

Decatur County Girls Softball Association

2024 By-Laws

- 1. BOARD MEETING:** Board meetings will be set each month by the president unless otherwise stated. Election of Officers and Board Members will be held every October.
- 2. **VOTES:** If there are vacant positions on the Board, each team's coach is eligible to submit a written nomination for a representative. During a meeting presided over by the President, a minimum of eight (8) Officers and Board Members must be present to conduct a vote. The Umpire in Charge (UIC) serves as a non-voting board member. In the event of a tie, the President will cast the deciding vote.
- 3. OFFICERS:** Officers to be elected are President, Vice-President, Secretary, and Treasurer. The Board will hold an election of officers during the October meeting. Officer nominations within the Board will be received during the September meeting. All nominees will be notified of the nomination and verified if nominee will accept the nomination. Deadlines for nominations will be the 15th of September. Election of Officers will take place at the October meeting.
- 4. REGISTRATION FEES:** No registration fees will be refunded after team rosters have been established, except at the discretion of the Officers.
- 5. ELGIBILITY:** A girl in our league is not allowed to play on more than one Decatur County Girls Softball Association sponsored team and shall play in only one age bracket. She may play in her own age bracket or the next higher age bracket, but whichever age bracket she chooses, she must play on that team for the entire year. The Officers retain the right to disallow a player to play in an older age bracket. Player ages range from 5 to 18 as of January 1. For the purpose of establishing fast pitch within the organization girls may play on one fast pitch team as well as one slow pitch team until the board decides otherwise.
- 6. LIGHTS:** Must be out at 11:00 PM. No games shall be started after 9:30 P.M. with the exception to rescheduled games.
- 7. COACHING STAFF:** There shall be one designated coach per team, one assistant coach, and one scorekeeper. The head coaches from the previous season are automatically assumed to be Head Coach for the next season (pending Board approval) unless the board has been notified. Coach must have one designated Assistant Coach (also must be Board approved) by the first game of the season. **Head coaches must have a background form filled out and turned in before the draft.**
- 8. ROSTERS:** Teams shall consist of no more than 13 players if at all possible.
- 9. RULES:** All players and games will abide by ASA rules and/or league rules. For Fast Pitch the ASA rules are modified to High School rules. League rules supersede ASA and High School rules. 65 min time limit.

10. OUT OF COUNTY PLAYERS: Participation by out-of-county players will be left to the discretion of the Officers.

11. TEAMS and DRAFT PICKS:

- ▶ **Coaches with Daughters:** One daughter will be placed automatically on her Parent/Guardian team as the Parent/Guardian eighth pick in the draft if there are two daughters the second will automatically be placed as the tenth pick. If there are three daughters, the third will be automatically placed as the last pick. **This does count as an official round.**
- ▶ ****Coaches without Daughters: If the coach does not have a daughter, he/she will then have an open pick in the 8th round.** Coaches may use a relative as their proxy player but must be Board approved. The Board must be notified no later than the coaches' meeting.
- ▶ **Assistant Coaches:** Any Parent/Guardian wishing to be an Assistant Coach will include this on the player's registration form. When the Draft Availability Sheet is drawn up the letter "A" for Assistant Coach will be listed next to the player's name informing the Coaches that the player has a Parent/Guardian that would like to volunteer as an Assistant Coach.
- ▶ **Assistance for Coaches:** Any Coach who is not familiar with the players in his/her age bracket can be provided with a list of coaches' phone numbers from the players previous year in DCGSA and is encouraged to ask other coaches and association members for help.
- ▶ **Drafting Sisters:** Sisters will be drafted as a complete set (unless otherwise requested by the Parent/Guardian). Once a player has been drafted any Coach cannot draft the remaining sisters. The second sister will automatically be placed on the Coach's Roster two skipped rounds (places) after the first sister. The third sister will automatically be placed after two skipped rounds (places) after the second sister. If there are not enough rounds to be skipped for the second or third sister, she will be placed as the last pick. Example: 1st round picked Jane Doe, 2nd round any player, 3rd round any player, 4th round Jane Doe's sister.
- ▶ **Draft Election:** Should a player elect not to be drafted by a coach she must include this information on the registration form. A player can deny only one coach and any other coach will be eligible. The coach will be notified at the draft.

- ▶ **Draft:** We will use a Horse-Shoe draft

Assistant coach round

- ▶ **Must be a unanimous vote to have an assistant round.**
- ▶ Starting at #1, each coach that's has an assistant will choose that girl.

- ▶ Then all coaches without an assistant will have an open pick, from lowest number to highest.
- ▶ The 2nd round will begin at #1, the 2nd round ends at the highest draft number. The 3rd round begins from the last draft number, then goes back around the horse shoe to # 1.
- ▶ Any questions or problems will be solved at the Board's discretion. Two weeks after the draft coaches must submit a list of dates that they know they cannot field at least 8 players due to school functions only and reschedule as needed. After the two weeks no changes can be made due to these reasons. **ROSTERS ARE OFFICIAL AT THE COMPLETION OF THE DRAFT. ANY CHANGES BY EITHER COACH COULD RESULT IN COACHING PRIVILEGES TAKEN AWAY.**

12. TEAM CONDUCT: There will be no tobacco or profanity permitted on the playing field, dugout or the Sports Complex. Only one warning shall be issued. If the first warning goes unheeded, the offender will be ejected from the park. If an umpire ejects any player, coach, or scorekeeper from a game for non-sportsman like conduct, that person shall sit out the next scheduled game. No alcohol and/or drugs of any type will be tolerated! If an umpire or officer smells alcohol on any member of the coaching staff that person will be asked to leave the park and will sit out the next scheduled game. A second offense will be grounds for dismissal from DCGSA. The board will review misconduct by any player, coach, scorekeeper or spectator and appropriate action will be taken. Coaches are not allowed to yell at players while the ball is in the air during a pitch or ball hit in air. Only two coaches outside the dugout are up against the fence between the two gates while the team is on defense. While on offense only the two base coaches. (See division rules 6 under two coaches in the outfield).

13. JEWELRY: The only jewelry that a player may wear during a game is medical jewelry, and this must be taped. She may be warned once and if the warning goes unheeded, she will be asked to leave the game. This is at the umpire's discretion.

14. HELMETS: It is mandatory that all catchers wear an approved catcher's helmet with a facemask. It is also required that all batters, base runners, and any other on deck batters wear a helmet with straps fastened. If any base runner's helmet comes off during play, at the umpire's discretion, she may be called out.

15. SHIRTS: Each team shall have shirts and shorts/pants of the same color with different numbers (*in contrasting colors*). The numbers are mandatory and shall be at least six inches in size on the back of the shirt (*Players names will be allowed on the back*). The league will sponsor the 6 & Under Division (if necessary). The Officers and Board Members will get sponsors for all teams in each age bracket.

16. UMPIRE(s): The league will furnish all Umpire(s). The Instructional Division (6 & Under) will not require Umpires, coaches are expected to officiate the games and teach the players. No umpire shall umpire any age group in which he or she is involved in any way, such as a coach or assistant coach. An umpire cannot umpire

behind the plate in any game in which he or she is a brother, sister, parent, guardian, or a grandparent of any player in that game.

- 17. RESCHEDULED GAMES:** Only games that have been postponed or cancelled due to inclement weather will be rescheduled. The President/ Division President will be in charge of rescheduling all rain out games and will contact coaches in their divisions. There will be no exceptions. There will be designated Saturdays scheduled for rainouts if needed.
- 18. SCOREBOOK and LINEUP CARD:** The home team scorebook will be the official scorebook. The home plate umpire and the home team will mark the starting time of the game. An exchange of lineup cards should be done 15 minutes before the scheduled start of the game or at the time requested by the umpire, whichever is first.
- 19. **MINIMUM NUMBER OF PLAYERS:** A team must field at least 8 eligible players to start and finish any ball game. Any new player entering the game must go to the bottom of the batting order. ONLY 1 EXCEPTION: A team may pull up to max of 3 players from a lower age group to have a max of nine players. These players will be in the outfield and at the bottom of the line-up. A grace period of 10 minutes after the scheduled starting time of the 1st game will be allowed. **FIRST GAME ONLY! NO grace period for 2nd and 3rd games.**
- 20. RUN RULE:** In all divisions, a game will be called if a team is ahead by 20 or more runs after 3 innings of play or 15 runs or more after 4 innings of play. 10 or more runs after 5 innings.
- 21. CHATTER:** Chatter is permissible, within reason with the exception that the catcher is not allowed to talk directly to the batter such as swing batter. No names or numbers may be used by any player. **NO NEGATIVE CHATTER!**
- 22. PRACTICES:** Any girl not attending practices may be suspended upon notification and approval of the Officers.
- 23. ACTS of GOD:** If a league game or tournament game is to be rescheduled do to an act of God, the game will resume where it left off. It is the responsibility of the home team to record where play was stopped, position of players, etc. Game is complete after 4 innings for 6 inning games and 5 innings for 7 inning games. All other delayed games will be played to completion.
- 24. TIE GAMES:** If a game is tied and time has not expired extra innings may start. After the time limit is reached the next inning(s) will use the international tiebreaker as follows; the last batter to receive an out from the previous inning will be placed at second base and all batters begin with a 1 – 1 count. **The tiebreaker will not apply to championship games.**
- 25. LEAGUE TIES:** If 2 or more teams tie for trophy positions, the league will use a single elimination bracket play to decide finishing positions. Teams will draw for seating in the bracket, there will be no time limit and the teams will play allowed number of innings per their division.

- 26. PROTEST:** The plate umpire (not the opposing coach) must be notified immediately that the game is being played under protest and the reason the game is under protest. The plate umpire will note the protest and notify the opposing coach. The officers will call a special meeting for the purpose of settling any protest and the coaches will be notified of the decision. (**JUDGEMENT calls cannot be protest**).
- 27. DUGOUT:** The home team will use the third base dugout. **Each team is required to clean their dugout after each game they play. Only** two coaches outside the dugout are up against the fence between the two gates while team is on defense. While on offense only the two base coaches. (See division rules 6 and 8 under two coaches in the outfield).
- 28. SCHEDULED DUTIES:** If requested by the board, all teams will be required to work the concession stand a minimum of one time per season. Teams are required to staff at least 4 people at least 18 years of age or older at a time to work their scheduled shift. Failure to schedule your team or cover your scheduled shift will result in forfeiture of 1 win.
- 29. SCHEDULED PERSONNEL MEETINGS:** Every team must have a representative at every scheduled **REQUIRED** League meeting. Failure to have a representative at any required meeting will result in the suspension of coach for one regular scheduled season game.
- 30. **PLAYER LEAVING EARLY:** If for any reason a player must leave the game, she will not be counted as an out the next time up to bat.

6 & Under

1. **INNINGS:** The game shall consist of 3 innings. The inning is complete when every player has batted. If the 3rd inning cannot be completed in the 65 min time limit DO NOT start a 3rd inning.
2. **BASES:** Bases will be 60 feet; pitching distance will be at the discretion of the pitching coach.
3. **PITCHES:** The batter will get 5 pitches. After 5 pitches the batter may use the T to hit the ball or take her base. The player(s) taking position at or near the pitcher (Coach) must be behind the pitcher.
4. **INFIELD FLY:** There will be no infield fly rule.
5. **SUBSTITUTIONS:** All players will bat, and all players will take the field. In the event that a team cannot field a minimum of 8 players, the opposing coach may elect to give up a player(s) in order to play the game (player will be drafted by placing the name of all players except the coach's daughter in a hat).
6. **POSITIONS:** No more than 7 players on the infield (inside the base line) **Outfield players must play at least 3 feet behind base path.**
7. **SCORING:** There will be no official scoring in this division and coaches will not be allowed to keep score.
8. **OUTS:** Any batter or base runner that has had a play made on them and called out must leave the base. Coaches assisting on the field will make all calls; remember this is still instructional so please inform the player why she is called out so they can learn how the game is played

8 & Under

1. **INNINGS:** The game shall consist of 5 innings.
2. **BASES:** Bases will be 60 feet; pitching distance will be at the discretion of the pitching coach but must be between 25 and 40 feet from home plate. The player taking position as the pitcher must be within 4 feet of the pitcher's rubber. The outfield is determined by the grass line (If playing on a large diamond where the grass line is impractical a line will be drawn to determine the infield).
3. **PLAYERS:** There will be a maximum of 6 players allowed on the infield until the ball is hit.
4. ****PITCHES:** The batter will get 5 pitches. **The pitcher (Coach) must remain in the pitching area until the ball is hit, at which time the coach must retrieve bat and leave the field by means of the foul lines without interfering with the game.** A foul on the 5th pitch will constitute another pitch (6 maximum pitches).
5. **INFIELD FLY:** There will be no infield fly rule.
6. ****RUNS/TIME LIMITS:** There will be a 5-run rule per inning with exception to the last inning where there will be no run rule defense must get 3 outs. The plate umpire will call the last inning if he/she determines there is not enough time to complete 5 innings in the time limit (last inning should not be called before **45** minutes).
7. **OVERTHROWS:** On a ball overthrown to **FIRST** base. The ball is dead; all runners will get one base.
 - ▶ **An overthrown ball is determined when the ball thrown to the first baseman hits the fence or goes into the grass at that time umpire will call a dead ball.**
8. **WALKS:** There will be no intentional walks.
9. **INTERFERENCE:** **If a batted ball hits the pitcher (Coach) the ball is dead, the batter will bat again, and pitch will not count as one of the five pitches.** The coach may not give instructions in any way once the ball is released.
 - ▶ Coach pitchers should try to protect the player playing the position of pitcher from any line drives that may be dangerous.
10. **FIELD COACHING:** There will be a maximum of 2 field coaches in the outfield/infield to assist in direction to the players. Option 1 coach in outfield 1 coach between the two gates of the dugout. The coach may not touch a player for any reason! **Field coach must remain on the grass. All other coaches must stay inside the dugout.**
11. **TIME:** In an effort to teach the fundamentals of the game the lead runner must be stopped before time is called. Players are not to call time; the umpire(s) will call time when they have determined that the lead runner is stopped.
12. **TIES:** In the event of a tie game after five innings of play, if time allows an extra inning may be started to try to finish the game if time does not allow or if the game is still tied after an extra inning the game will be recorded as ½ win for both teams.
13. ****SUBSTITUTIONS:** Every player will be in the batting order and play the field. Any player arriving late will be added to the bottom of the lineup (additions to the lineup

must take the field before batting). In the event of an injured runner, **the last retired batter will replace the runner (If 1st inning you would use the last batter in the line up)**. If an injured player re-enters the ball game, she must first play in the field before batting (except for the last inning). The injured player will not result in an out next time up if she is still injured.

FOR REFERENCE ONLY - DCGSA 2023

10 & Under (Slow Pitch)

1. **INNINGS:** The game shall consist of 6 innings.
2. **BASES:** Bases will be 60 feet; pitching distance will be 35 feet.
3. **PLAYERS:** Each team will field **11 players** of which 5 of those players must be designated outfielders and must take position on the outfield grass.
4. **INFIELD FLY:** There will be no infield fly rule.
5. **WARM UP PITCHES:** The starting pitcher will be allowed 5 pitches at the start of the game and then 2 pitches between innings. A new pitcher relieving the starting pitcher will also be allowed 5 warm up pitches. Returning pitchers will be allowed only 2 pitches. There will be no infield balls allowed after the start of the game.
6. **Walks:** There will be no walks in 10U Slow Pitch. The pitcher will pitch until the ball is hit fair, a third strike foul ball, the batter strikes out, or 4 balls are called by the umpire. In the event that 4 balls are called, an offensive coach will pitch the remaining strikes of the count. Every pitch by the coach will be a strike. The same rules as 8U will be in play in the event the coach is hit by a batted ball.
7. **RUNS:** There will be a 5-run rule per inning with exception to the last inning where there will be no run rule defense must get 3 outs. The plate umpire will call the last inning if he/she determines there is not enough time to complete 6 innings in the time limit (last inning should not be called before **45** minutes).
8. ****SUBSTITUTIONS: Every player** will be in the batting order and any player arriving late will be added to the bottom of the lineup (additions to the lineup must take the field before batting). **We as a board are wanting to make sure that all coaches, to the best of their ability, ensure equal playing time for all players, therefore, NO player will sit on the bench more than one consecutive inning per game and no more than 2 innings per game.**
9. The insertion of subs and the number of innings rule will not apply to girls that show up at the game too late for the rule to apply.
 - ▶ In the event of an injured runner, the last retired batter will replace the runner (If 1st inning you would use the last batter in the lineup) If an injured player reenters the ball game, she must first play in the field before batting except for the last inning). The injured player will not result in an out next time up if she is still injured.

13 & Under (Slow Pitch)

1. **INNINGS:** The game shall consist of 7 innings.
2. **BASES:** Bases will be 60 feet; pitching distance will be 46 feet.
3. **PLAYERS:** Each team will field **10 players** of which 4 of those players must be designated outfielders and must take position on the outfield grass.
4. **INFIELD FLY:** The infield fly rule is in effect.
5. **WARM UP PITCHES:** The starting pitcher will be allowed 5 pitches at the start of the game and then 2 pitches between innings. A new pitcher relieving the starting pitcher will also be allowed 5 warm up pitches. Returning pitchers will be allowed only 2 pitches. There will be no infield balls allowed after the start of the game.
6. **SUBSTITUTIONS:** **Every player** will be in the batting order and any player arriving late will be added to the bottom of the lineup (additions to the lineup must take the field before batting).
We as a board are wanting to make sure that all coaches, to the best of their ability, ensure equal playing time for all players, therefore, NO player will sit the bench more than one consecutive inning per game and no more than 2 innings per game.
7. The insertion of subs and the number of innings rule will not apply to girls that show up at the game too late for the rule to apply.
 - ▶ In the event of an injured runner, the last retired batter will replace the runner (If 1st inning you would use the last batter in the line up) If an injured player re-enters the ball game, she must first play in the field before batting (except for the last inning). The injured player will not result in an out next time up if she is still injured.
 7. ****TIME LIMIT:** No inning will be started after 65 minutes for slow pitch, 13U & 18U, and 75 minutes for fast pitch (time is determined immediately following the last out of the inning). **The time limit will not apply to championship games.**

18 & Under (Slow Pitch)

1. **INNINGS:** The game shall consist of 7 innings.
2. **BASES:** Bases will be 65 feet; pitching distance will be 50 feet.
3. **PLAYERS:** Each team will field **10 players** of which 4 of those players must be designated outfielders and must take position on the outfield grass.
4. **WARM UP PITCHES:** The starting pitcher will be allowed 5 pitches at the start of the game and then 2 pitches between innings. A new pitcher relieving the starting pitcher will also be allowed 5 warm up pitches. Returning pitchers will be allowed only 2 pitches. There will be no infield balls allowed after the start of the game.
5. **SUBSTITUTIONS:** **Every player** will be in the batting order and any player arriving late will be added to the bottom of the lineup (additions to the lineup must take the field before batting).
We as a Board are wanting to make sure that all coaches, to the best of their ability, ensure equal playing time for all players, therefore, NO player will sit the bench more than one consecutive inning per game and no more than 2 innings per game.
 - ▶ The insertion of subs and the number of innings rule will not apply to girls that show up at the game too late for the rule to apply.
 - ▶ In the event of an injured runner, the last retired batter will replace the runner (If 1st inning you would use the last batter in the lineup). If an injured player reenters the ball game, she must first play in the field before batting (except for the last inning). The injured player will not result in an out next time up if she is still injured.
6. **FILLING THE ROSTER:** In the event that a coach does not have enough players to field a team of 9. A maximum of 3 players from the 13u age group can be used to fill the roster. (I.e. if a team only has 8 players the coach may pick up 1 player). Any players added to a roster from another team must be placed last in the batting order and can only play the Outfield positions. All pickup players must be on a 13 & under DCGSA roster.
7. ****TIME LIMIT:** No inning will be started after 65 minutes for slow pitch, 13U & 18U, and 75 minutes for fast pitch (time is determined immediately following the last out of the inning). **The time limit will not apply to championship games.**

Elementary (incoming 3rd-5th Grades) (Fast Pitch)

1. **INNINGS:** The game shall consist of 5 innings or a 65-minute time limit.
2. **BASES:** Bases will be 60 feet; pitching distance will be 35 feet.
3. **PITCHING:** The pitcher will pitch until the ball is hit fair, the batter strikes out, or 4 balls are called. An offensive coach will pitch the remaining strikes of the count. Every pitch by the coach will be a strike. **“There will be NO walks in Elementary Fast Pitch.”**
 - o If a coach is hit by the ball in coach pitch it will be treated as a foul ball/strike.
 - o The umpire reserves the right in extreme cases where the coach makes no effort to move or gets hit intentionally to rule the batter out.
4. **STEALING:** 10U can steal 2nd and 3rd, only 1 base at a time per pitch and cannot advance home on an overthrow on a steal attempt at 3rd. Stealing is not allowed during Coach pitch. No stealing from home for safety concerns.
 - o Runners cannot leave the base until the pitcher releases the ball.
 - o Runners cannot advance on a dropped 3rd strike.
5. **BATTING:** Bunting is allowed, but no slap bunting.
6. **RUNS:** There will be a 4-run rule per inning. If the home team is down more than 4 runs and cannot come back to win the game, that team will bat until they reach the 4-run limit, or 3 outs are made. This is to ensure the girls are getting the maximum playing time.
7. **INFIELD FLY:** There will be no infield fly rule.
8. **PLAYERS:** Each team will field 11 players (if possible) of which 5 of those players must be designated outfielders and must take position on the outfield grass.
9. ****SUBSTITUTIONS:** Every player will be in the batting order and any player arriving late will be added to the bottom of the lineup (additions to the lineup must take the field before batting). We as a board are wanting to make sure that all coaches, to the best of their ability, ensure equal playing time for all players, therefore, NO player will sit the bench more than one consecutive inning per game and no more than 2 innings per game.
 - o The insertion of subs and the number of innings rule will not apply to girls that show up at the game too late for the rule to apply.
 - o In the event of an injured runner, the last retired batter will replace the runner (If in the 1st inning, you would use the last due up batter in the lineup). If an injured player reenters the ball game, she must first play in the field before batting (except for the last inning). The injured player will not result in an out next time up if she is still injured.

Jr. High (incoming 6th – 8th grades) (Fast Pitch)

1. **INNINGS:** The game shall consist of 7 innings.
2. **BASES:** Bases will be 60 feet; pitching distance will be 40 feet.
3. **PLAYERS:** Each team will field **10 players** of which 4 of those players must be designated outfielders and must take position on the outfield grass.
4. **INFIELD FLY:** The infield fly rule is in effect.
5. **WARM UP PITCHES:** The starting pitcher will be allowed 5 pitches at the start of the game and then 2 pitches between innings. A new pitcher relieving the starting pitcher will also be allowed 5 warm up pitches. Returning pitchers will be allowed only 2 pitches. There will be no infield balls allowed after the start of the game.
6. **SUBSTITUTIONS:** **Every player** will be in the batting order and any player arriving late will be added to the bottom of the lineup (additions to the lineup must take the field before batting).
We as a Board are wanting to make sure that all coaches, to the best of their ability, ensure equal playing time for all players, therefore, NO player will sit the bench more than one consecutive inning per game and no more than 2 innings per game.
7. The insertion of subs and the number of innings rule will not apply to girls that show up at the game too late for the rule to apply.
 - In the event of an injured runner, the last retired batter will replace the runner (If 1st inning you would use the last batter in the lineup) If an injured player re-enters the ball game, she must first play in the field before batting (except for the last inning). The injured player will not result in an out next time up if she is still injured.
8. ****TIME LIMIT:** No inning will be started after 65 minutes.
9. For the first 4 games for each team, there will be a 7-run per inning rule. For the remaining games and tourney (if any) defense must get 3 outs.
10. Stealing on the release of the pitch.
11. All other High School rules apply. For the 2024 year, "Leaping" has been added as a legal pitch in High school rules. Crow hopping is still an illegal pitch and will be called as such.
 - **Leaping** is classified as the following: A pitch when the pitcher strides off the pitching rubber, her back foot loses connection with the ground,

and both feet are in the air at the same until time the front foot lands. The ball must be released before both feet regain contact the ground.

- **Crow Hopping** starts out the same way as leap, with both feet off the ground. The difference, though, is that the drive leg lands first AND THEN there is a second push-off before the ball is released.

High School (incoming 9th – 12th grades) (Fast Pitch) IHSAA and NFHS rules only for this league

All Fast Pitch rules if not stated in their perspective league rules will be governed by the IHSAA and NFHS rules

