

Daviess County Girls Softball Association

Governing Rules

Article 1 **NAME**

Section 1. This organization shall be known as Daviess County Girls Softball Association.

Article 2 **PURPOSE**

Section 1. General Purpose

- A. To inspire youth, regardless of race, creed, or color to practice the highest ideas of sportsmanship, scholarship, and physical fitness.
- B. To bring area youth closer together through the means of a common interest in sportsmanship, scholarship, fellowship, and athletic competition.

Section 2. Specific Purpose

To encourage girls with such fundamentals of softball as fielding, batting, running, and throwing and staying in shape physically, mentally, and morally, while maintaining and improving scholastic standings.

Article 3 **MEMBERSHIP**

Section 1. One softball representative from each playground, along with president and chairman.

Article 4 **MEETINGS**

Section 1. Regular meetings will be held at the chairman's discretion.

Section 2 A quorum shall consist of at least 1 officer and 50% of eligible voters.

Article 5 OFFICERS AND ELECTIONS

Section 1. Election of officers shall be conducted once a year at tournament draw meeting for the positions of:

- A. President
- B. Chairman

Article 6 OFFICER DUTIES

Section 1. The President shall preside at all meetings. He shall perform all duties required to enforce the provision of the governing rules, general rules, and regulations of the Daviess County Girls Softball Association. He shall appoint all committees.

Section 2. The Chairman shall assist the President in all capacities. He shall preside at all Meetings in the absence of the President.

Section 3. There will be an Advisory Committee which shall consist of the President, league Chairman, and one representative from each playground. The method of selection of the playground representative shall be decided by that playground. The Chairman of the Advisory Committee may be appointed by the President of the league. The duties of the Advisory Committee shall include, but not limited to: disciplinary actions regarding coaches and players; roster changes; accepting or rejecting transfer requests; ruling on eligible or ineligible players; suggest changes to these governing rules; and to assist the President in

enforcing these governing rules. But at no time will this committee have the authority to change any section of these governing rules without the approval of the membership.

Article 7 **RULES AND REGULATIONS**

All participants must live in Daviess County or be approved by the committee. A Player living in another county cannot be accepted by that playground until Regular registration is over and then based on a need basis, and approved by League board.

CLARIFYING STATEMENTS

- Statement 1. All girls must register in the district in which they reside.
- Statement 2. No player shall play on any team other than the district in which she lives, unless she has a signed release that has been approved by the league board.
- Statement 3. If a player moves from one district to another, she may continue to play in the original district. (Grandfather Clause)
- Statement 4. The district areas are to be established by the Daviess County School Board. They are as follows, elementary school districts:

Southern Oaks	Stanley	Whitesville	Sorgho
Knottsville	Highland	Burns-Tamarack	West Louisville
Country Heights			
- Statement 5. At no time will transfers be considered if the transfers reduce the number of players on that team below 12.
- Statement 6. After registration, if there is a need for a playground to acquire players to reasonably field a team, transfers from another playground will be considered.

Statement 7. All transfer must be approved by both playground committees before being submitted to the advisory committee.

Statement 8. Players from the city that are not assigned to a playground can choose any playground to play. Once they are at a playground, they become property of that playground.

TRANSFER POLICY AND PROCEDURE

All youth in Daviess County that wish to participate in the summer recreation program must register to play at the playground in the area in which they reside. This determination of residency is to be per the Daviess County Public Schools Elementary School Boundaries that are in effect at the time the child registers. However situations could arise that participants may wish to seek a transfer from their home playground to another playground. These requests shall only be considered if there is a legitimate reason for such a transfer. An example of a legitimate transfer request is if a playground has too few players or too many players to field a team or teams in a specific age group. Reasons such as "I don't like a coach", "I don't like some of the players on my team", "I want to play a specific position", or "I have friends on the other team" are not legitimate reasons. Requests for transfers, which list these types of reasons, will not be considered. If there is a legitimate reason for a transfer, then the following procedure is to be followed, without exception.

- 1) The player is to register at their 'home' playground.
- 2) The player obtains Transfer Request Forms (pg. 41-43) from their home playground.
- 3) The player and his/her parents complete, sign, and date Form 1 (pg. 41), player request.
- 4) The player must seek permission from the home playground president and playground committee for a transfer.
- 5) If permission is granted, Form 2 (pg. 42) of the Transfer Request Form is completed, signed, dated by the playground releasing the player.
- 6) The completed form is then submitted for approval to the playground to which the player

wishes to transfer.

- 7) If approved, the playground to which the player wishes to transfer, must then complete, sign, and date Form 3 (pg. 43) of the Transfer Request Form.
- 8) The completed form shall then be submitted to the appropriate league or governing body for consideration.
- 9) A vote to approve or disapprove will be taken and the player will be notified of the results.
- 10) All approved transfers shall be for a period of one (1) year.
- 11) Careful consideration and judgment shall be used so as not to "load", "stack", or give a Team an "unfair advantage".
- 12) Progression rule shall apply when considering transfers.
- 13) Players that move into another elementary school district and wish to transfer to the new playground will not be required to complete the transfer procedure if they can provide proof of residency in the new school district
- 14) All forms must be completed, signed, and dated. If any form is left incomplete, the transfer Process will be delayed until any such forms are complete.
- 15) Copies of all transfers and pre-existing addresses must be forwarded to the Parks Department to be kept on file.

PLAYGROUNDS WITH MULTIPLE TEAMS IN THE SAME AGE DIVISION WILL NOT BE ALLOWED TO TRANSFER PLAYERS WITHIN THE PLAYGROUND. PLAYERS SHALL BE PLACED ON A TEAM BY MEANS OF THE APPROPRIATE LEAGUES DRAFT RULES. PLAYERS WILL REMAIN ON THEIR ORIGINAL TEAM UNTIL THEY BECOME TOO OLD TO COMPETE IN THAT AGE DIVISION OR THE TEAM FOLDS DUE TO THE LACK OF AVAILABLE PLAYERS. IF A TEAM FOLDS, THEN ANY RETURNING PLAYERS WILL BE DISTRIBUTED VIA DRAFT. THIS RULE IS INTENDED TO CREATE PARITY AMONG THE TEAMS FROM THE SAME PLAYGROUND.

Article 8 **TEAM COMPOSITIONS**

- A. A team can begin play and play with 9 players without penalty if it is necessary to do so. Cannot continue a game with less than 9 players.
- B. A team which begins with 10 players can finish with 9 if one becomes injured, ill, etc. with her position in batting being an out.
- C. A team which begins with 11 players can finish with 10 if one becomes injured, ill, etc. with her position in batting being an out.

Article 9 **TEAM ROSTERS**

- A. Rosters of all qualified girls, coaches, and assistant coaches must be turned in no later than **MAY 15** to any officer of the Association. (Penalty for not having roster in by this time will eliminate any participation in County Tournament.)
- B. The roster shall include the name, age, grade, and school attended of each player. They also will include the names, addresses, and phone numbers of the head head coach and the assistant coach.

Article 10 **PLAYER DRAFT**

If a playground has more than one team in the same age division, these draft rules shall be implemented to determine team rosters.

- Rule 1. All players who move up to the next higher age division and all new players MUST attend a scheduled tryout where a coach or representative from each team in that division of that playground is present. Exception: If a player has a

legitimate excuse, such as attending school out of town, illness, etc., a special tryout may be scheduled by the playground president.

- Rule 2. Maximum team roster size shall be determined by the total number of girls returning that age division plus the number of new players moving into the division, divided by the number of teams in that division at the playground.
- Rule 3. Team roster size may not exceed 15 players.
- Rule 4. The order of the draft will be determined by the team with the least number of returning players. In the case of a newly formed team, that team will be considered to have the least number of players and will receive the first draft pick. Option: The order of the draft will be determined by the flip of a coin.
- Rule 5. Each team will receive one draft choice on the first and second rounds of the draft.
- Rule 6. Commencing with the third round, the team or teams with the least number of players will draft until they become even with the number of players on the team with the most players. After the first and second rounds, the teams with the least number of players will then catch up to the other teams. When all teams are equal in number of players, draft choices will alternate from team to team until each team reaches maximum roster size.

Example 1: Team 1 has 12 returning players.
Team 2 has 8 returning players.
Team 2 gets first pick= 9 players
Team 1 gets first pick= 13 players
Team 2 gets second pick= 10 players
Team 1 gets second pick= 14 players

At this time team 2 gets the next 4 picks: team 1 must wait to pick again until team 2 catches up with 14 players. The teams will then alternate on a ratio of one to one until all players are chosen or roster size reaches 20 players.

Example 2: Team 1 has 12 returning players.
Team 2 has 10 returning players.
Team 3 has 6 returning players.
Team 3 gets first pick= 7 players
Team 2 gets first pick= 11 players
Team 1 gets first pick= 13 players
Team 3 gets second pick= 8 players
Team 2 gets second pick= 12 players
Team 1 gets second pick= 14 players

Team 3 then gets the next 4 picks to catch up to team 2 (12 players each). Teams 3 and 2 then alternate picks until they catch up to Team 1 (14 players each). All three teams will then alternate picks on a one to one ratio until all players are chosen or roster size reaches 20 players.

Example 3: Team 1 has 7 returning players.
Team 2 is a new team with no returning players.
Team 2 gets first pick=1 player

Team 1 gets first pick=8 players

Team 2 gets second pick= 2 players

Team 1 gets second pick= 9 players

Team 2 then gets the next 7 picks to catch up to Team 1 (9 players each). The teams then alternate picks on a one to one ratio until all players are chosen or roster size reaches 20 players.

Rule 7. After all teams have an equal number of players pursuant to Rule 6, draft choices will alternate from team to team until team reaches maximum roster size.

Rule 8. Draft choices such as daughters of coaches or a sister of a player already on the team must be exercised by the third round of the draft. Assistant coaches are to be picked after the draft and teams are formed.

Rule 9. Draft report forms must be turned in to any officer of the association before the first scheduled game. These forms must list all returning and each player drafted along with the order in which the new players were drafted.

Rule 10. These rules shall apply to all playgrounds which have more than one team in the same age division.

Article 11 PLAYING RULES

All games will be played under Amateur Softball Association rules with the following exceptions:

1. Re-entry rule

A player may re-enter the game only for a player who replaced her. Once a player has left the game two times, she may not re-enter.

2. 8 & U League

Pitching distance to be 30 feet, bases 60 feet. All Players must bat once and play at least 3 outs.

3. 10 & U League

Pitching distance to be 35 feet, bases 60 feet. All players must bat once and play at least 3 outs.

4. 13 & U League

Pitching distance to be 40 feet, bases 60 feet. All players must bat once and play at least 3 outs.

5. 16 & U League

Pitching distance to be 46 feet, bases 65 feet. No substitution rules.

6. 20 & U League

Pitching distance to be 46 feet, bases 65 feet. No substitution rules.

7. Catcher's mask, helmet, and throat protector are mandatory. Chest protector is also mandatory for 13 & U, 10 & U, & 8 & U. No metal cleats allowed.

8. When there is a tie for league standing, the league winner will be determined by the winner of the regular season game for awarding the league trophies. If teams never meet during regular season, there shall be a one game playoff, date determined by league chairman.

Article 12 **GAME SCHEDULING**

- A. Game scheduling will be approved by County Parks Board Director.
- B. Teams unable to play a scheduled game must notify the opposing coach 24 hours before game time or the game will be recorded as a forfeit. This does not apply to unstable weather.
- C. The Daviess County Girls Softball Association will do its best to schedule around only the ASA State and National Tournaments.

Make-up games need to be made up as soon as possible. The home field coach needs to make one attempt to reschedule the game as soon as possible. If the two coaches can't agree on a date, then the league chairman will schedule the game and teams must play or forfeit.

Article 13 **COUNTY TOURNAMENT**

- A. All players must have played in 50% of games played to be eligible for tournament.
- Section 1. Protests on player eligibility may be filed at any time. Filing must be formal and in writing. They will be decided on by the Advisory Committee.
- Section 2. Protest rules have to be done before game is over or next pitch is made.

Article 14 **MEMBERSHIP FEES**

- Section 1. Membership fees will be set by league board each year.
- Section 2. Failure to pay the membership fee by May 1st will render a team ineligible

for the county tournament.

Article 15 **10 & UNDER AMENDMENTS TO THE ASA RULES**

A. SCORING: Five runs or three outs, whichever occurs first for the team at bat.

B. INFIELD FLY RULE: This ASA rule will not apply to the 10 & under softball League.

C. TYPES OF BATS:

1. Official softball (fast or slow pitch)
2. Official Tee-ball
3. Official Little League Baseball

D. BATTING HELMET: Mandatory (ASA approved)

E. FOUL BALL: Any foul ball, after the second strike, will not be counted as a Third strike in the 10 & under league.

F. A team may bat up to 11 batters and any 10 may play defense.

G. AGES: 8 , 9 , 10 years old. A player cannot experience her 11th birthday prior to January 1st. NOTE: Exceptions can be made to allow a 7 year old to play.

H. MANDATORY PLAYING RULE: Each player present for a game will bat one time during the game and play a defensive position for 3 outs before leaving the game.

I. PITCHING ARCH AND SPEED: Visible arch and no fast deliveries. (Judgment of the umpire.)

Article 16

SPECIAL RULES FOR 8 & UNDER COACH-PITCH LEAGUE

- A. The pitcher-coach shall not pitch from closer than 30 feet from home plate.
penalty: Pitch counts as a strike and ball is dead if batted into fair territory.
- B. No defensive player may be positioned closer than 35 feet from home plate;
when the batter strikes the ball.
- C. No more than 5 defensive players (excluding catcher) may be positioned
inside the base path when the batter strikes the ball. All outfielders stand
behind the base paths.
Penalty: Team at bat may elect to accept the results of the play or void the
play and re-pitch.
- D. An at bat is complete upon the first to occur of (a) a pitch being batted into
fair territory, at which time the batter becomes a runner; (b) three strikes (
swings and misses or foul balls, except a third strike foul not be an out, and
batter will continue until out or ball put in play.
- E. A half inning is complete upon the first to occur of (a) three outs or (b) five
runs.
- F. A complete game shall consist of seven innings, subject to the time limit of no
new inning after the expiration of one hour and 15 minutes.
- G. A team may play with nine players if necessary, without penalty.
- H. Infield fly rule is not in effect.
- I. Official softball, tee-ball, and Little League bats may be used, except double
wall bats. (Fast pitch bats are legal)
- J. The pitcher-coach may communicate with the batter, but may NOT
communicate with the batter after she becomes a runner or communicate

With any other runner.

Penalty: The runner closest to home plate is out and all other runners return to their original bases.

K. The pitcher-coach shall not interfere with a batted ball or interfere with a fielder attempting to make a play.

Penalty: The runner closest to home plate is out and all other runners return to their original bases.

L. Pitch must have visible arch.

MODIFIED BAT RULE FOR SLOW PITCH FOR 2013 SEASON

Effective immediately, the following rules will replace the older rules concerning slow pitch softball in our league rules:

- 1) All bats must be ASA approved with a legible ASA stamp on bat. (If you can't read it; Then you can't use it) Any bat showing up on the non-approved ASA bat list will be Declared illegal.
- 2) All double, triple, or multiple wall bats are illegal.
- 3) All single wall bats with a composite barrel are illegal (composite handle are legal on Half and half bats.)

A copy of the current ASA Non-Approved Bat list is available online. Also, please reference the following ASA Official Rules which cover non-approved or illegal bat use:

Rule 7, Section 6, Article B: A batter who enters the batter's box with or is discovered using an altered, doctored, loaded, or non-approved bat shall be declared out and the coach will be disqualified from the game and the next game. The second time a player from that team is

called out for using an illegal bat, that coach is suspended for the remainder of the calendar year.

TIME LIMITS

All games have a 1hour and 15 minute time limit.

Double headers: 1st game-6:00 PM start, no new inning after 7:15 PM
 2nd game-7:30 PM start, no new inning after 8:45PM

(As long as game starts on time)

Triple Headers: 1st game-6:00 PM start, no new inning after 7:15 PM
 2nd game-7:30 PM start, no new inning after 8:45PM
 3rd game- 9:00PM start, no new inning after 10:15PM

If a game is tied after time has expired or 7 innings has been played, then each game will be allowed to play 1 inning of overtime to settle the game. This is to keep other games scheduled that night from being too far behind.

(Exception: 8 & U and 10 & U, they can end in a tie.)

Regular Season Trophies

Will be for 1st place teams only in the 13, 16, and 20 under divisions.