

2017
COORS LIGHT/YORK WHITE ROSE SOFTBALL LEAGUE
Constitution and Bylaws

ARTICLE I - NAME

This league shall be known as the Coors Light/York White Rose Softball League and will be affiliated with the Amateur Softball Association of Pennsylvania.

ARTICLE II - OBJECTIVES

Section 1 - To provide recreation for all interested participants.

Section 2 - To maintain a high standard of sportsmanship in these games.

Section 3 - To develop skill in the game of softball by those participating.

Section 4 – Only teams classified ASA C, D, & E can play in league.

Section 5 – Teams may not have more than two B and above players on their roster. B and above players can only play in Division 1

ARTICLE III - LEAGUE ADMINISTRATION

Section 1 - An organization meeting will be called yearly. A team representative should attend to register his/her team for the new season. (Note: All new teams are subject to approval by the Board of Directors.)

Section 2 - A meeting of the Board of Directors will be called to place teams in divisions for the new season. A copy of teams by divisions will be made available to team managers. A second meeting of the Board of Directors will be called to allow a team manager to ask for his/her team to be moved to another division of play. (All moves are subject to the approval by the Board of Directors.) All teams will have the opportunity to play ball. This rule strictly applies to the Coors Light/York White Rose Softball League and not for qualification of tournament play.

Section 3 - The Board of Directors will consist of no less than five and no more than ten members plus the league director. Officers of the Board of Directors will consist of a President, Vice President, and Secretary. Openings on the Board of Directors will only exist if a board member resigns.

ARTICLE IV - ELIGIBILITY

Section 1 - The players must be amateur and must not receive compensation for their duties as a softball player.

Section 2 - Team rosters may contain no more than 25 players, not including manager and coaches. If manager or coach plays on the team they must sign the roster and would be included in the 25 man roster.

Section 3 - All contracts and money (league fees) must be in by the February registration deadline.

Section 4 - Teams may add 2 additional players during the first four weeks of the season. These additional players may not increase the team roster by more than 25 players. If during the season the number of players on your team drops to 12 or under, and you already added your 2 additional individual contracts, it will be possible to make pick-ups in order to avoid forfeits. The league board of directors must approve adding players in both instances before these players can play and must be done before the league playoffs. Thus, the added players may not play the same day the contract is turned in at the Stadium office. Approved players will be posted in the Stadium office.

Section 5 - Only one contract, per person, per season, per team may be registered in the Coors Light/York White Rose Softball League. No players may be released once the season begins. (Exceptions: only under extreme circumstances and upon Board approval)

Section 6 - Upon proof of ineligible player - only the protested game will be forfeited.

Section 7 - Players are allowed to participate in only one division of the Coors Light/York White Rose Softball League.

Section 8 - A person may manage or coach any number of teams in any number of divisions but may only *play in one division*.

Section 9 - Players found in violation of Eligibility Rules will be subject to a one-year suspension in the Coors Light/York White Rose Softball League.

Section 10 - Replacement Players - You may replace one player for one player until April 11, pending board approval.

A team may replace one player for one player on the team roster until April 11. All replacement players **must** be approved by the League Board of Directors by the April board meeting. The board decisions will be made available at the April 12 league meeting or after that date at the Recreation and Parks Office. Forms to replace players will be available at the Recreation and Parks Office. No replacement forms will be accepted after April 11 at 4:30 pm. (NOTE: This does not affect the two add-on players per team.)

ARTICLE V - OFFICIAL RULES

Section 1 - Official slow pitch rules will prevail as adapted by the Amateur Softball Association of Pennsylvania and USSSA.

Section 2 - All games 7 innings. Games affected by darkness or rain will be rescheduled from the point of pitch.

Section 3 - Twenty run rule will apply after three innings, fifteen after four innings, ten run rule will apply after fifth inning. Losing team must bat.

Section 4 - No stealing.

Section 5 - Players arriving late may report to umpire and be inserted into the lineup at the bottom of the order. Teams may start with 9 players and add a 10th player.

Teams starting with 10 players may not add 11th or 12th. Teams may bat 12 players. Players may be added up until 3 full innings are completed. (Not an A.S.A. of PA rule)

Section 6 - Same rules apply to play-offs.

Section 7 - On all substitutions the umpire and the scorekeeper of the opposing team must be notified.

Section 8 - GAME CANCELLATION POLICY - A phone number will be given to team managers at the League meeting. This is a recorder. Do not give this number to your players. The recorder can only handle one call at a time. Call after 3:30 p.m. for the recorder. Information will also be on WOYK 1350 after 3:30 (if necessary)

Section 9 - No metal spikes may be worn for league play. Metal spikes may not be worn on any of the York City Recreation and Parks fields at any time. First violation one game suspension, second violation 2 game suspension, third violation one year suspension.

***Section 10 –Home Run Rule.** All Divisions – One over the fence home run per inning. Any over the fence home runs after the limit will be an out.

Section 11 - Full names (example - John Smith) are to appear on the scorecards. Do not use nicknames, numbers and first names.

Section 12 - If more than two teams show up to play on a field, the umpire will have a coin flip to determine which game will be played. If there is an open field and an available umpire, the teams that lost the coin flip may play on the open field. If there are no open fields, the team should call the Stadium Office at 845-3996 to reschedule their game.

Section 13 – All batters will start with a 1-1 count with no courtesy foul ball.

Section 14 –All batters and runners will walk off after any over the fence home run. You should not run the bases (Dead ball at this point.)

Section 15 – In Playoffs, highest seeded team is the home team. Except when the higher seeded team is in the losers bracket and the lower seeded team is in winners bracket, then the team in the winners bracket is the home team. In "if" game flip a coin

Section 16 – The pitcher may pitch from up to six (6) feet behind the pitching rubber (must pitch within the width of the rubber) *not an ASA rule*

Section 17 – If the pitcher is struck by a batted ball and deemed defenseless the bat used will automatically be confiscated, and taken for testing to see if it is legal. The bat will be returned after testing if legal. If bat is illegal it will not be returned.

Section 18 – Any player caught using an illegal bat will be suspended from the league for a minimum five (5) years. The team whose player(s) used the illegal bat will forfeit the game in which an illegal bat is used. Umpires or league officials will make determination if a bat will be taken for testing. The bat will be returned (if legal) as soon as testing is completed. If the bat is illegal it will not be returned.

Section 19 – One courtesy runner per inning. While on base your turn at bat can not come up or it is an out. (may be anyone on roster for anyone on the roster).

Section 20 – Bats All divisions can use any ASA or USSSA legally stamped bat. (ASA 2004 or newer, USSSA thumb print) ASA rule for Face masks . Bats may be tested at random by a league officials. Bats will be confiscated if deemed necessary

ARTICLE VI - TEAM RESPONSIBILITY

Section 1 - Team will accept the responsibility of playing all games as scheduled. Starting times will be 6:00, 7:00, 8:00, 9:00, and if needed 10:00 pm.No lead way, except 6:00 game, which will be 6:05 pm only if needed. (If both teams have enough players at 6:00 pm the game will start. There will be no delay for certain players.) Teams should be ready to play 15 minutes before game time (except 6:00 pm games). Teams may forfeit the game if the field is ready to play on and they are not.

Section 2 - All teams will hit and chase their own ball. All balls must be **AD Starr Tattoo M Class** composite supplied by the league. (2 dz included in your entry fee). Another ball may be put into play at any point. Women's Divisions will use the same ball 11 inch (2 dz supplied by the league as a part of your entry fee). Additional balls may be purchased through the league office.

Section 3 - Winning team is responsible for turning in score sheets at designated place immediately after game to assure scores and standings are correct in the newspaper. (Boxes for the score sheets are located at the Stadium and Field #1) **Any score sheets not turned in within a one week period will count as a loss.**

Section 4 - A team representative from each team must be present at each league meeting.

Section 5 - Dress Code:

- A) No apparel shall make a mockery of the game. (Umpires discretion)
- B) Hats – Wear is optional. Only ball hats are allowed. If hats are worn, all must be alike. Fancy hats or bandannas are not allowed. (Not an A.S.A. of PA rule.)
- C) Pants – If uniform pants are worn, the color must be the same. Jeans, khaki, and sweat pants are acceptable if worn by all players. Short pants and long pants can be worn by the same team, but must be the same color. Fancy pants are now allowed. (Not an A.S.A. of PA rule.)
- D) Shirts – All teams must have shirts, same color, lettered and numbered. All players' shirts must be same color to participate in game.
- E) Dress code will be enforced opening day. Dress should be according to bylaws unless uniforms are on order. Teams that have players not abiding by the dress code will be fined **\$5** for first incident, **\$10** for the second incident, **\$15** for the third incident, **\$20** for fourth incident and fifth and all future violations result in forfeit of game plus umpire fee. **Umpires, league officials and board members** will turn in names of teams to league office. If the fined team does not pay the fine within two weeks, the team is subject to forfeiting the next league game(s). If fines are not paid by the end of the season, the team and all of its players can be suspended for the following season.

Section 6 - GAME CANCELLATION POLICY - A phone number will be given to team managers at the League meeting. This is a recorder. Do not give this number to your players. The recorder can only handle one call at a time. Call after 3:30 pm for the recorder. Information will also be on WOYK 1350 after 3:30 (if necessary)

Section 7 – **Umpire complaint forms** - Team managers are encouraged to write letters and submit to Stadium Office (or use complaint forms provided) to the umpires association dealing with poor performance, bad interpretation of rules, attitudes, etc. Note: Judgment calls cannot be contested. (Also, forward a copy to the Board of Directors). Include: date, time, field, umpires name, and reason. Additional forms can be picked up at the Stadium Office.

Section 8 - **If rain or darkness interrupts the game before official game is declared; umpires receive \$10.00 for the first inning and \$2.00 per inning for innings 2 through 7 with a maximum of \$22 per game or \$17 per game with only one umpire. Reschedule game through the league office if this occurs.**

Section 9 - **Umpires fees will be \$22.00 per game.** (Late arriving umpires should receive \$3 per inning not to exceed \$22.00).

Section 10 – **If you only have one umpire the fee will be \$17.00 per team per game for a total of \$34.00**

Section 11 - Team cancellation of a regular season game that will be rescheduled must be done at least one full week prior to the original game play date. (Please note: Both teams must agree to postpone a game on the original play date or a forfeit will occur for the team that wants to reschedule.) The team that wants to re-schedule the game **must** obtain a signed letter (provided by League in League office) from the other teams manager stating they agree to cancel and re-schedule. Any game canceled for rescheduling with less than a one-week notice will result in a forfeit. If a game cancellation is made less than 48 hours prior to the original play date, a forfeit will occur and the team that cancels must pay both umpire fees. Any game canceled **must** be played before original play date (pending field availability).

Section 12 - For following year/season, the league cannot guarantee that a team will play on the same nights as in previous years. Teams that win their division the previous year should expect to be moved up.

ARTICLE VII - PENALTIES AND FINES

Section 1 – **Forfeits** If the opposing team and umpires determine field playable, a forfeit fee of \$44.00 or \$34 (if only one umpire) will be paid plus loss of game.

Section 2 - Forfeiting team must pay the \$44.00 or \$34.00 forfeit fee within one week to be eligible to play. The fee may be paid at the Stadium Office. Your team name, the team you forfeited to, the date, the time and field number you were supposed to play on should accompany the fee. If your team does not pay the forfeit fee within one week, your team is subject to forfeiting remaining league game(s). This constitutes another forfeit. Forfeit of three games in one year can result in that team being eliminated from the league. The Board of Directors or league officials will make the final decision.

* Section 3 – Taunting (“A cruel, unpleasant or provoking remark”) of player(s) or coaches by another team’s player(s) or coaches will result in an automatic ejection from that game. Taunting by a team’s fans will result in game forfeiture after one warning by the umpires or league officials.

* Section 4 – Use of profanity (“Language which is generally considered insulting, rude, vulgar or obscene”) during the game will result in ejection of offending player(s) or coach(is) from game. Umpires may give a warning to managers prior to the game (just as a reminder, not mandatory). Only profanity directed toward another person will be considered a misconduct ejection.

* Section 5 – Any player or coach ejected from a game for misconduct toward umpires, other players, coaches or league officials will be automatically suspended for one game. This also includes pre and postgame misconduct situations that happen in Memorial Park (including parking areas for all fields)

* Section 6 - Anyone ejected from a league game for misconduct must leave the complex in a timely manner for the rest of the night. Failure to do so will result in game forfeiture by team and suspension from future games (no excuses). These players’ names will be turned in to the league director, the Board of Directors, and the Umpires Association. Repeat offenders will come in front of the League Director, and the Board of Directors. Players ejected for the first time for a major infraction may also be brought in front of the League Director, the Board of Directors, and the umpires involved. (Umpires may have a representative appear for them.)

Section 7 – Any serious matters, including, but not limited to, ejections, misconduct before, during or after games, or misconduct as a spectator at another game, shall be brought before the League Board of Directors. The Board may issue suspensions or other disciplinary actions, if deemed necessary, following a hearing.

Section 8 – Appeals made for any suspensions or other disciplinary actions issued by the Board must be submitted in writing to the York City Recreation and Parks Athletic Director within seven (7) days of notification of the suspension or disciplinary action. The decision to grant an appeal will be made by the City of York Public Works Director. If an appeal is granted, a panel of City officials shall conduct an appeal hearing and issue findings and recommendations within ten (10) days of the hearing. The Public Works Director shall take the findings and recommendations of the City officials into consideration when making a final decision. The Public Works Director shall issue a final written decision within thirty (30) days of receiving the City officials' findings and recommendations.

Section 9 - Physical contact with an umpire or any attempt to intimidate an umpire **before, during or after** a game will result in an ejection from the game and can result in a League suspension for a minimum of 5 games. The League Director, the Board of Directors, and the Umpires Association, upon the review of the situation, will decide the player/players future participation in the league.

Section 10 - Protest must be made in writing within 48 hours to the League Office. The team protesting must submit \$25.00 along with written protest. If the protest is upheld, the \$25.00 is returned. No formal league form for protest. Protest must simply be handwritten or typed.

Section 11 - Failure to report a substitution to the umpire will result in immediate ejection of the player for that game.

Section 12 - All uniforms, properties, and equipment purchased by the team must be returned to the manager and/or sponsor within 30 days after written notification. Copies of notification should be given to person involved, the League Director, and the manager/coach. If items are not returned within the 30 days, the League Director will then inform the player he will not be permitted to play in the league for a period of one year. All uniforms are subject to normal wear and tear.

Section 13 – Any player causing a disruption of game will be subject to penalty and will be brought before League Director plus the Board of Directors

* Section 14 – Any two (2) ejections in one season (beginning of summer league to end of fall league), automatic three (3) game suspension plus \$25 fine, 3rd ejection 10 game suspension plus \$50 fine, 4th ejection one season suspension from date of 4th ejection. All fines must be played to the league office before player is eligible to play after suspension.

* Section 15 – If the umpires, league officials or board members witness any players or coaches drinking any alcoholic beverages in the playing field area (which includes dugouts, bleachers area and actual playing area and **any where inside the Stadium surrounding fence**) the player(s) or coach (es) will immediately be suspended from League play or Tournament play at the Memorial Park Complex and must leave the complex. This also applies to pre and post game. Spectators in violation of drinking alcoholic beverages in the above areas will need to leave the complex immediately. Failure to leave the complex by players, coaches and spectators will result in notifying the police for their removal.

* Section 16 – No smoking or vaping in dugout or playing field. Penalty will be ejection from that game.

ARTICLE VIII – FINANCIAL RESPONSIBILITY

Section 1 - League Director/Board of Directors will not be responsible for financial arrangements made by teams and sponsors.