

# DAVIESS COUNTY SLOWPITCH SOFTBALL ASSOCIATION GOVERNING RULES (Updated 5/23/2018)

## **Article 1: Purpose**

To encourage girls with fundamentals of slowpitch 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**

6 & 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 5 and 6 year-old girls should play in this level (no exceptions can be made for over-aged girls).

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.

14 & 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 and 14 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 APPLY TO UNSTABLE WEATHER.

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

#### **Article 7: Team Compositions**

A team can begin play and play with 8 players without penalty if it is necessary to do so. The team cannot continue a game with less than 8 players.

A team which begins with 10 players can finish with 9 if one becomes injured, ill, etc. with her position in the batting order being an out.

A team which being with 11 players can finish with 10 if one becomes injured, ill, etc. with her position in the batting order being an out.

### **Article 8: Team Rosters**

Rosters of all qualified girls, coaches, and assistant coaches must be turned in to the parks department by May 1<sup>st</sup>. (Penalty for not having rosters in by this time will eliminate any participation in County Tournament.)

The rosters shall include the name, age, grade, and school attended of each players. They also will include the names, addresses, and phone numbers of the head coach and the assistant coach.

### **Article 9: Equipment**

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

No metal cleats allowed for all age groups.

ASA/USA 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 10: Umpires**

Umpires will be assigned by the league.

Fee is \$30 per game for all age groups.

### **Article 11: 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 12: Development of Teams**

Teams will be made up from each playground. In the event a playground does not have enough players for a team 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 13: General Playing Rules for All Divisions**

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

Each game will have 1 hour and 15 minute time limit of 7 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) (Exception in 20 & Under)

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 run or 3 out. (Exception in 15 & Under, 20 & Under)

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 14: Playing Rules**

6 & Under League- pitching distance is unlimited & bases are at 60 feet.

8 & Under League- pitching distance to be 30 feet & bases are at 60 feet.

11 & Under League- pitching distance to be 35 feet & bases are at 60 feet.

14 & Under League- pitching distance to be 40 feet & bases are at 60 feet.

20 & Under League- pitching distance to be 46 feet & bases are set at 65 feet. No substitution rules.

**Article 15: Special 11U amendment to the ASA/USA Rules:**

Scoring- five runs or three outs, whichever occurs first for the team at bat.

Infield Fly Rule- this ASA/USA rule will not apply to the 11 & Under softball league.

Batting Helmet- Mandatory (ASA/USA Approved)

Foul Ball- any foul ball, after the second strike, will not be counted as a third strike in the 11 & under league.

Pitching arch and speed- 5 foot arch and no fast deliveries. (judgment of the umpire)

**Article 16: Special 6U & 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 20-30 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. 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/USA softball will be used.

ASA/USA 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.

### **Article 17: Modified Bat Rule for Slow pitch**

All bats must be ASA/USA approved with a legible ASA/USA stamp on the bat. (If you can’t read it, then you can’t use it) Any Bat showing up on the non-approved ASA/USA bat list will be declared illegal.

A copy of the current ASA/USA non-approved bat list is available online. Also, please reference the following ASA/USA 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.

### **Article 18: Time Limits**

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

Double Headers:

1<sup>st</sup> Game- 6:00pm start, no new inning after 7:15pm

2<sup>nd</sup> Game- 7:30pm start, no new inning after 8:45pm

(As long as games start on time)

Triple Headers:

1<sup>st</sup> Game- 6:00pm start, no new inning after 7:15pm

2<sup>nd</sup> Game- 7:30pm start, no new inning after 8:45pm

3<sup>rd</sup> 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: 8U & 11U, then can end in a tie)

### **Article 19: Umpire Pay Guideline for slow pitch and fast pitch**

\$30 per game/slow pitch- 1 hour 15 minute time limit for all games.

Show Up Pay:

Anytime an umpire shows up for a game and it is cancelled for any reason, before the first inning is complete (rain, thunder, heat, or not enough players) the umpire gets \$15 if that is the only game scheduled at that playground for the night. If the first inning is complete, the umpire gets full pay for that game.

Make-up games are to be finished where the game left off and the umpire gets full pay for the make-up game.

If the first game is cancelled and the umpire is there to ump that game and the remaining games are still to be played, then the umpire gets paid in full for the first game as well as any additional games that night. If the umpire is told the first game was cancelled and the umpire doesn't show up until the second games, then the umpire will only be paid for the games he/she umps.

If the second game of a triple header is cancelled for any reason and the umpire did the first and third game, then the umpire will be paid in full for all three games.

If the last game is cancelled for any reason and the umpire has already completed at least one game that night, then the umpire does not get paid for the late game that was cancelled.