

Bylaws

Colchester Women's Softball League

Article I – Name and Purpose

Section 1.

The name of the organization is the "Colchester Women's Softball League"

Section 2.

The purpose of the organization is to organize, direct, and administer the softball league in the Town of Colchester, Connecticut.

Article II – Fees

Section 1. Out of Town Fees

All players not residing in the Town of Colchester shall pay an annual fee as set forth by the Parks and Recreation Department of the Town of Colchester.

Section 2. League Fees

All teams will be required to pay an annual fee to play in the league. This fee will be determined by the Executive Board and be based on the actual costs for umpires, lights, insurance and any other expenses deemed necessary to maintain the league.

Article III – Executive Board

Section 1. Authority of the Board

The Executive Board shall have supervision, control and direction of the affairs of the League, shall determine its policies or changes therein within the limits of these bylaws, shall actively promote the League's purposes and shall have discretion in the disbursement of its funds. The Board may adopt such rules and regulations for the conduct of its activities as shall be deemed advisable, and may in the execution of the powers gained, appoint such agents, as the Board may consider necessary.

Section 2. Number and Tenure

The Executive Board shall consist of one representative for each team registered in a given year. Each Board member will represent one vote.

Section 2.1

These team representatives will hold the following elected offices:

| | | |
|-----------|------------------------|-----------|
| President | Vice President | Treasurer |
| Secretary | Board Members at Large | |

Section 2.2

All officers shall hold office for one year or until a successor is elected. All Executive Board members may succeed themselves. The term of office shall commence and end at the end of the softball season. Not more than one player from the same team can hold an office simultaneously with the exception of a season where there are not enough teams to be represented by the offices.

Section 2.3

Officers will be elected at the first meeting following the end of a season. All players are eligible to hold any office if nominated by an attendee of the meeting.

Section 3. Meetings

The Executive Board will hold regular meetings as needed. Any player may attend the meetings and speak on behalf of their team.

Section 4. Voting

Each team, regardless of how many members attend a meeting, will have only one vote. In the event of a tie vote, the President or Presiding Officer shall have a vote to break the tie. A majority of the Board will constitute a quorum. In the event a Board member cannot attend a meeting, a proxy vote may be authorized to another Board member or member of their respective team. A proxy must be signed and dated no more than 30 days prior to the given meeting.

Article IV – Amendments

These bylaws may be amended or repealed in whole or in part by a two-thirds (2/3) vote of the Executive Board Officers.

Article V – Provisions

Section 1. Liability Insurance

The League may purchase and maintain insurance on behalf of any person who is or was an officer, committee member, or agent of the League against any liability asserted against him or her and incurred

by him or her in any such capacity, or arising out of his or her status as such, whether or not the League would have the power to indemnify him or her against such liability.

Article VI – Games

Section 1 General Rules

1. All games shall adhere to the rules of A.S.A. (American Softball Association) with the following exceptions:
 - a. Multi wall bats are prohibited. Teams found using these bats will be given a warning the first time (runs will not count if they were scored off of the individual using the bat – and runners will not return to their bases), a forfeit for the 2nd time, and any time after that, their team will be suspended from the league for the remainder of the season. All scheduled games, played or not played, shall be disregarded for that season.
 - b. The Extra-Hitter (12th batter) rule established in 1999 will not apply to our league.
 - c. The rule allowing “stealing” established in 2004 will not apply to our league.
 - d. The starting 1 and 1 count established in 2009 will not apply to our league.
2. Official game starting times will be 6:00, 7:15 and 8:30 pm. There will be a fifteen (15) minute grace period for the first game only. The grace period is to be used **ONLY** when there are not enough players (8 or less) by one or both of the teams.
3. A regulation game shall consist of seven (7) innings, except in the following cases:
 - a. An umpire will call a game after a twelve run lead, following the completion of the fifth inning or providing four and one half innings have been played and the home team is winning or after a twenty run lead following the completion of the third inning. If the twelve run lead is reached in the top half of the 6th or 7th inning, the home team will be allowed to finish out the inning before the game is called and providing there is still a twelve run lead.
 - b. The umpire shall prohibit a new inning from starting after the one hour and fifteen minute time limit. This will be considered a complete game.
 - c. All tie games will continue play until broken. For such games the time limit will not be in effect. The only exception will be the 11pm shut down of the lights at the field. These games will be continued from the point of interruption and will be made up at the discretion of the Executive Board.
 - d. All play off games will be played in their entirety. The only exceptions will be the 11pm shut down of the lights in which the game will be continued on the next scheduled date of play from the point of interruption or if the twelve/twenty run rule is reached.
4. Teams may use as many as ten (10) defensive players and a designated hitter (DH). A minimum of nine (9) players must be present and ready to take the field for a game to begin. If a team begins with nine players and a tenth player arrives after the game has begun, that player may enter the game after a full inning of play. If fewer than nine players are available at the requisite

game time, the team short of players shall forfeit the game. If both teams are unable to field a team, a loss will be charged to each such team.

5. In the case of a double-header, a team will not be required to forfeit the second game as a result of an injury in the first game that leaves the team without the requisite number of players. In all cases, a team must complete a game with at least nine players otherwise a forfeit will be recorded.
6. The umpire shall be the official timekeeper. The home team shall be responsible for recording the official starting time in the scorebook.
7. The 7:15 and 8:30 games will allow a three-minute infield practice to each team. The visiting team shall go first; the home team will go second and remain on the field afterward to begin the game.
8. Umpires will be A.S.A. sanctioned. A team must stay at the field for one-half hour after the scheduled game time if an umpire has not arrived. On regular game nights this means 6:30, 7:45 and 9:00. A postponement of one game does not necessarily mean subsequent games will be postponed. IF no A.S.A. umpires are present, a game may be played upon acceptance of another umpire by both teams manager or coach. There will be one umpire per game during the regular season and two umpires per game at playoffs (if money is available).
9. Three (3) forfeits by any team shall necessitate the following disciplinary action by the Executive Board after the third forfeit:
 - a. A fine equal to the cost of the umpires and light fees shall be assessed to said team.
 - b. If the fee is not paid prior to their next scheduled playing date, said team shall be suspended from the league for the remainder of the season.
 - c. All scheduled games, played or not played, shall be disregarded for that season.
10. The Designated Hitter (DH) is an optional player. A team decides at the beginning of a game whether or not to use a DH. If a team begins with a DH that team must also finish with a DH. A DH may not be inserted after the game begins. A DH will be an 11th player. The person entering as a DH in the beginning of the game may enter later at a different position, but must remain in her original batting order. The DH may be substituted for in the same manner as any other defensive player. A team may finish the game with nine players and a DH.
11. Each team shall keep a scorebook. All scorebooks will contain the last name and first initial of the player and their respective number. Each coach or team manager must submit to the opposing team a line-up, before the game begins.
12. All players must wear jerseys of the same or approximate color as the other members of their team. Numbers must be visible. Only one player may have a particular number for a particular game. All players must have numbers. Uniform headgear is not required. Metal spikes and open toed shoes shall be prohibited.
13. A facemask, with or without a throat guard, must be worn by the catcher.
14. A new 11" softball will be provided for each game and the home team of every game will be responsible to provide the new softball and a good 11" used ball as a back-up. The home team will keep both balls at the end of the game.

15. No more than three conferences per game and one per half inning. In case of extra innings, one conference per half inning will be allowed.
16. It is the home team's responsibility to turn on and off the playing field lights. If the home team forgets to turn the lights off after their game, they will be assessed a \$25 fine which is to be paid by the end of the regular playing season. Any fees not paid will forfeit their playoff eligibility.
17. Besides those listed in Section 1.4 Special Rules, teams will only be allowed one (1) substitute runner throughout a game. The opposing team must be notified prior to the games start who the runner is needed for unless they are injured during the game.

Section 1.1 Protesting

Following a legal on field protest the following procedure will be followed:

All protests will be in writing and forwarded to the League president with a \$10.00 fee, no later than one week after the game. Notification must be made verbally to an Executive Board Member (not involved in the infraction) within twenty-four (24) hours after the infraction. Should the team filing the protest win said protest; the \$10.00 fee shall be refunded to that team. All protests shall be resolved by an arbitration board, which shall consist of two impartial people.

Notice of any physical or verbal assault by or on anyone participating (this includes any player, coach, manager, umpire, or spectator), must be reported to a member of the Executive Board within 24 hours of the incident. Such shall also be reported by the umpire and/or the recipient of such an assault in writing, within three (3) days of the incident, to the League secretary. An individual's written notification shall be accompanied by a \$10.00 fee, following verbal notification; the team representative, coach, umpire and offender shall be notified of the hearing by the Executive Board. The Executive Board, with a majority affirmative vote, will decide further action, if any, that will be taken.

Section 1.2 Team Rosters

A team may not have more than twenty (20) players listed on its roster at any time. Team rosters must be submitted to the Executive Board on/or before the date directed by the Board. At that time, rosters will be reviewed by the Executive Board. After the set closing date no more names may be added to the roster at any time. All players must sign the roster before the first scheduled game of the season. Failure to do so will result in a forfeit. If a player is believed to be an illegal player, a team may request a signature, which will be compared with the original roster signature by the Executive Board. The Executive Board will make a decision on the eligibility of the player. Rosters shall be composed of names of players, their street addresses, and their signatures. In addition, coaches and/or managers must be listed with a phone number. The Executive Board will present a copy of each team's roster to each team representative.

Section 1.3 Playoffs

All players must qualify to play in the playoffs. To qualify a registered player must have played in at least 50% of the regular season games. After the completion of the regular season, score books will be turned in to the Executive Board who will in turn determine players qualified to play in the playoffs.

Section 1.4 Special Rules

Any player, fifty (50) years of age or older as of the first day of the regular season, prior to each game and upon notification to the umpire and the opposing coach, may choose to invoke the "50+" running rule. The rule requires the original player, upon hitting the softball, to run to their first stopping point (i.e., first base or second base, etc.). Once the player reaches the base, a substitute runner may replace the original batter. If a team has substitute players the "runner" will be designated from those players and the substitute runner will be the same throughout the game. If there are no substitutes available, the runner will be the last batted out.

Any player becoming pregnant throughout the season will be allowed a runner. The rule requires the original player, upon hitting the softball, to run to their first stopping point (i.e., first base or second base, etc.). Once the player reaches the base, a substitute runner may replace the original batter. The substitute runner will be the last batted out.