

Washington Township Girls Softball League

BY-LAWS

Revision 2

2011



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Purpose

The Washington Township Girls Softball League is an amateur organization designed to provide supervised softball competition for girls regardless of race, creed or religion. All rostered girls shall have the opportunity to play in every game. There will be no try-outs and no cuts. Our main objective is to provide a positive environment in which to teach softball fundamentals and good sportsmanship.

Staff Organization

Commissioner – The commissioner is the active head of all league divisions and has the final say on all activities and problems arising from the operation and play of the league. The commissioner presides over all meetings and shall decide board votes that result in a tie.

Assistant Commissioner – The assistant commissioner coordinates with all the officers in the handling of league details and becomes the acting commissioner when necessary.

Head Organizer – The head organizer helps to coordinate the efforts of the individual school organizers as well as serving as a resource for them. The head organizer has the power to overrule the individual school organizers on all organizing matters and residency issues.

Treasurer – The treasurer shall collect and disperse all funds and maintain accurate financial records for the league. The treasurer shall submit a financial statement to the board at the end of each season. This report is available upon request to any member in the WTGSL.

League Secretary – The secretary shall keep notes on all meetings, prepares and sends all league correspondences (e.g. certified letters and announcements) and helps to keep the meetings on track and following any agendas.

Scheduler – The scheduler coordinates and distributes schedules of all games, arranges for the use of fields and acts as a liaison between the league and the umpire association.

Head Re-Scheduler – Each division will have an assigned re-scheduler and the head re-scheduler helps to coordinate their efforts. The head re-scheduler has the power to overrule the individual division re-schedulers.

Rules & Protests – The rules & protests chairperson is the point of contact for anyone in the league wishing to file a protest.

Statistics – The statistics chairperson keeps an accurate account of all win and losses for every team in the league and will occasionally publish the standings on the league website.

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First-Aid – The first-aid chairperson stocks, distributes and collects all first-aid kits.

Equipment Manager – The equipment manager purchases, distributes and collects all equipment at the beginning and the end of each season. They shall provide the board with an itemized inventory at the beginning and end of each season.

Field Maintenance – The field maintenance chairperson shall obtain permits for practice and game fields, where needed, and shall supervise repairs to fields as approved by the board.

The above representatives of the WTGSL Board are in direct charge of all divisions. All matters pertaining to the league, its teams and/or divisions should be directed to them.

The board of the WTGSL reserves the right to change any part of these by-laws as needed at any time during the season.

School Organizers - School organizers shall be appointed by the board on a yearly basis. They arrange for sign-ups (including an informal meeting for players and parents), split teams, recruit coaches, approve assistant coaches and collect all necessary monies and paperwork that needs to be turned in to the league treasurer. They also act as a liaison between all participants from their school and the board and are to help ensure that their coaches and fans understand the playing rules and by-laws of this league. The school organizer reports to the head organizer.

Re-Scheduler – Each division shall have a re-scheduler. A re-scheduler is the point of contact for all coaches in their division and facilitates the re-scheduling of games that have been rained-out or games that have been postponed by the coaches. The re-scheduler decides if the excuse for a postponed game is sufficient reason enough to cancel and re-schedule a game. The re-scheduler reports to the head re-scheduler.

Head Coaches – Head coaches are appointed yearly by the school organizer. A head coach is responsible for the league supplied equipment, paying the umpire fees, keeping their rosters up-to-date with the league, reporting game scores, scheduling practices and the supervision and safety of their team.

Divisions of Play

A player's division is determined by her grade level

Minors Division	3 rd and 4 th grades
Majors Division	5 th and 6 th grades
Junior High Division	7 th and 8 th grades
High School Division	9 th thru 12 th grades

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Player Eligibility

To play softball in the WTGSL, every player from 3rd grade through High School must be in good health and meet one of the following requirements:

1. Play for the elementary school in the school district they live in
2. Play for the school which they attend

Any exceptions must be board approved. Any player who violates district regulations will be suspended with automatic team forfeiture of any games in which the ineligible player participated.

No girl can play out of her grade level for any reason unless she originally started early. The only way to start early is to be a 2nd grader that was held back. Any girls that start early can only spend two years in each division (until High School) and must move up with the current 3rd grade class she's starting with.

League Rules

1. Coaches & Assistants

- 1.1.** All coaches are assigned the responsibility of being positive role models for the players. Conduct unbecoming a coach shall be cause for dismissal from this league.
- 1.2.** It is the head coach's responsibility to control their fans at all times.
- 1.3.** Head coaches must report any change of mailing address or phone number to the league secretary as soon as possible. The coach bears all responsibility and consequences from the league being unable to contact them when required.
- 1.4.** Head coaches must carry this rules booklet and a USSSA rule book to all games.
- 1.5.** Head coaches are responsible for cleaning all of the trash from their sideline after a game or practice. If the sidelines are found to be dirty, the head coach can be called back to clean it.
- 1.6.** All coaches are required to wear in plain view the lanyard that is supplied by the league that identifies them as the head coach of a team.
- 1.7.** No girl shall be left unsupervised at any practice or game.
- 1.8.** A head coach is required to attend the majority of practices and games. They must also attend any mandatory league meetings.

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2. Playing Rules

2.1. The by-laws found in this document supersede the USSSA rules. When a rule is not covered in this document the USSSA rules are in effect.

2.2. The playing field will be a regulation field with the following distances:

	Bases	Home to Pitcher's Mound	Home to 2nd Base
Minors	55'	35'	77' 9"
Majors	60'	40'	84' 10"
JH & HS	65'	45'	91' 11"

2.3. Regulation Game Length

2.3.1. For the Minors and Majors, six (6) innings constitute a regulation game. In the case of a game that is rained-out or blacked-out after three (3) innings (2½ innings if the home team is winning), it shall be considered an official game. If the game is rained-out or blacked-out before three (3) innings (2½ innings if the home team is winning), the game will be restarted from the beginning at a later date. The umpire should return your money and you should contact your re-scheduler.

2.3.2. For Junior High and High School, seven (7) innings constitute a regulation game. In the case of a game that is rained-out or blacked-out after four (4) innings (3½ innings if the home team is winning), it shall be considered an official game. If the game is rained-out or blacked-out before four (4) innings (3½ innings if the home team is winning), the game will be restarted from the beginning at a later date. The umpire should return your money and you should contact your re-scheduler.

2.4. A ten (10) minute grace period is allowed after the game's scheduled starting time. The game must begin or be forfeited after the grace period has expired.

2.5. The minimum number of players that can start a game is nine (9) and the missing tenth (10th) player can join the game when she arrives no matter what the inning is. While playing with only (9) players the team does not take an out when the missing player's batting position come up.

2.6. If the game starts with 11, 12 or 13 girls in the batting line-up and one of the 13 girls cannot finish the game, any girl not currently in the line-up may be put into the game and has to occupy the absent girl's position. If there is no girl available to occupy the absent girl's position, an out will occur every time that batting position comes up.

2.7. In the case where a player is not present for the start of the game and her arrival would not make her the 10th player her name may be added to the bottom of the line-up as long as the opposing coach is notified prior to the start of the game. If she arrives before the batting position has come up, she may legally occupy that batting position. If that position comes up before she arrives then her name must be removed from the line-up, the opposing coach notified and she can only play in the

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game as a substitute if she is there before the substitution inning (see 2.17). If she arrives after the substitution inning then she cannot play in that game.

2.8. Only six (6) runs will be allowed per inning per team unless the team batting is behind. In this case, the team that is behind can score as many runs as needed to tie the game plus six (6) more runs maximum.

2.9. Run Spread

2.9.1. For the Minors and Majors, a game consists of six (6) innings. Four (4) innings shall be considered a complete game if one team is ahead by fifteen (15) runs at the end of the inning. Five (5) innings will be a complete game if one team is ahead by ten (10) runs at the end of the inning.

2.9.2. For the Junior High and High School teams, a game consists of seven (7) innings. Five (5) innings will be considered a complete game if one team is ahead by fifteen (15) runs at the end of the inning. Six (6) innings will be considered a complete game if one team is ahead by ten (10) runs at the end of the inning.

2.10. No inning shall begin after 7:00 for the 5:30 games or after dark for the 7:00 games. Evening game times may vary and are left to the umpire's discretion. The official score of this game is the score at the end of the last full inning. This rule only applies to weekday games scheduled back-to-back on a single field. If no game follows yours, this rule does not apply.

2.11. The Infield Fly Rule is in effect for the majors, junior high and high school divisions only.

2.12. Re-Entry: Any of the starting players may be withdrawn and re-enter once, provided said player occupies the same batting position. In case of an injury, see Rule 2.5.

2.13. The 3rd strike on a foul is waived for the minors and majors only giving them unlimited foul balls after two (2) strikes.

2.14. Junior high and high school are allowed two (2) foul balls after two (2) strikes. The 3rd foul ball will be strike three (3) and the batter is out if the ball is not kept in play.

2.14.1. On the third foul tip, the batter is out if the ball is caught by the catcher.

2.15. In the situation where a runner is advancing on a tag-play, and the fielder has possession of the ball, the runner must either "give up" or slide into the base to avoid injury to either player. Charging a fielder by a runner will be cause for removal of the runner from the game.

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2.16. Extra Player (EP): Each team is allowed up to three (3) extra players. If any extra players are used, it must be made known to the head coach prior of the opposing team prior to the start of the game and she must be listed on the scoring sheet in the regular batting order. If the EP is used, an EP must be used the entire game. In case of an injury, see Rule 2.4.

2.17. All teams are required to bat and play in the field every rostered girl present. The only exception will be an injured player or a player benched for disciplinary reasons. The opposing team's head coach must be advised of these exceptions prior to the start of the game and has the right to question the player. Violation of any portion of this rule or the following sub-rules will result in the forfeiture of the game, with the exception of the mercy rule.

2.17.1. For the Minors and Majors, all girls must be put in the game no later than the beginning of the third (3rd) inning. All girls must spend a minimum of two (2) consecutive innings in the both the batting line up and the field.

2.17.2. For Junior High and High School, all girls must be put in the game no later than the beginning of the fourth (4th) inning. All girls must spend a minimum of three (3) consecutive innings in both the batting line up and the field.

2.18. Home team shall be indicated on the schedule and not be determined by home field. Home team is on the 3rd base sideline.

2.19. Pitching - Prior to pitching, the pitcher shall take a position with a foot firmly on the ground and in contact with the pitching rubber. During the pitching motion, the foot must remain in contact with the pitching rubber and can only break contact after the ball is released. The ball must be pitched underhand and at a slow speed. The arc of the ball must be at least (6) feet above the ground but no higher than (10) ten feet.

2.20. Any player exhibiting signs of contagious disease (i.e. chicken pox, measles, head lice, etc.), or obvious injury (i.e. cast, large bandage), open wounds (i.e. bleeding) shall not be allowed to participate in any game in which these signs occur. The WTGSL reserves the right to request a written medical authorization / release from any player prior to that player participating in the WTGSL.

2.21. The USSSA rule known as the "Flip/Flop Rule" is not used in the WTGSL.

3. Equipment & Uniforms

3.1. Shoes with metal cleats are prohibited. Molded rubber cleats are allowed, as well as tennis shoes that tie or Velcro. Slip-ons are prohibited.

3.2. One new softball must be produced by the home team for each game. One good used softball must be produced by the other team. All softballs will be provided by the league.

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3.3. The home team will furnish the bases and pitcher's mound to be used for the game. Bases and pitcher's mound should be in good condition and securely fastened.

3.4. Only USSSA softball bats may be used. No T-ball bats allowed.

3.5. All catchers must wear a helmet that has a mask attached to it. Any catcher in the Minors or Majors must wear a chest protector. In Junior High and High School the use of the chest protector is left up to head coach and is strongly recommended.

3.6. Players must wear team shirts with at least a six (6) inch number on the back. Player numbers cannot be the same, contain letters, decimals or fractions. The wearing of hats, matching pants or matching socks is optional. During inclement weather jackets may be worn at the discretion of the coaches, but the jackets cannot cover the player's number while that player is at bat.

3.7. Exposed jewelry such as watches, earrings, necklaces, rings, bracelets or any item deemed dangerous by the umpire may not be worn. Medical Alert jewelry is the exception but it must be taped to the body.

3.8. Helmets with ear flaps and chin straps are mandatory for all batters and base runners while the ball is in play.

4. Rain-outs & Rescheduling

4.1. It is the responsibility of the head coaches to contact the re-scheduler about rain-outs or the need to reschedule any game.

4.2. In the case of inclement weather, head coaches should call the WTGSL weather line to see if games are canceled or not. If not, both teams need to report to the field and the final decision will be made at that time with the umpire having the final say as to whether the game will be played. If the field is deemed playable and a team failed to assemble enough players, that team will take a forfeit.

4.3. At all times the safety of the girls is our main concern. Therefore, in the event of lightning, a tornado warning (sirens or sounds), or any other threatening conditions, the head coaches have the authority to suspend a game and should take immediate action to move the girls to a safe location as well as advise the umpire. Then see Rule 2.2.1 or 2.2.2.

4.4. Coaches are allowed to reschedule only one (1) game per season must contact the re-scheduler by 9:00 PM the night before the game. If 9:00 PM has passed the game will be a forfeit if a team cannot be fielded at game time the next day. The game must then be played within two weeks of the canceled game.

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5. Rosters and Contracts

- 5.1.** It is the responsibility of the organizer to turn in the completed contracts, parent agreements, rosters and league fees to the treasurer before the deadline. Failure to turn in any one of these items prevents the team from being considered official and prevents them from being included in the pre-season or regular season schedule.
- 5.2.** It is the responsibility of the head coach to make sure their organizer has everything that is required to be turn into the treasurer.
- 5.3.** Schools that have more than one (1) team will not be able to exchange player contracts after the contracts have been signed and the rosters filed with the treasurer.
- 5.4.** All contracts and monies of new players must be filed with the treasurer before their first played game. Teams may add players to their rosters up until the seventh (7th) game of the season.
- 5.5.** Using players whose contracts and/or monies are not on file with the treasurer shall mean an automatic forfeit of any/all games in which the ineligible player(s) participated.
- 5.6.** Players may sign a contract with only one (1) team per season.
- 5.7.** League fees will not be return if the player leaving the league has played at least one inning.

6. Umpires and Team Conduct

- 6.1.** USSSA umpires are assigned to the various fields by their office. Any issue regarding the umpires should first be brought to the attention of your school organizer. If necessary, the school organizer will then contact the head organizer.
- 6.2.** The umpire has the right to eject any player and/or coach from the game for unsportsmanlike conduct. The head coach must provide the umpire with the name of the player and/or coach at the time of the ejection.
- 6.3.** It is fully within the umpire's power to eject fans from the game and/or forfeit a game due to their behavior.
- 6.4.** In the case that an umpire does not appear for duty, the game may be played using volunteer umpires. It will considered an official game if both head coaches agree to play under these conditions prior to the start of the game and one pitch is made. The agreement to play must be signed in both score books prior to the start of the game. The umpire fees for that game can then be given to the volunteer umpire(s).
- 6.5.** The WTGSL defines poor sportsmanship as: pushing, fighting, foul language, talking about or teasing another player either on the opposing team or the same team,

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throwing equipment, ignoring a coach trying to defuse the situation, refusal to play a position as requested by the coach and spitting. Any of the above instances need to be immediately addressed by the head coach and stopped. This pertains to fans as well. Any situation reported to the coach and not addressed at the time of the occurrence will be addressed after the fact by the board.

6.6. Smoking on the field or in the bench area is not allowed at any time by anyone. WTGSL players and/or coaches will be placed on probation and can be subjected to an indefinite suspension. Fans will be asked to leave the field.

6.7. Any person at a game with alcoholic beverages or illegal drugs at the field will be immediately suspended and a hearing by the board will follow. Alcohol is prohibited at all fields used by the WTGSL.

6.8. Head coaches, assistants and players may not leave the coaching boxes to protest ball and strike decisions. If they do, they are subject to an automatic removal from the game. Head coaches do have the right to advance to the field to control players who are arguing with the umpire, so that said player might not be ejected from the game.

6.9. If a player intentionally causes a collision, the player will be ejected from that game and suspended for the next game. The player should avoid the collision by sliding or giving up.

6.10. Any intentional throwing of equipment or foul language out of obvious anger or disappointment will result in the offending player or coach being removed from the game and suspended for the following game. This means that the player or coach will receive a minimum suspension of one full game.

6.11. Upon notification of a flagrant violation of the by-laws by a player, head coach or assistant coach the board of the WTGSL will discuss the matter and decide what course of action is necessary depending on the severity of the infraction.

6.12. Failure to follow the terms of the punishment set forth by the board can result in the individual being removed from the league.

6.13. Any board member has the authority to immediately and temporarily suspend a coach or player if it is deemed necessary.

7. Protests

7.1. Only when an infraction of the rules is involved can a protest be called. Those issues that may not result in a protest include an umpire's judgment call such as balls/strikes, safe/out, etc.

7.2. All protests must be made on the playing field, in the presence of the opposing head coach and umpire before the next pitch of the game. The only exception to this rule is player eligibility, which can be protested at any time during the season.

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7.3. After a protest is made on the field, the protest must then be filed with the rules & protest chairperson no later than 24 hours after said game.

7.4. Each protest must be accompanied by a \$20.00 fee. If the protest is won, the fee will be returned. If the protest is lost, the fee will be forfeited and deposited into the general fund.

7.5. All matters concerning protests shall be handled by the board.

7.6. Illegal Player: A signature of the player in question must accompany any illegal player protest, and any player requested by the umpire must sign the opposing team's score book.

8. Forfeits

8.1. If a team is not ready to play ten (10) minutes after the scheduled starting time that team must forfeit.

8.2. In the case of a forfeit both team are to pay the umpire at the field. If for some reason the umpire cannot be paid at the field, the fee is to be returned to the treasurer before the start of their next scheduled game.

8.3. Any team that withdraws or is disqualified from the league shall forfeit all remaining games and lose their membership in the league for the remainder of the season.

8.4. If a game is forfeited after it has started, no umpire fees will be refunded to either team.

8.5. The score of a forfeited game shall stand as 7-0.

9. Scores and Statistics

9.1. It is the responsibility of the winning team's coaching staff to make sure the score of the game gets communicated the statistics chairperson in a timely manner.

9.2. League standings are based on a point system where two (2) points are awarded for a win, one (1) point for a tie and zero (0) points for a loss. The end-of-the-season standings are based on the points only and the runs-for stat is only used to break ties during the season.