing player will be ejected and subject to suspension from the League. This includes a base runner running into a defensive player.

**3.** Any player, manager or other person connected with the KC Metro Senior Softball League who is (a) involved in a physical fight or shoving match with another player, manager, umpire, KC Metro Senior Softball League officer or director, spectator or other person, or (b) who exhibits any act that is intended to injure any such person or (c) who displays a verbal or abusive attack toward any such, shall, after notice and an opportunity to be heard, be subject to a suspension of one game, multiple games, or of one or more years depending upon the severity of the violation. The penalty will be determined by the Board of Directors. This rule applies wherever the infraction occurs; that is, in local League events, or at any tournament.

**D. Draft and Women's Conference.** Rules for the these conferences are the same as those for the league with the following exceptions:

1. All team-roster players present will be listed in the batting order and will bat.
2. Teams not having 10 defensive players may borrow up to two players from the opposing team; otherwise, they may borrow up to two players from other teams in the conference.
3. Each present team member must play defense at least three innings in the game.
4. Before the game begins, teams may designate team members to run to first base for members who cannot run. Runners will start from a line extending from the scoring plate and parallel to the third base line.
5. Women's teams may borrow up to two players from other teams. If the subs play any positions other than catcher or right field, the team will give two runs per sub to the opposing team at the start of the game (unless the manager waives the runs). All subs will bat last in the lineup.

## **ARTICLE VI. THE GAME**

### **A. DIVISIONS.**

League teams will be grouped for league and tournament play in seven divisions: 1. Platinum, 2. Gold, 3. Silver, 4. Bronze, 5. Draft, 6. Women, 7. Co-ed.

Players listed on Platinum and Gold teams shall play on only their respective level teams without mitigating circumstances, and prior approval of the Competition and Scheduling Committee. Platinum and Gold players may not sub on Silver or Bronze teams.

Any player on Platinum, Gold, Silver, or Bronze team's rosters must have prior approval of the Competition and Scheduling Committee to play on a 60+ Recreational team.

### **B. BORROWING PLAYERS.**

Teams may borrow players from only teams in their division or lower; they may not borrow players from teams in a higher competitive division. For example, a Silver team may borrow players from other Silver teams in that division or from teams in the Bronze division. A Gold team may borrow players from any competitive level except Platinum. A Platinum team may borrow players from any competitive level. Members may play on only one team in a conference, that is, one team per day.

C. An injured player on the bench at the start of the game must be declared to the opposing team manager.

D. Teams may not borrow players to compete in conference championship games.

E. Regular conference games will have one umpire. Championship games will have two umpires if available.

F. A batter will have **ONE BALL AND ONE STRIKE** upon entering the batter's box. When the count reaches two strikes, however that occurs, the batter will be allowed one courtesy foul ball and be declared out on the second.

G. All defensive players will be listed in the team's batting line up.

## H. GAME LENGTH

1. Conference games will be scheduled for seven (7) innings and sixty (60) minutes maximum (except Sunday conference). Teams are limited to scoring five (5) runs per inning except for the final inning. (Sunday conference excluded.)

2. With ten (10) minutes playing time remaining, and the game has not yet reached the sixth inning, the umpire will state that the current inning will be completed, and the next inning will be the last and only unlimited-run inning. In the event of extra innings, those, too, will be unlimited-run innings.

3. If, when the "Last Inning" time limit is declared by the umpire, the home team trails by at least 10 runs, the home team will bat first in the last unlimited-run inning (Flip-Flop rule). Should the home team take the lead in that last inning, the visiting team will then have its last at bat.

## I. HOME RUNS.

For all Platinum and Gold conferences, the over-the-fence home run limit is **five per team per game**. All over-the-fence home runs after five will be recorded as **outs**. For all men's Silver, Bronze and Draft conferences and the Women's conference, the home run limit on fenced fields is **three per team per game**. If both teams reach three, either team may hit an additional home run (**go 1-up**) until the bottom of the last inning, when the home team cannot exceed the number of home runs already hit by the visitors. Home runs beyond the limit will be **outs**. (In case of flip-flop, only the team batting first in the last inning may go 1-up.) **THE TEAM HITTING A FOUL OR HOME RUN BALL OVER THE FENCE WILL RETRIEVE THE BALL IMMEDIATELY!**

**J. PITCHING SCREEN.** All teams must use the screen, unless a team's pitcher elects to wear protective gear (mask, shin guards and chest protector).

a. The screen will directly face home plate within three to six (3 to 6) feet in front of the pitching rubber.

b. The screen must cover a minimum eight (8) inches (i.e., one third) of the width of the pitching rubber.

c. Any batted ball striking any portion of the screen as observed by the umpire will be declared a dead ball foul unless it is the third strike, in which case it is a dead ball. Thrown balls are in play.

d. The screen must be placed to the left of a right-handed pitcher, and to the right of a left-handed pitcher to maximize the pitcher's safety.

**K. GROUND RULE.** If a ball leaves the playing field by going under the fence, the defensive player will not touch it but will raise both hands as a signal to the umpire. The umpire will go to the location and make a decision. Failure of the defensive player to follow this procedure will result in a ball being ruled in play.

**L. TIE GAMES.** After the regulation game time and the GAME IS TIED, each team will start a runner at second base starting with the extra inning. This runner shall be the last batter from the previous inning. No substitute or courtesy runner may replace this runner until the runner reaches third base. If the last batter out cannot play because of illness, injury, etc., the runner will be declared out and the next previous batter will be the tie-breaking runner.

**M. TIE-BREAKERS.** After regular conference play, if there are teams with identical records, the following tie-breaker criteria will be used to declare a winner:

1) head-to-head record. If still tied, 2) fewer runs allowed in head-to-head play. If still tied, 3) more runs scored in head-to-head play. If still tied, 4) fewer runs allowed in all games played that session. If still tied, 5) a coin flip. There will be no time limits on championship games.

## **N. EQUIPMENT.**

1. Metal cleats are not permitted. Players found wearing metal cleats will be ejected from the game and, if on base, a "dead ball out" will be called. If there are fewer than three outs, any player on base at the time the ejected player reached base must return to the base occupied at the time.

2. All bats clearly marked "1.2 bpf" or "1.21 bpf" and which are "SSUSA Approved" are considered legal. Any use of an illegal bat will result in the batter's being called out and ejected from the game (and that day's subsequent game in the event of a double-header conference). Base runners will be instructed to return to the base(s) occupied at the time the illegal bat was used, provided there are fewer than three outs. For questions regarding bat approval, see 2011 Official

Senior Softball-USA rulebook. Any board member can secure a copy for you.

3. Players are strongly encouraged to use protective equipment.

#### **O. Re-ENTRY AND EXTRA PLAYERS.**

1. SSUSA rules for re-entry and extra players will apply. Extra players may play defense at any time provided that the total number of defensive players on the field does not exceed the total allowed for that age group. Managers have the option of batting up to all players on their team roster.

2. When all players present are in the batting order, and one is forced to leave the game for any reason other than ejection, then no out will be recorded when that spot in the batting order is reached. The missing player will be skipped, and the next proper batter will take his/her turn at bat. The player may not re-enter that game. If an ejection reduces the available number of players below the minimum level to play (8), the team will forfeit.

#### **P. NUMBER OF PLAYERS.**

1. Ten (10) defensive players constitute a team in Platinum, Gold, Silver, Bronze, and 60+ Recreational divisions. Eight (8) roster players must be present and ready to play at game time to prevent a forfeit (Exception: Article VI. S.1.)

a. **BORROWED PLAYERS.** A team is allowed to borrow up to two (2) conference members from the same or lower division to complete its lineup. Borrowed players must be declared to the umpire and opposing manager prior to the game's start. Failure to abide by this could result in a forfeit. The first borrowed player must catch and bat last. A second borrowed player must play right field and become the last batter. When roster players arrive, they will replace borrowed players in the lineup. Each borrowed player will cost the borrowing team two runs added to the opposing team's score regardless whether roster players arrive to finish the game. The umpire will add the runs at the start of the game. The opposing manager may waive the two-run penalty per borrowed player before the game starts. Once the game has started that decision to waive the run is irrevocable.

2. Teams made up entirely of players age 70 or older may use eleven (11) defensive players. These 70+ teams may borrow up to three (3) players to complete their roster. Borrowed players for 70+ teams must be at least age 70 and be from the same division. A third borrowed player must play right center field and bat last in the lineup. Each borrowed player will cost the borrowing team two runs to be added at the start of the game as per VI.P.1.a.

a. Team managers with players under 70 in this division who believe their team has a sufficient lack of competitive players and should, therefore, be allowed to field 11 defensive players can petition the competition committee.

The petition should accompany the team's roster and fee when registering for the session. Any permission granted will be valid for that session only.

### **Q. TEAM ROSTERS.**

1. Three weeks prior to the starting date, team managers will submit to the competition committee chairperson a team roster with at least twelve (12) team players' names, and their required League fees and credentials.
2. Players' names on this roster will be the only players allowed to compete for the team until approval for additional roster names, up to a total of twenty (20), has been given by the competition committee.

### **List the names legibly on the roster in alphabetical order (last name first).**

1. Following are the type of players who would need approval of the competition committee (at least three members) prior to becoming a team roster player: a. New league members (Provide two impartial qualified references of playing ability); b. Former league members; c. Players seeking transfer from one league team to another league team (Must complete the League Transfer Form and submit the form to the competition committee for consideration. No transfer will be allowed once seventy percent (70%) of the games for a session has been played).
2. Any member who is released by a team after seventy percent (70%) of the games for the session have been played and desires to play must contact the competition committee chair for reassignment consideration.

### **R. LINEUP SLIPS.**

If there is a scorekeeper, lineup slips must be presented to that person 10 minutes prior to game time. If there is no official scorekeeper, either the home team or the person designated by both managers becomes the official scorekeeper. Lineup slips may be exchanged at the pre-game meeting of the managers and umpire.

### **S. GAME TIME.**

1. Game times are published on schedules. There is a five-minute grace period to allow a team to reach the eight-person minimum to start the game. This time will be subtracted from the scheduled length of the game.
2. If the schedule does not identify home and visitors, a coin flip will be used.

### **T. BASE RUNNING.**

1. Unlimited COURTESY RUNNERS will be allowed each inning. The same player attempting to be a courtesy runner twice in the same inning will be declared out. A courtesy runner on base when his turn at bat arrives will be declared out. That player will then take his place in the lineup if there are not three outs. If that is the third out, that player will be the lead-off batter the next inning.

a. A courtesy runner may be any player on the team roster. SSUSA rules for seniors apply. If a second courtesy runner is inserted for an injured player on base, the injured player must leave the game and not return. A courtesy runner is in the game when he touches the base. If a courtesy runner is determined to be illegal, he will be called out upon touching the base, and no other courtesy runner is allowed. The original runner may not then return as the runner.

2. SLIDING or diving into first base or the scoring plate is not permitted, except to avoid a collision, and such players will be called out; however, a player may slide or dive into second or third base, or when returning to any base. Runners shall be called out for contact with a defensive player if, in the judgment of the umpire, the contact was deliberate, or the runner reasonably could have been expected to minimize or avoid contact under the circumstances and failed to do so.

3. A base runner must be RETIRED AT HOME without a tag. The defensive player with the possession of the ball must tag the strike mat after the runner has crossed the commitment line but has not touched the scoring plate (or scoring line). The runner shall also be called out if the runner touches or crosses over any portion of the strike mat. Runners shall not be called out for any contact with a defensive player not in contact with home plate unless, in the umpire's judgment, the runner deliberately hit or could have expected to minimize or avoid contact and failed to do so.

**BASE RUNNERS AND DEFENSIVE PLAYER SHOULD EXERCISE EXTREME CAUTION AT A BASE TO PREVENT INJURY TO THEMSELVES AND/ OR OTHERS.**

**U. INELIGIBLE PLAYERS and PROTESTS.**

1. A team using an INELIGIBLE PLAYER (as defined in Article I) will forfeit any game in which such INELIGIBLE PLAYER participated, and the manager or team leader and/or the INELIGIBLE player will be suspended from League play for two (2) conference playing dates following the date of the infraction.

a. A second violation will result in suspension of the manager or team leader and/or the INELIGIBLE PLAYER from League play for the four (4) conference playing dates following the infraction.

b. A third violation will result in suspension of the manager or team leader and/or the INELIGIBLE PLAYER from LEAGUE play for one year following the infraction.

2. Protests will not be received or considered if they are based solely on the decision involving the accuracy or judgment of an umpire. SSUSA protest rules apply.

3. LEAGUE PROTEST FORMS are available from League conference coordinators and the League website. Follow the instructions on the form.

## In Memoriam:

**Paul Underhill**, 9-19-1991, played for Issco Ledgins.

**Stanley J. Hudson**, 4-27-1992, played for Price Chopper.

**Norman Hodges**, 5-1992, played for Half Century.

**Eugene Morrison**, 1995, played for Cass County.

**Robert (Jack) Jackson**, M.S.G., 12-15-1996 played for Half Century and organized, played for and managed Super Seniors.

**Gilbert McKee**, 4-16-1998, played for Cass County.

**Huffman Walker**, Charter Member, 4-17-1998, played for Timeless Ball Players and Bank IV.

**Phil Kelso**, 8-20-1999, played for AAA Linen.

**Bobby J. Orell**, 5-26-2000, played for Rum Dums, Super Seniors and played for and managed Awards & T-Shirts for one year.

**George Lee McKinstry**, 7-5-2000, played for AAA Linen.

**Leo A. Riggs**, 7-12-2001, played for Inland Containers, H. P. S. I., and played for and managed Ansa-Ring for one year. Leo also purchased three sets of jerseys for teams in our league.

**Blaine Durmont Garrett Jr.**, 8-21-2001, played for All Star Auto Sales, K. C. Thunder and Hudco.

**Derold Boline**, 12-2-2001, played for K. C. Classics.

**Charles W. Tucker**, Charter Member, 2-1-2002, played for K. C. North, North Star Sales and Goodtimers.

**David Joe Berry**, 12-15-2002, played for H.P.S.I, P.O.P. Super Seniors and Ansa-Ring.

**Richard W. Wilson**, 3-12-2003, played for AAA Linen and Knapheide.

**Carl Gangel**, 2-15-2004, played for AAA Linen.

**Ned Doughty**, 3-29-2004, played for Angels, Super Seniors and Kansas City 70's.

**Thomas Stoltz**, 7-3-2004, played for Angels, Avengers and K. C. Masters.

**Frank Evans**, 12-9-2004, played for Cass Co., Central States, Old Crows, Adams Auto Group, Central States and Fit for Life.

**Wally Miller**, Charter Member, 7-31-2005, played for and managed Goodtimers for 15 years.

**Darwin Landers**, 8-12-2005, played for M & R Motors, Awards & T Shirts and managed Boatsmen Banks and All Star Auto Sales.

**George Muehlbach**, 11-7-2005, played for 60, AAA Linen and Antiques.

**Dale Curtis Robinson**, 4-29-2006, played for Insurance Analysis.

**Willie H. "Deabo" Hicks Jr.**, 11-21-2006, manager Showtime.

**Kelly W. Mc Dougall**, 8-27-2006, played for C. S. I.

**Caude "Chico" Carlock**, 1-19-2007, played for M & V.

**Lee Goodpasture**, 3-11-2007, played for Golden Agers, Heartland Hitters and over 65+ & 70+ tournament teams.

**Gerald Rowland Isenhower**, 5-7-2007, Charter Member, Vice President, played for and managed Blue Springs Ford, Issaco, Adams Auto Group, Price Chopper, Econ-O-Line, Fit for Life and Central States Fitness.

**James Allen Sweate**, 5-9-2007, played for Just Friends.

**Richard “Dick” Souder**, 5-12-2007, played for Goodtimers, Old Crows and was instrumental in setting up and servicing the league’s web-site.

**Larry L. Byerly**, 8-18-2007, played for Super Seniors, C.S. I., Blue Heat and Good ol’ Boys.

**Manuel R. Morris**, 1-7-2008, played for Half Century, managed a 60+ team and was a Vice President in the league.

**Robert D. King**, 2-26-2008, played for Cass County team.

**Charles (Chung) Anderson**, 6-25-2009, played for Northstar, and AAA.

**Donald (Donnie) Leroy Downs**, 10-6-2008, played for Goodtimers.

**Franklin A. Hansen**, 11-19-2008, played for Boatsmen Bank, and was a member of a 70+ team of players from St. Louis and Kansas City.

**John Wesley Brown**, 1-28-2009, played for Goodtimers, Time Machine, Knaphiede, and Antiques.

**David Stuckey**, 3-4-2009, played for Half Century, Relics, Just Friends, and M&V.

**Ray Hicks**, 3-13-2009, played for Goodtimers.

**Ralph Monaco**, 5-7-2009, played for AAA Linen and 70+ tournament team.

**Earl Ventura**, 6-9-2009, played for Antiques.

**Ray Bengtson**, 6-29-2009, played for AAA, CSI, Team 60, managed 60+ draft team.

**Alberta Byerly**, 12-4-2009, managed Blue Heat, CSI, 60+ draft team, Good Ol’ Boys.

**Ronnie K. McClain**, 8-27-2010, played for Angels, Avengers, Fire

**Gary Leon Sheppard**, 8-28-2010, played for Angels, Ancient Mariners, Monarchs, Twin Citiez Bruinz, KC Gents

**Gary Scott Hinds**, 10-11-2010, played for Half Century; M&V; Central States; KC Classics; KC 65s; Knaphiede; Antiques.

**HAVE A FANTASTIC,  
CIVIL SEASON!**

“Remember, if you play the game,  
have a good time and lose,  
YOU are still a WINNER.”

**It is only a game!  
May the best team win.**

# PROTEST FORM

Effective communication and cooperation between the managers of the teams involved in our League's games is very important. If a protest is to be filed, complete the following:

Date of protested game: \_\_\_\_\_ .

Name of opposing team: \_\_\_\_\_ .

Name of opposing team manager: \_\_\_\_\_ .

Playing site: \_\_\_\_\_ .

Division of play: 60+ \_\_\_\_\_ Gold \_\_\_\_\_ Silver \_\_\_\_\_ .

Conference (day of week): \_\_\_\_\_ .

Rule violated. \_\_\_\_\_

\_\_\_\_\_

Details, information and conditions pertinent to the decision to protest: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Expected outcome: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ Check if opposing team manager knows that this protest is being filed.

Umpire's name: \_\_\_\_\_

Scorekeeper's name: \_\_\_\_\_

Signature of person making protest: \_\_\_\_\_

Printed name of person making protest: \_\_\_\_\_

Team name: \_\_\_\_\_

League members are playing to have a good time and enjoy playing softball. With **COOPORATION** and effective **COMMUNICA-TION** among teams protests should be kept at a minimum.

For a protest to be considered by the protest committee, a completed protest form must be in league president's hands within 72 hours after the completion of the protested game, or postmarked within 72 hours after completion of the protested game.