AFSA Adult Recreational Fastpitch League By-Laws

Overview:

- The purpose of the AFSA Adult Recreational Fastpitch League is to promote fitness, teamwork, community involvement, sportsmanship, and recreation through Fastpitch Softball for the city of Aurora, IL and surrounding communities through athletic competition.

League Structure:

- The league will be sponsored and ultimately governed by the Aurora Fastpitch Softball Association and it's board of directors.
 - The league shall also have its own executive board, responsible for managing the league, amending rules or bylaws as needed, making executive decisions on situations not covered in these by-laws, scheduling, finances, and any other duties deemed necessary to keep the league functional.
 - The inaugural positions on the executive board are as follows:
 - League Director Kyle Pittman
 - League Treasurer Dave Schuett
 - League Trustee John Wallbaum
 - League Trustee Gene Landers
 - League Trustee Larry Smith
 - Major decisions regarding the operation and functionality of the league are to voted on by members of the executive board and the manager of each member team involved with the league [see below].
 - Each member organization that has paid its league membership dues by the pre-determined deadline for each given season shall be allowed to send one representative to organizational meetings or for any major decision regarding operation and functionality of the league for one year from the date of the entry fee deadline.

Entry Fee:

- The inaugural entry fee for the 2018 season is \$750 per team.
 - The balance is due in full no later than June 1st, 2018.

Budget/Finances:

- The league budget will be overseen by the executive board, mainly the treasurer and director.
- A copy of the league budget will be visible for review at all times to both the AFSA executive board, and the managers of participating teams.
- Funds for services (umpires, mowing, field prep, etc...) will be made payable to the vendor via personal check, one week from the date of satisfactory completion of that service.

Participation/Eligibility Requirements:

- The league will be open to men and women over the age of 16.
- Special Age Requirement exemptions may be made on a case by case basis for players competing at the varsity level for high school baseball or fastpitch softball under the age of 16.
- Playing an ineligible player will result in a forfeit by the team fielding that player.
- Each player must sign the official league participation waiver (see attached) before they are considered eligible to participate in league games, practices, or tryouts (players under 18 must have this form signed by a parent or legal guardian).
- New teams wishing to join the league must fill out the team registration form, found under the league section of the website, <u>www.aurorafastpitch.org</u>. The entry fee and all required information will be required to be submitted in full before the team is allowed to compete in the league.
- Individual players who do not have a team affiliation may also register under with the player registration form, also found on the league section of the website. These individual players who do not have a team will be placed in an available players pool, and will be assigned to existing teams by the league executive board, based on need and position playing abilities.

Rosters:

- A team roster is to be submitted to the board before the first game of the year. The purpose of the roster is to keep track of eligibility and to ensure participation waivers have been collected for each player. Players may be added or removed as necessary, as long as the roster is updated promptly and participation waivers have been submitted.

Gameplay:

- The season will consist of 12 regular season games for each team.
- Games will be played on Monday and Wednesday Nights, with the first game starting at 6:30 pm, and the second game starting at 8:30 pm.
- Regular season games have a 1hr and 45 minute time limit. No new innings may be started after the time limit has been reached.
- A ten run "slaughter rule" will be in place after the 5th inning of each game.
- Playoffs will consist of a double elimination bracket.
 - A team's win/loss record is the primary indicator of seeding. Should a tiebreaker be needed, the teams head to head record against the team they are tied with shall determine the higher seed.
- Playoff games have no time limit but are still subject to the slaughter rule.
- The pitchers mound is fixed at 46 feet, and base paths are at 60 feet.
- A minimum of 1 umpire (home plate) is required for gameplay to commence.
- A minimum of 9 fielders are required at all times when playing defense.
 - Pitcher
 - Catcher

- First Baseman
- Second Baseman
- Shortstop
- Third Baseman
- Left Fielder
- Center Fielder
- Right Fielder
- Defensive shifts are permitted and are not restricted during gameplay, as long as no more or less than 9 defensive players are on the field at all times.
 - Special, case by case considerations may be taken if a team is short players in which case, as long as both managers and the umpire(s) agree, a team may field a minimum of 8 defensive positions.
- A designated hitter may be inserted into the batting order in lieu of one of the defensive positions.
- A maximum of 2 extra hitters may be added to the lineup, for a total of 11 hitters.
- The batting order cannot be rearranged once it has been finalized at the start of the game. Players who have to be removed from the order due to injury must be done so through substitution. If a team is unable to substitute another player, an automatic out will occur every time that removed players spot comes up in the batting order.
- Bunting is legal in all forms.
- There are no limits to the amount of base hits or home runs a player can hit during a game.
- Stealing bases is legal, however a player attempting to steal a base may not leave that base until the ball has left the pitcher's hand in thier delivery of the pitch. Runners leaving early are subject to being called out by the umpire.
- Sliding into bases [head or feet first] is legal and encouraged to avoid contact in base stealing situations.
- All participants should be mindful of the competitive nature of Fastpitch softball. Incidental contact during gameplay with other players and on-field equipment (backstop and fences) should be expected from time to time in certain game situations.
- Intentional contact is strictly prohibited and is means for ejection.
- A high level of sportsmanship is expected to be upheld by all participants at all times.
 Fighting, taunting, trash talking, or derogatory comments/actions toward other participants will not be tolerated and are means for ejection.
- Any gameplay rules NOT covered by these by-laws are be governed by ASA (American Softball Association) Men's Fastpitch gameplay rules:
 - http://www.sfcoedchurchleague.com/asasoftballrb.pdf

Equipment:

- Helmets are to be worn by any player on the on deck circle, batters box, or base paths at all times. NO EXCEPTIONS.
- Catchers are required to wear a helmet/mask combination, chest protector, shin protectors.
- Metal cleats are permitted for wear during gameplay, however; cleating, spiking, or any other forms of intentional contact are strictly prohibited and are means for ejection.
- Team uniforms and headgear are expected to be worn at all times while participating in gameplay. Plain colored shirts should be worn matching the team color should a proper uniform top not be available at game time.
- Players are encouraged to wear baseball/softball pants during game play; other athletic pants/sweat pants will suffice. Jeans, slacks, and shorts of any kind are not permitted to be worn during game play.
- Bat List: [to be determined]

Umpires:

- Umpires will be formally trained and certified by the ASA or similar governing body.
- Rates will be set at \$[tbd] per game
- If a game is cancelled within 1 hour of gametime, the umpires rate will not be owed to him/her that evening. Umpires are still entitled the full game rate for games cancelled any sooner than that time. [Review]

Game Cancellation:

- Games may be cancelled by the AFSA Board in the event of inclement weather or other reasonable causes (public safety/health emergencies, serious rule infractions, or other reasons to be determined on a case by case basis).
- Games cancelled/rained out will be rescheduled for make up at a later date.
- In the case of inclement weather such as rain, thunderstorms, or winter weather:
 - Games may be cancelled in advance due to high rainfall accumulations in the area, snowfall, significant temperature extremes, or thunderstorm activity, as determined by the AFSA board.
 - The umpire has the ability to cancel a game within 30 minutes of the
 - The league and umpires will enforce a 30 minute lightning delay rule. Any visible lightning strike within 8 miles of the field will constitute a 30 minute delay in play.
 - Games may be temporarily suspended in a rain delay status for up to 1 hour. Play may resume after that time, as long as the umpire and both team managers agree that the field is safe for play.

Forfeits:

- Forfeits will occur if a team does not meet the minimum number of fielders to compete.
- Forfeited games may still be played for recreation (a loss will still be credited in the Losing teams record) if there are enough total players present who are willing to participate.

Field Usage

- Teams may schedule practice sessions when the field is not being used for games or other previously scheduled functions. A practice schedule (to view and sign up for time slots) is available at our website,

Other:

- Alcohol, tobacco, and illicit drug use [or wearing of apparel promoting these items] are prohibited on the property. Those found in violation of this rule will be ejected from the property for the remainder of the event. Repeat offenders are subject to banishment from AFSA related events.
- A copy of these by-laws can be found at all times on the association's website, www.aurorafastpitch.org.

Attachments:

- Participation waiver