

SCCCSL Constitution and Bylaws

2016.

Article I: Name

The name of the league is the Southern Chester County Church Softball League.

Article 2: Purpose

The purpose of the league is to glorify God, and spread His message through the Christian fellowship of organized softball.

Article 3: Membership

The league is generally restricted to churches or synagogues in Chester County, PA within the area south Cochranville, PA. The league may vote on membership applications from outside Chester County that and deemed by the league as being a reasonable driving distance from the existing teams.

Article 4: League Administration

I. Governing Body

1. The League Board shall consist of one representative from each team. If the team captain is unable to attend league meetings, he should designate the assistant captain to act on his behalf.
2. The officers of the league shall consist of a President, Vice-President, Secretary, Treasurer, Chaplain, Webmaster.
3. Election of officers shall be held bi-annually.
 - A. Elections shall be held at the end of season meeting.
4. The duties of the officers shall be as follows:

President: The president shall preside at all meetings of the full League Board. He may designate duties to the various officers and board members in addition to those cited herein. He shall be authorized to appoint committees as necessary for the proper functioning of the organization. He shall also preside over meetings of the Executive Committee.

Vice President: The vice president shall assist the president in conducting the affairs of the league. He shall perform the duties of the president in the absence of that officer. He shall also serve as the central point of contact for all league protests.

Secretary: The secretary shall record the minutes of the full League Board meetings. He shall prepare and distribute these minutes to the other league officers via email before submitting official minutes to the following League Board meeting. He shall distribute updates to the membership between meetings (i.e., field updates, prayer requests, critical updates, etc.) to the league representatives.

Treasurer: The treasurer shall keep an accurate account of all financial transactions of the organization. He shall be responsible for all funds necessary to satisfy league obligations. He shall render a periodic financial statement to the Executive Committee and the League Board. He shall be in charge of any other expenses necessary to make the league function properly.

Chaplain: The chaplain of the league shall set the spiritual atmosphere for the entire league. He shall lead the opening and closing prayers for the Finals and whenever the President or presiding officer requests that he do so. If possible, he shall meet with the pastor of any church whose league members fall short of the league standards for Christian spirit.

Webmaster: The webmaster of league shall serve two primary functions for the league; maintenance of the league's website and scheduling of all regular season and play-off games.

II. Committees

Standing Committees

Executive Committee: The Executive Committee shall consist of the league's officers as outlined above. The committee shall be responsible for the administration of the league and the development of league activities. The committee shall act as a judicial board for: (1) game protests; (2) other inter-team disputes; (3) disputes between teams and the league; (4) disputes between the league and outside entities.

The following standing committees shall be chaired by members of the League Board.

Hall of Fame Committee: The Hall of Fame Committee shall organize the election of new members to the league's Hall of Fame. They shall coordinate any possible tournaments with the Tournaments Committee and advise the league on the best means of honoring the annual inductees.

Ad-hoc committees

The President may appoint League Board members to fill ad-hoc committees as seen fit.

III. Dissolution

At such time the league ceases to exist, any remaining balances in the league's treasury accounts will be distributed equally among the teams participating in the league in the year the league dissolves. Should the league dissolve prior to the season start, any league fees paid for the current year will be refunded and the remaining balance will be distributed equally among the teams participating in the previous year.

Article 5: Game Play

I. LEAGUE

1. All league activities will be governed by A.S.A. Official 10-Man, Modified Fast Pitch rules with modified pitching except where otherwise noted below.
2. The entry fee will be determined at the beginning of the year. The league will collectively purchase softballs. Approximately one dozen balls per team plus two balls for playoff games will be provided to each team.
3. League divisions and playoff format will be determined at the beginning of each season.
4. If an All-Star Game is played. The Team captains of the previous year's Championship Tournament will serve as managers for their respective divisions. Every team in the League shall submit a list of two (2) position players (1 infielder and one outfielder) plus one (1) alternate (as voted upon by other members of the team) to the All-Star coaches at least 2 weeks prior to the All Star Game. Pitchers will be selected by the All Star managers.
5. A points system will be used to determine final standings heading into the playoffs. Two (2) points will be awarded for a win, one (1) point is awarded for a tie, and no (0) points are awarded for a loss. Ties existing in the standings at the end of the regular season for any of the playoff positions will be decided as follows: (1) Points (2) head-to-head record; (3) head to head run differential (4) overall run differential and, if necessary, by a coin-flip.
6. The Marvin Wrigley Memorial Trophy, along with a keepsake championship trophy, will be presented to the league champion every year.

II. TEAMS

1. A team shall be made up of regularly attendees of the church which bears its name (Exceptions to this rule are stated in Rule II.4 and II.5).
2. Each team will have a designated team Manager. The team may also designate up to 2 Assistant Managers. The Manager/Assistant Manager(s) responsibilities are:
 - I. To ensure representation at all league meetings.
 - II. To ensure all preseason deadlines (including but not limited to; league dues, outstanding debts, team/field restrictions) are adhered to.
 - III. Conducts themselves in a manner that embodies the Spirit of Christ.
 - IV. Ensure their team AND fans conduct themselves in a manner that embodies the Spirit of Christ.
 - V. To create an environment that bolsters participation and fellowship.
 - VI. To collaborate with their Pastor or Spiritual Leader to ensure that the team and the league continues to support the church's goals with regard to outreach and fellowship.
3. A roster for each team signed by the team Manager and the Church's Pastor or Spiritual Leader must be available at every game (see Rule IV.5). Players may be added to the roster until the midpoint of the season and are subject to Rule III.1, designated by the league President. After the season midpoint, no players may be added to rosters.
4. Teams may add up to three (3) "pick-ups" of their choice. This rule is intended to support the outreach mission of the league by offering an opportunity for non-church participants to be exposed to Christian attitudes and examples. Two of these players may be participants of churches that are not currently involved in the SCCCSL. If a team has three pick-up players at least one of the pick-ups must be an outreach to a non-church individual. All "pick-up" players must be approved by the league on a year-to-year basis.
5. Two or more churches needing to combine players to form one team may do so with the approval of League Board at the beginning of each season. A roster of players from each church should be presented with signatures from both Pastors.
6. Any team that fails to send a representative to two (2) pre-season meetings can be disqualified for that season and will face an automatic vote by league Managers for possible long-term suspension of the team from the league.
7. Any team that fails to pay league fees and any open balances by the first game of the season will forfeit all games until the balance is received.
8. Any team that fails to have a signed roster submitted before the first game will result in those games not counting in the standings and player playoff eligibility until the roster is submitted.

III. PLAYER ELIGIBILITY

1. Each team's church pastor or spiritual leader shall review the roster and meet with the team to emphasize the importance of representing its church in a Christ-like manner at all times and to constantly strive for good sportsmanship. The signature of the pastor/spiritual leader is an affirmation to league officials that there is high confidence that these ideals will be exemplified by the players on the team roster.
2. Players must have participated in one-third of the regular-season games played by their team to be eligible to participate in the playoffs. (forfeits will count as games played for the team that receives the forfeit.). Reasonable requests for exceptions may be presented to the Executive Committee for approval. These must be presented by the manager of the team during the regular season, as soon as the manager becomes aware of the situation. Requests will not be accepted after the regular season is completed.
3. If a player is seriously injured where he cannot play, the team must immediately notify the Executive Committee. A doctor's note must be submitted showing when the player can resume playing. If approved by the Executive Committee and the injured player plays in or attends 50% of the games he will be deemed playoff eligible. The opposing manager must sign the scorecard that the injured player was in attendance to receive credit for that game.
4. All players on the team roster, 16 years of age or older, that attend the game are required to play a minimum of two (2) innings, twelve (12) outs, on the scorebook record except when the game is stopped because of darkness, rain, or the 15-run rule.
 - A. The team captain and assistants are exempt from Rule III.3.
 - B. Any player who voluntarily wishes not to play provided the opposing manager is notified before the start of the game.
 - C. Players arriving after the start of the fifth inning are not subject to Rule III.3.
 - D. Players over the age of 65 are not required to play, if they do play and reach base they are eligible for a courtesy runner.
5. For safety reasons, all players under 18 years of age shall provide a signed consent form from their parents.
 - A. If a player is 15 years of age at the start of the season and has a birthday during the season, he/she may still play as a 15-year-old and is not subjected to Rule III.3.

IV. GAME PREPARATION

1. The home team is responsible for the preparation of the playing field for each game. The minimum preparation includes the securing of bases, the pitcher's plate, and the establishment of foul lines (where permitted). Batter's boxes are optional, but not required.
2. By 6:15 p.m., the home team must have the playing field prepared and turned over to the visiting team for their warm-up. If the field is not prepared for play by 6:30 p.m., weather conditions permitting (agreed to by umpire and opposing manager), the game will be forfeited to the visiting team. Fields prepared after 6:15 p.m. will allow visiting team warm-up only.
3. Home and visiting team managers shall review the ground rules with the umpire as soon as possible before the start of the game.
4. Every game shall begin with a scripture verse and prayer and end with prayer. The opening will be offered by the home team and the closing will be offered by the visiting team.
5. Each manager must have the signed team roster, A.S.A. rulebook, and a copy of the SCCCSL rules at each game.
6. The home team shall supply one new, league-authorized ball for each game and pay the A.S.A. home plate umpire before the start of the game.
7. All players must wear a team jersey. Hats are optional.

V. GAME REGULATIONS

1. The starting time for every game shall be 6:30 p.m. Games may begin earlier on the agreement of both managers.
2. A team must have a minimum of eight (8) players in the lineup in order to begin a game; failure to have this minimum by 15 minutes past the scheduled start time will result in that team's forfeit of the game.

A. **Standard Lineup** - If a team has fewer than ten (10) players to start a game:

- a) All starting line-ups must contain nine (9) positions.
- b) The lineup should contain nine (9) positions in the batting order. Batting position of the absent player is at the team's discretion. In this situation, once a player arrives, they shall be placed in the predetermined batting position. A team starting with eight (8) players shall be charged one (1) out each occurrence the vacant batting position is encountered in the line-up.

c) A team starting with nine (9) players shall NOT be charged one (1) out per number of players they have below 10 (10) in the lineup. In this situation, once a player arrives, they shall be placed at the end of the batting order. d. If a team loses a player in the lineup during the game due to injury but does not have someone to substitute to keep the number of players in the lineup the same, they will not be penalized one (1) out when that batting position in the lineup comes up to bat. However, if the team loses a player for any reason other than injury, they will be charged one (1) out when that batting position in the lineup comes up to bat.

B. Continuous Lineup – If a team has 12 or more players, they may add all players to the lineup to start the game.

a) **Continuous lineup** may only be used in a regular season game.

b) The players in the **Continuous Lineup** are subject to the same Player Eligibility rules (III) as the **Standard Lineup**.

c) The lineup is final. No substitutions are allowed. If a player leaves the game for any reason other than a player injury confirmed by both team managers, the team will be penalized one (1) out when that batting position in the lineup comes up to bat.

3. Courtesy runner - If a player is disabled or injured and can bat, but cannot run; they may be assigned a courtesy runner. The injured or disabled player must bat and reach first base. After time is called one of the following can take place:

a) If a team has 11 players or less, the courtesy runner would be the person who made the last out.

b) If a team has 12 or more players, any person who is not playing can be the courtesy runner.

Acting as a courtesy runner will not count towards the 2 inning minimum.

c) The use of a courtesy runner **MUST** be discussed between team managers before the game starts, or it will be disallowed. The only exception would be the result of an injury during the game where a courtesy runner would allow the player to continue playing.

d) The courtesy runner must not advance to the next base unless a live ball is put into play. Courtesy runners cannot steal on a pitch or advance on a pass ball." Failure to follow this rule gives the defensive manager the option to take the result of the play or send the runner back to the previous base.

4. Illegal pitch – Any pitch with an arc over 6 feet from the ground is an illegal pitch.

5. A team must attend a scheduled game (except when postponed by the agreement of both managers) or forfeit the game. If there is a question regarding a postponement, due to weather, the home team manager shall notify the visiting team manager by 5:30 p.m. Any team that forfeits two (2) games without a legitimate reason, as determined by the Executive Committee, will be suspended from the league for the remainder of the season.

6. All postponed games must be rescheduled within one week. The home team is responsible for contacting the visiting team for rescheduling the game. The visiting team can refuse to make-up the game one time; however, any further refusals by the visiting team will result in a forfeit to the home team. Blackout dates submitted prior to the start of the season do not count as a refusal date. Games that have not established a reschedule date by one week after the original scheduled date will be considered a forfeit **by** the home team. Postponements in the final week of the season, which are not rescheduled before the close of the regular season, will be considered a forfeit by **both** teams and no points will be awarded.

7. During the regular season a game can be considered complete after 4 innings if the umpire calls the game due to inclement weather or darkness.

8. A fifteen (15) run rule will apply in or after the fifth (5th) inning for all regular season AND playoff games. In order for the visiting team to apply the rule, the inning must be *completed*; the home team may apply the rule when the 15th run ahead is scored during the bottom half of the 5th or 6th inning.

9. Any regular season games that end with a tied score after 7 innings will play extra innings until the umpire rules the game ended. If the score is tied after extra innings, it will count in the standings as a tie for both teams. The tie will count as one point in figuring the total number of points for each team involved.

10. Playoff games must last seven (7) innings to be an official game unless the fifteen (15) run rule is applied. If the game is stopped for any reason, it is resumed the next possible night at the same place in the scorebook when the game was stopped. The Home team of the suspended game has the option to play the continued game at the opponents' field or back at their field.

11. Playoffs will be conducted utilizing one of the following formats to be determined before the start of each season:

A. Best of Three - Playoff series games will run Monday, Tuesday, and (if necessary) Thursday of the week in which the series is scheduled to be played. Friday and Saturday of the same week

will be used in case of inclement weather or other emergency circumstances. If a game is postponed it will be played the next possible night in the week. In case of a series being carried over into the following week, the next series will start the next possible night after the previous series finishes.

B. Tournament Style - Playoff games will be scheduled on Monday, Tuesday, Wednesday (dependent on church availability), and Thursday. If a game is postponed it will be played the next possible night in the week.

11. An eleventh (11th) batter (hereafter noted as extra hitter or "EH") but still maintaining ten (10) fielders, may be used in a game to bat anywhere in the lineup. Some points about the use of the EH are as follows:

A. A team cannot add a EH if the game was started with a 9 or 10-man batting order

B. The EH may be replaced by another EH.

C. The EH may become a fielder provided the player he/she replaces leaves the game or becomes the EH. The EH retains his/her place in the batting order before the change was made. The replaced fielder's place in the batting order becomes vacant if the replaced fielder leaves the game. If both players remain in the game, the original batting order is, of course, retained.

D. The EH must be used as a replacement for an injured player before any ineligible player is considered.

E. An extra hitter (hereafter noted as "EH"), considered to be a player who would bat in the place of a position player in the line-up (thus creating a 10-man lineup), is not permitted.

12. After the game, both managers shall concur as to the final score, which shall be reported by both managers to the designated League Scorer immediately after the completion of the game.

VI. SAFETY/CONDUCT

1. Metal cleats or metal spikes are not permitted. Any player caught using metal cleats will be ejected for the remainder of the game.

2. Helmets for base coaches are optional but recommended for league play.

3. There shall be no smoking in the playing area.

4. There shall be no drinking of alcoholic beverages on the premises before, during, or after the game.

5. Absolutely no profanity or unsportsmanlike conduct shall be tolerated either on the field or in the team area. The offender will be removed from the game by the umpire.

6. A player who is ejected from a game for any reason shall also serve a one-game suspension effective for the next played game. Any player who violates this rule twice will be ejected and suspended from the league for the remainder of the season.

7. Players found using illegal equipment (as determined by ASA), will be ejected from the game (per ASA rules) and could result in a game forfeit. A second infraction will result in a game forfeiture.

VII. GAME PROTESTS

1. A team wishing to protest must notify the League Vice President within 24 hours of the completion of the game. All protests will be based on RULE 11, from the A.S.A. GUIDE & PLAYING RULES MANUAL. The Executive Committee will handle the protest and may turn to the Rules Committee for guidance.

VIII. RULES CHANGES/ADDITIONS

1. The League Rules hereby stated above shall be reviewed and any changes, revisions, and/or additions shall be submitted by the Rules Committee for approval