

# DAVIESS COUNTY FASTPITCH SOFTBALL ASSOCIATION GOVERNING RULES (Updated 4/10/2018)

## **Article 1: Purpose**

To encourage girls with fundamentals of fastpitch softball as fielding, batting, and throwing and staying in shape physically.

## **Article 2: Officers and Elections**

Election of President shall be conducted once a year at tournament draw. All existing board members and coaches will be eligible voters.

Each playground will appoint a league rep to sit on the board for each season to work with the President and have equal voting rights to ensure a solid board.

## **Article 3: Registration**

All participants must live in Daviess County. Participants that live outside of Daviess County must be approved by the DCFSA board before being allowed to join a team.

Players must register in the school district which they live. Boundaries are set by the Parks department road map.

If a player request a transfer from her original playground then the request has to follow the rules of transfer that is set by the Playground bylaws, and be approved by the legal board. All transfers are for one full calendar year and has to be approved yearly.

Participants that reside inside city limits may elect to sign up at any playground, but once they choose a playground that becomes their home playground for the duration of their play.

#### **Article 4: Eligibility**

8 & under division- a player's age is dictated by their age on January 1<sup>st</sup> of the year in which she is registering for. All 7 and 8 year old girls (6 year old girls with one year of ball experience) should play in this level (no exceptions can be made for over-aged girls).

10 & under division- a player's age is dictated by their age on January 1<sup>st</sup> of the year in which she is registering for. All 9 and 10 year old girls should play in this level (no exceptions can be made for over-aged girls). 8 year old girls can move up with one year of 8 and under play.

12 & under division- a player's age is dictated by their age on January 1<sup>st</sup> of the year in which she is registering for. All 11 and 12 year old girls should play in this level (no exceptions can be made for over-aged girls). 10 year old girls can move up with one year of 10 and under play.

15 & under division- a player's age is dictated by their age on January 1<sup>st</sup> of the year in which she is registering for. All 13, 14 and 15 year old girls should play in this level (no exceptions can be made for over-aged girls). 12 year old girls can move up with one year of 12 and under play.

#### **Article 5: Team Rosters**

The roster of all girls must be turned in prior to the first game. Any roster changes after the first game is ok, but must be turned into league president. All players must play in 33% of played games to be eligible for tournament.

#### **Article 6: Game Scheduling**

Game schedule will be decided by the board on a yearly basis of how it operates and schedules will be provided by the Parks department.

Teams unable to play a scheduled game must notify the opposing coach 24 hours before game time or it will be considered a forfeit. THIS DOES NOT PPLY TO UNSTABLE WEATHER.

The weather and/or school function is only reason to reschedule a game.

## **Article 7: Equipment**

Mandatory equipment is catcher's helmet, shin guards, and chest protectors for all age groups.

All batting helmets must be equipped with a facemask for all age groups.

No metal cleats allowed for all age groups.

ASA bat list will apply to all age groups.

A defensive facemask must be worn by all infielders at all times for **all age groups**.

A player cannot play infield without a mask.

## **Article 8: Umpires**

Umpires will be assigned by the league.

Fee is \$40 per game for 10U, 12U, and 15U. \$30 per game for 8U.

## **Article 9: Membership fee**

There will be a membership fee collected from each team yearly to cover the cost of the league. This fee will be set by the league board each year.

## **Article 10: Development of Teams**

Teams will be made up from each playground. In the event, a playground does not have enough players for a team, then those players may be allowed to transfer to another playground as outlined by the transfer policy of the Playground bylaws and be approved by the league board.

A playground with more than one team in the same age group must draft teams evenly and follow the following guidelines.

Each team will receive a first and second round draft pick and then the team with the least amount of players will catch up. When all teams are equal in number of players, draft choices will alternate from team to team until all players have been chosen

Head coaches and one assistant coach will not be used as draft picks.

### **Article 11: General Playing Rules for All Divisions**

ASA rules will apply to all four divisions. (Exception- the rules listed in these bylaws will overrule the rulebook)

Each game will have 1 hour and 15 minute time limit of 6 innings.

10 run mercy rule after 5 innings is the only run rule we use other than can't catch up.

A team may play with 8 players without penalty. Each team may play up to 10 players on defense if they wish (4 in outfield).

Rough play or unsportsmanlike conduct results in immediate ejection from game if deemed necessary by umpire.

Every player present for a game should be included in batting order (if player shows up late, she must be added to bottom of lineup)

Each player must play a minimum of 3 defensive outs in each game (failure of coach to abide by this could lead to suspension).

An inning will consist of 5 runs or 3 outs.

All players must play in at least 33% of the regular season games played to be eligible for tournament. Any players not able to bat when it is their turn is to be ruled as out, shorthanded rule can end a game or inning.

### **Article 12: Special 12U & 15U Rules:**

12 inch ASA ball will be used.

Unlimited base steals in the 12U and 15U division. Runner may leave base after ball leaves pitcher's hand.

Infield fly rule is in effect.

Dropped 3<sup>rd</sup> strike by catcher allows batter to attempt to reach first before being put out.

40ft pitching distance in 12U division.

43ft pitching distance in 15U division.

### **Article 13: Special 10U Rules**

11 inch ASA ball will be used.

Infield fly rule is NOT in effect.

Base stealing will be allowed but only 1 base per pitch. Stealing home is allowed, runner may leave base after ball leaves pitcher's hand.

3<sup>rd</sup> strike drop by catcher rule is NOT in effect.

35ft pitching distance.

### **Article 14: Special 8U Coach-Pitch: (NO LONGER FAST PITCH)**

Each batter will receive up to six pitches. A missed third swing will result in an out. If a fouled 6<sup>th</sup> pitch, the batter will continue until a missed swing or a ball in play. The number of pitches thrown will be recorded by the umpire. No walks nor bunting allowed.

A coach will pitch to his own team from a distance of 25-30 feet. If a batted ball hits the pitching coach, the ball is dead and pitch is replayed. If the umpire rules the pitching coach interference with the batted ball intentionally, the batter is out and no runners can advance. If the pitch coach interferes on a defensive play, the

ball is dead and the runner being played on will be declared out and all runners must return to the base occupied at the time of the pitch unless forced.

The pitch can be any speed slow or fast.

The pitching coach must attempt to leave the field and try to pick up the bat once the batter hits the ball.

On defense, a team may place two coaches in foul territory in the outfield for the purpose of coaching the defensive players only. The defensive coach may coach any of his/her defensive players in the same manner as he would coach from the dugout.

The umpire will call time once the defensive time or the offensive coach has stopped the progress of the lead runner. Runners will not be allowed to “jockey” between bases; they may continue to the next base or return to the last base touched. Umpire judgement is final and will not be questioned.

There will be NO infield fly rule. Base stealing will NOT be allowed. Runner can only advance after a hit ball.

A game will consist of 6 innings or 1 hour and 15 minutes time limit.

11in official ASA softball will be used.

ASA approved softball bats must be used.

Official base distance will be 60ft.

Infielder must play no closer to the batter than 35 feet with one player in the pitcher’s position.

All outfield must be behind the base paths when the pitch is released.

Pitching coach may instruct the batters and base runners.

A 6ft radius circle starting from 35 feet from home plate will be made with chalk. Pitcher position must have one foot in the circle until the bas has been hit.

A caught fouled tip by catcher is an out on the third strike.