

## CITRUS ACADEMIC AND ATHLETIC LEAGUE BASEBALL RULES

### Field Dimensions and Equipment:



- Infield will be 90 foot square (B Team will use 70 foot square).
- The outfield will be the area between two foul lines extended from the outer edge of both the 1<sup>st</sup> and 3<sup>rd</sup> baselines toward the back of the field.
- The distance from home base to the nearest fence, stand or other obstruction on fair territory will be 250 feet or more.
- A distance of 320 feet or more along the foul lines and 400 feet or more to center field is preferable.
- The pitchers plate shall be 10 inches above the level of home plate and 60 feet 6 inches from home plate (B Teams use 50 feet). The degree of slope from a point 6 inches in front of the pitchers plate to a point 6 feet toward home plate will be 1 inch to 1 foot and such degree of slope will be uniform.
- The infield, outfield and boundary lines are considered fair territory. All other area is foul territory.
- **The ball** will be 5.25 ounces in weight and 9.25 inches in circumference.
- **The bat** cannot be more than 2.75 inches in diameter at the thickest part and not more than 42 inches in length.
- Batters should wear batting helmets when at the plate, on deck or when acting as a 1<sup>st</sup> or 3<sup>rd</sup> base coach.
- Regular season dugout sides are determined by the home team. Tournament dugout sides are to have the visiting team on the first base line and the home team on the 3<sup>rd</sup> base line.

### Game Lengths:

- A regulation game **consists of 4 innings or 1 hour** unless extended due to a tie game (if time is permitted; games end at 2pm in most cases) or shortened because the home team does not need its last half inning (or early end of last half inning) to win the game.
- If time permits, extra innings will end when either the visiting teams scores and wins an entire inning or the home teams scores and takes the lead at the bottom of an extended inning.
- End of Game Rule: At the one hour time limit (usually 2pm); the score of the game will revert back to the score of the last full inning played. An incomplete inning started will not count toward the final score. Extra innings beyond the fifth may result in a tie.
- Tournament format will consist of single elimination format with the 4<sup>th</sup> and 6<sup>th</sup> and the 3<sup>rd</sup> and 5<sup>th</sup> seeds playing first. Losers of these games are eliminated from the tournament. During tournament play, the higher seeded team has the choice between if they want to bat or take the field first or choose their dugout first, the lower seed gets to choose the after the higher seed has chosen one of the options. Lowest winning seed will play the highest winning seed. If necessary, 1 extra inning will be played if the game is tied at the end of regulation. If the game is still tied after the one extra inning, the winner of the game will be the highest seeded team playing. Exception: During the championship game.

### Game Play:

- An **INNING** is the portion of the game in which the teams alternate on offense and defense where **3 outs** determine when the teams change from offense to defense (each teams time at bat constitutes half an inning).
- Time between innings is based on the pitcher of the portion of the inning. If the pitcher is a returning pitcher, they will receive five (5) warm-up pitches before the first batter of the inning. If the pitcher is a new pitcher, they will receive ten (10) warm-up pitches before the first batter of the inning.
- An **OUT** is one of three required retirements of an offensive team during it's time at bat.
- When 3 offensive players are legally OUT (retired), that team takes the field (defense) and the opposing team come up to bat (offense).
- **1 run is scored** each time an offensive player (runner) legally advances to and touches first, second, third and home base before three men are OUT (retired) to end the inning. **EXCEPTION:** A run is not scored if the runner advances to home base during a play where the 3<sup>rd</sup> out is made by the batter-runner before he touches first base, by any runner being forced out at another base or by a preceding runner who is declared out because he failed to touch one of the three bases.

- **Mercy Rule:** When a team scores 10 runs in an inning and their opponents want to bat without getting the required outs. Then then the mercy rule can be put into effect as long as the team whom enacts the rule understands they can no longer win the game regardless of the outcome thereafter.
- No athlete will be allowed to participate in a game if he/she is wearing a harden cast or brace of any kind. Only athletic/soft braces are permitted for use during game play.
- Coaches are **required** to umpire during regular season games or are required to provide an umpire to represent the school. The umpires will make calls based on their location on the field; the team on the fields' coach/umpire will call balls and strikes and outs at 3<sup>rd</sup> base from behind the pitcher; the batting teams' coach/umpire will call outs at 1<sup>st</sup> and 2<sup>nd</sup> base from the first base coaches area; both coaches/umpires will call outs at home together.
- Only four (4) umpires allowed for any single game (behind pitcher, first base, third base and behind catcher).
- Players may act as 1<sup>st</sup> and 3<sup>rd</sup> base coaches as long as they wear a batting helmet. If a player is coaching on the baseline and holds up the game due to being in the batting order, a delay of game penalty may be charged to the team.
- Delay of Game: If a delay in game occurs, an out will be charged to the team if they are on offense. If the occurrence happens while the team on defense, the out will be charged to them the next at batt inning. Examples: Spit water, elongated substitutions, verbal disputes, etc.
- Players of the home team shall take defensive positions at the start, the first batter of the visiting team shall take his position in the batter's box and the umpire will call "Play Ball" to begin the game.
- When the ball is put into play at the start of, or during the game, all fielders (except the catcher) are considered in fair territory.
- The **batting order** shall be followed throughout the game unless a player is substituted in for another. In this case the substitute will take the place of the player whom is removed from the batting order.
- Designated Hitter (DH) Rule – Each team may have one designated hitter added to their betting line-up before the game begins.
- Substitutions: Pitchers may not pitch again once removed from the mound. They may substitute at any other position after. Continuing pitchers will receive five (5) warm-up pitches per inning. New pitchers will receive ten (10) warm-up pitches upon taking the mound.
- Pitcher meetings: Each pitcher will be allowed to receive a one (1) minute pitcher time-out. On the second pitcher time-out, the coach must pull the pitcher and bring in a new pitcher (new pitcher will receive ten warm-up pitches).
- Each player of the offensive team shall bat in the order his name appears on his team's batting order.
- The first batter in each inning after the first inning will be the players whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- A batter has legally completed his time at bat when he is either deemed out (retired) or becomes a runner.
- **Batters may be put OUT** (retired) in any of the following ways:
  - A **FLY BALL** (fair or foul) is legally caught by a fielder (catch);
    - A **FLY BALL** is a batted ball that goes high in the air in-flight straight from the bat not touching the ground.
    - A **CATCH** is the act of a fielder getting secure possession of the ball in his glove, hand or body in flight and firmly and continuously holding it (providing he does not use any part of his uniform such as his cap, protector, pocket, etc.)
  - When a batter hits a fair ball and he or first base is tagged before he touches first base (force rules at other bases and tags apply when other bases are occupied);
    - A **TAG** is the action of a fielder touching his body against a base while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball while holding the ball securely and firmly in his hand or glove.
  - A 3<sup>rd</sup> strike is legally caught by the catcher;
    - A **STRIKE** is a legal pitch when so called by the umpire - which;
      - Is swung at by the batter and missed.
      - Is not swung at, and any part of the ball passes over and through any part of the Strike zone and home base.

- Is swung at by the batter, contact is made, but the ball is not hit in play the batter will receive a strike only on the first and second strike of the at bat (batters cannot receive a third strike on a foul hit; they continue batting until a legal out is made or they get on base). A batter who bunts foul with two strikes against them will receive a third strike and be considered out.
- **Strike Zone:** Area over home base; upper limit 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 top of the knees. The Strike Zone is determined by the batters stance as the batter is prepared to swing at a pitched ball.
- **Batters may try to advance to first base if they swing and miss at the 3<sup>rd</sup> strike and the catcher misses or drops the pitch and the pitch is swung at.**
  - **Exceptions:** First base is already occupied on the 1<sup>st</sup> or 2<sup>nd</sup> out. On the 3<sup>rd</sup> out, the batter may attempt to go to 1<sup>st</sup> base regardless of the base occupancy.
- The batter becomes a runner and is entitled to first base without liability to be put out when:
  - 4 “Balls” have been called by the umpire;
    - A BALL is a pitch which does not enter the strike zone in flight and is not struck or swung at by the batter.
    - A BASE ON BALLS is an award of first base granted to the batter who, during his time at bat, receives four pitches outside the strike zone.
  - He is touched by a pitched ball when he is not attempting to hit unless. **Exceptions:** The ball is in the strike zone when it touches the batter (a strike is called) or the batter makes no attempt to avoid being touched by the ball (a ball is called).
- The batter becomes a runner and is able to be put out (retired) when:
  - The batter hits a FAIR BALL:
    - A FAIR BALL is a batted ball that settles into fair ground between either home and 1<sup>st</sup> base; between home and 3<sup>rd</sup> base; that is on or over fair territory when bounding to the outfield past 1<sup>st</sup> or 3<sup>rd</sup> base; that touches first, second or third base; which first falls on fair territory on or beyond first or third base; or that while over fair territory touches the person of an umpire or player; or that while over fair territory passes out of the playing field in flight.
    - A fair fly will be judged according to the relative position of the ball and the foul line, including the foul pole and not as to whether the fielder is on fair or foul territory at the time he touches the ball.
    - If a fly ball lands in the infield between home and first base or home and third base and then bounces into foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base in fair territory and then bounces into foul territory, it is a fair hit.
    - FAIR TERRITORY – The part of the playing field within and including the first and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

### **The Runner and Base Running:**

- A runner acquires the right to an unoccupied base when he touches it before he is put out. He is then entitled to it unless he is put out or forced to vacate the base for another runner who is legally entitled to that base.
- An advancing runner will touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.
- Runners may overrun first base only. At second and third base the runner may be tagged and called out if they are off the base (rule does not apply to home base).
- Runners can lead off of any base at any time.
- After a fly ball has been caught, the base runner must tag the occupied base before advancing to the next base.
- One base runner cannot pass another base runner that is ahead of them.

- Stealing a base is permitted.
- Overthrown Balls: If a ball is thrown out of the field of play (the field of play is the dugout fence line extended indefinitely towards the outfield), then base runners may only advance one base. If the ball is between the foul line and the dugout fence line, runners may advance as many bases as they choose.
- Runners may not remove their batting helmet intentionally when running the bases. Runners may only run without a batting helmet if the helmet falls off unintentionally while running or due to collision. First offense is a warning. Second offense, the runner will be called out and the other runners must return to the previous base in which they occupied.
- 2 runners may not occupy a base, but if while the ball is alive, 2 runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- Fielder in the Base Path Rule – Fielder must leave a clear base path for the runner to touch the base. If a fielder clearly has possession of the ball first and contact is made, then the runner is called out. If the fielder does not have clear possession of the ball, the runner is awarded the base due to the fielder failing to provide a clear running path.
- Pinch Runner Rule – May be any player not in the active line-up for any player on the field depending on the severity of the injury.
- Catcher Interference (catcher in the way of the batter): If the catcher interferes with the batter's swing, the first offense will be a warning. The second offense, the batter will be awarded first base.

**EXPONENT RULES:**

- All students that participate in CAAL will be classified (Height and Weight Measured) two times per year.
- Classifications need to be completed prior to the start of the first game of the football/volleyball season and before the start of the first game of the basketball season.
- Newly enrolled students need to be classified as soon as possible.
- Students may participate in a higher classification, but must remain at that classification for the duration of that sports season.
- EXPONENT CALCULATIONS:

EXPONENTS	HEIGHT	AGE	WEIGHT	EXPONENT
1	53 Inches	10 Years	61 - 65 Pounds	1
2	54 Inches	10 Years 6 Months	66 - 70 Pounds	2
3	55 Inches	11 Years	71 - 75 Pounds	3
4	56 Inches	11 Years 6 Months	76 - 80 Pounds	4
5	57 Inches	12 Years	81 - 85 Pounds	5
6	58 Inches	12 Years 6 Months	86 - 90 Pounds	6
7	59 Inches	13 Years	91 - 95 Pounds	7
8	60 Inches	13 Years 6 Months	96 - 100 Pounds	8
9	61 Inches	14 Years	101 - 105 Pounds	9
10	62 Inches	14 Years 6 Months	106 - 110 Pounds	10
11	63 Inches	15 Years	111 - 115 Pounds	11
12	64 Inches	15 Years 6 Months	116 - 120 Pounds	12
13	65 Inches		121 - 125 Pounds	13
14	66 Inches		126 - 135 Pounds	14
15	67 Inches		136 - 145 Pounds	15
16	68 Inches		146 - 155 Pounds	16
17	69 Inches and Up		156 Pounds and Up	17

**Lightweight (B) and Heavyweight (A) Classifications:**

Lightweights (B) (Class C and D) = 1 - 29 Exponents  
 Heavyweights (A) (Class A and B) = 30 and Up Exponents

**Example:**

Height = 60 inches = 8  
 Age = 12 years 6 months = 6  
 Weight = 123 pounds = 13  
 TOTAL = 27 Exponents = Lightweight

## Citrus Academic and Athletic League Code Of Conduct

Alta Vista



Terra Bella



Pleasant View



Springville



Strathmore



Woodville



We, in the Citrus Academic and Athletic League, believe that middle school athletic competition should be fun but that it must also be a significant part of a sound educational program. We believe that those who coach student-athletes are, first and foremost, teachers who have a duty to assure that their sports programs **promote important life skills and the development of good character**. We believe that the essential elements of character-building are embodied in the concept of sportsmanship and six core ethical values: trustworthiness, respect, responsibility, fairness, caring, and good citizenship (the "Six Pillars of Character"). We believe, further, that the highest potential of sports is achieved when teacher-coaches consciously Teach, Enforce, Advocate and Model (T.E.A.M.) these values and are committed to the ideal of pursuing victory with honor. Finally, we believe that sincere and good-faith efforts to honor the words and spirit of this Code will improve the quality of our programs and the well-being of our student-athletes. This Code of Conduct applies to all full-time and part-time coaches involved in our sports league.

I understand that in my position as a coach, I must act in accord with the following code:

### **Trustworthiness**

1. **Trustworthiness** – Be worthy of trust in all I do and teach student-athletes the importance of integrity, honesty, reliability and loyalty.
  - a. **Integrity** – Model high ideals of ethics and sportsmanship and always pursue victory with honor; teach, advocate, and model the importance of honor and good character by doing the right thing even when it is unpopular or personally costly.
  - b. **Honesty** – Do not lie, cheat, steal or engage in or permit dishonest or unsportsmanlike conduct.
  - c. **Reliability** – Fulfill commitments; I will do what I say I will do; be on time.
  - d. **Loyalty** – Be loyal to my school and team; put the team above personal glory.
2. **Primacy of Educational Goals** – Be faithful to the educational and character-development missions of the school and assure that these objectives are comprised to achieve sports performance goals; always place academic, emotional, physical and moral well-being of athletes above desires and pressures to win.
3. **Counseling** – Be candid with student-athletes and their parents about the likelihood of getting an athletic scholarship or playing on a professional level. Counsel them about the requirement of many colleges preventing recruitment of student-athletes that do not have a serious commitment to their education, the ability to succeed academically or the character to represent their institution honorably.
4. **College Recruiters** – Be honest and candid with college recruiters about the character and academic abilities and interest of student-athletes.

### **Respect**

5. **Respect** – Treat all people with respect all the time and require the same of student-athletes.
6. **Class** – Be a good sport, teach and model class, be gracious in victory and accept defeat with dignity; encourage student-athletes to give fallen opponents a hand, compliment extraordinary performance and show sincere respect in pre- and post-game rituals.
7. **Taunting** – Do not engage in or allow trash-talking, taunting, boastful celebrations, or other actions that demean individuals or the sport.
8. **Respect Officials** – Treat contest officials with respect; do not complain or argue with official calls or decisions during or after an athletic event.
9. **Respect Parents** – Treat the parents of student-athletes with respect; be clear about your expectations, goals and policies and maintain open lines of communication.
10. **Profanity** – Do not engage in or permit profanity or obscene gestures during practices, sporting events, on team buses, or any other situation where the behavior could reflect badly on the school or the sports program.
11. **Positive Coaching/Officiating** – Use positive coaching/officiating methods to make the experience enjoyable, increase self-esteem and foster a love and appreciation for the sport. Be prepared for your coaching/officiating duties regularly by being prepared (have a whistle, score sheet, line up, etc.) and punctual. Refrain from physical or psychological intimidation, verbal abuse, and conduct that are demeaning to student-athlete or others.
12. **Effort and Teamwork** – Encourage student-athletes to pursue victory with honor, to think and play as a team, to do their best and continually improve through personal effort and discipline. Discourage selfishness and put less emphasis on the final outcome of the contest, than upon effort, improvement, teamwork, and winning with character.
13. **Professional Relationships** – Maintain appropriate, professional relationships with student-athletes and respect proper teacher-student boundaries. Sexual or romantic contact with students is strictly forbidden as is verbal or physical conduct of a sexual nature directed to or in view of student-athletes.

### **Responsibility**

14. **Life Skills** – Always strive to enhance the physical, mental, social and moral development of student-athletes and teach them positive life skills that will help them become well-rounded, successful and socially responsible.
15. **Advocate Education** – Advocate the importance of education beyond basic athletic eligibility standards and work with faculty and parents to help student-athletes set and achieve the highest academic goals possible for them.
16. **Advocate Honor** – Prominently discuss the importance of character, ethics and sportsmanship in materials about the athletic program and vigorously advocate the concept of pursuing victory with honor in all communications.
17. **Good Character** – Foster the development of good character by teaching, enforcing, advocating and modeling (T.E.A.M.) high standards of ethics and sportsmanship and the six pillars of character.
18. **Role-Modeling** – Be a worthy role-model, always be mindful of the high visibility and great influence you have as a teacher-coach and consistently conduct myself in private and coaching situations in a manner that exemplifies all I want my student-athletes to be.
19. **Personal Conduct** – Refrain from profanity, disrespectful conduct, and the use of alcohol or tobacco in front of student-athletes or other situations where my conduct could undermine my positive impact as a role model.
20. **Competence** – Strive to improve coaching competence and acquire increasing proficiency in coaching principles and current strategies, character-building techniques, and first-aid and safety.
21. **Knowledge of Rules** – Maintain a thorough knowledge of current game and competition rules and assure that my student-athletes know and understand the rules.
22. **Positive Environment** – Strive to provide a challenging, safe, enjoyable, and successful experience for the athletes by maintaining a sports environment that is physically and emotionally safe.
23. **Safety and Health** – Be informed about basic first aid principals and the physical capacities and limitations of the age-group coached.
24. **Unhealthy Substances** – Educate student-athletes about the dangers and prohibit the use of unhealthy and illegal substances including alcohol, tobacco and recreational or performance-enhancing drugs.
25. **Eating Disorders** – Counsel students about the dangers of and be vigilant for signs of eating disorders or unhealthy techniques to gain, lose or maintain weight.
26. **Physicians' Advice** – Seek and follow the advice of a physician when determining whether an injured student-athlete is ready to play.
27. **Privilege to Compete** – Assure that student-athletes understand that participation in interscholastic sports programs is a privilege, not a right and that they are expected to represent their school, team and teammates with honor, on and off the field. Require student-athletes to consistently exhibit good character and conduct themselves as positive role models. Student-athletes must achieve and maintain a GPA of 2.0 during the current sport(s) season(s) they are participating in. Schools may have additional requirements which are on a district by district basis.
28. **Self-Control** – Control my ego and emotions; avoid displays of anger and frustration; don't retaliate.
29. **Integrity of the Game** – Protect the integrity of the game; don't gamble. Play the game according to the rules.
30. **Enforcing Rule** – Enforce this Code of Conduct consistently in all sports-related activities and venues even when the consequences are high.
31. **Protect Athletes** – Put the well-being of student-athletes above other considerations and take appropriate steps to protect them from inappropriate conduct.
32. **Access** – Help make your sport accessible to all diverse communities.
33. **Improper Commercialism** – Be sensitive to and avoid unwholesome commercialism including inappropriate exploitation of my name or the name of the school and undue financial dependence on corporate entities. Make sure any affiliation or association with a corporate entity is approved by school and district officials.
34. **Game Results** – Athletic Directors will email game results of both the A and B teams games to the league commissioner no later than the following Tuesday after the games have been played.

#### **Fairness**

35. **Fair and Open** – Be fair in competitive situations, selecting a team, disciplinary issues and all other matters; and be open-minded and willing to listen and learn. All athletic teams are to be comprised of only students enrolled in grades 6<sup>th</sup> through 8<sup>th</sup> grade (exception being the track teams which may include 5<sup>th</sup> grade students). "A" or "Varsity" teams can be comprised of 6<sup>th</sup> through 8<sup>th</sup> grade athletes regardless of exponents. "B" or "Junior Varsity" teams can be comprised of 6<sup>th</sup> through 7<sup>th</sup> grade students only and must meet the league exponent criteria designated by the league rules.
36. **Exponents** – Exponents for student-athletes will be measured at the start of the school year before the first athletic contests take place and will be re-measured before the start of the basketball season annually. See exponent chart for details.

37. **Game Management** – Coaches are required to officiate all games throughout the regular season. The exception to this is if an outside official(s) have been retained and are aware of the league rules and code of conduct, than the coaches have the option to allow the third party official to take over the games officiating duties which will allow the coaches to coach only (should this be accepted, the coaches understand that the official has all officiating powers and responsibilities and must abide by the decisions made by the third party official as long as it is within the rules of the Citrus Academic and Athletic League. No spectators are allowed on team benches or sidelines at any time (players/coaches/school personnel only). No one other than coaches and/or athletic directors may approach any officials/score keepers at any time. Spectators whom do not comply will be removed from the game and/or the game will be ended and a forfeit will be awarded to the opposing team. No drinks on playing courts or fields at any time (sidelines only) or a delay of game violation will be the result.
38. **Cancelled Games Outcomes** – Ideally games will be cancelled twenty four (24) hours in advanced (10 am the day of as last resort/emergency). Games cancelled due to inclement weather or for administrative reasons result in a no game played. Discipline cancellations result in a forfeit and win for the opposing team.

#### **Caring**

39. **Safe Competition** – Put safety and health considerations above the desire to win; never permit student-athletes to intentionally injure any player or engage in reckless behavior that might cause injury to themselves or others.
40. **Caring Environment** – Consistently demonstrate concern for student-athletes as individuals and encourage them to look out for one another and think and act as a team.

#### **Citizenship**

41. **Honor the Spirit of Rules** – Observe and require student-athletes to observe the spirit and the letter of all rules including the rules of the game and those relating to eligibility, recruitment, transfers, practices and other provisions regulating interscholastic competition.
42. **Improper Gamesmanship** – Promote sportsmanship over gamesmanship; don't cheat. Resist temptations to gain competitive advantage through strategies or techniques (such as devious rule violations, alteration of equipment or the field of play or tactics designed primarily to induce injury or fear of injury) that violate the rules, disrespect the highest traditions of the sport or change the nature of competition by practices that negate or diminish the impact of the core athletic skills that define the sport.

#### **Complaints/Incidents/Games Played Under Protests**

43. **Complaints/Incidents** – Individuals apart of the league such as coaches, officials, scorekeepers and administrators will have twenty four (24) hours to write up and submit a formal complaint/incident to their schools site athletic director whom after their initial review and resolution will then have it submitted to the league committee for review. All other parties with a complaint/incident must report with a write up within twenty four (24) hours to their schools site athletic director which should be resolved in-house and only in extreme circumstances will be submitted to the league committee for review. Once a complaint/Incident is written up and submitted, the other involved parties will have forty eight (48) hours to respond with a formal write up of their account of the complaint/incident. Both formal written accounts will be reviewed by the league and necessary actions, disciplines, etc. will be determined on a case by case basis which may include but are not limited to removal of attendance privileges of league games/events, suspension and/or termination of participation in league and/or more formal discipline including police/legal action.
44. **Complaints/Incidents Disciplinary Actions** – Individuals apart of the league such as coaches, officials, scorekeepers and other personnel will be given three (3) opportunities to correct behavior and/or actions throughout the duration of a single season. After the third incident, the individual(s) will be relieved of the responsibilities for the duration of that season and will not be asked back for a minimum of the next full season. Repeat offenders of two (2) consecutive alternating disciplined years will be subjected to a five (5) year suspension from all activities in the league. Conduct detrimental to any person(s) beyond a reasonable/rational verbal dispute of the rules will result in more severe consequences including but not limited to, game(s) suspensions and/or termination of participation within the Citrus Academic and Athletic League. The League Committee will use a majority vote to determine consequences for offenders and repeat offenders on a case by case basis based on a thorough, efficient and time appropriate investigation. Consequences may include but are not limited to removal of attendance privileges of league games/events, suspension and/or termination of participation in league and/or more formal discipline including police/legal action.
45. **Games Played Under Protest** – Games played under protest are when a team is in violation of one or more rules and chooses not to comply with the rules as stated in the current approved rule book as validated by the Citrus Academic and Athletic League Committee. Games played under protest will receive a swift and thorough investigation and the team whom violated the rules regardless of reason will vacate any win(s) of the contest(s)

and the win will be awarded to the other team. A game is only considered to be played under protest if a coach before the game begins announces such to the opposing coach and the on-site athletic director(s). Example: Playing a team whose player(s) are wearing metal cleats. Immediate Solution Example: Student-athlete removes cleats and plays or student-athlete does not play or team forfeits the game if neither of the other options is utilized.

By accepting any participating position or attending any game/event within the Citrus Academic and Athletic League, I have read, understand, acknowledge and will abide by at all times the requirements of this Code of Conduct. I will act in accordance with this code daily. I understand that school (and district) officials as well as league officials will and should expect that I will follow this code. Should I fail to comply with any aspect of this code in any capacity, I understand that my school (and district) administrators as well as and/or league committee officials may ask me to resign or terminate me of league participation duties and/or attendance of games/events and/or take appropriate action against me.