

NORTHERN KENTUCKY FAST PITCH LEAGUE (NKFPL BYLAWS)

SECTION I: OFFICERS

Officers are elected for a three (3) year term. At the end of every third (3rd) season the Managers who have participated in the league for that year will elect the officers for the next three (3) years. The election shall be by a simple majority of all Managers present.

The officers that shall be elected are League Director, Assistant League Director, Treasurer and Secretary. The current Officers will act as a nominating committee to suggest candidates for the position of officers in the fall election.

At the first organizational meeting of the new season, the Division Supervisors will be appointed. There shall be one Supervisor from each division. These elected officers plus the appointed Division Supervisors shall constitute the Executive Committee of the NKFPL.

DUTIES OF THE EXECUTIVE COMMITTEE

The Executive Committee will recommend rule and bylaw changes to the general membership, who, having one vote per team, shall approve or reject said changes by a simple majority in attendance. All changes to the rules and bylaws will only be considered at the end of the season meeting, or the first meeting of the new year. The Executive Committee is to interpret these rules and bylaws and to render a decision if necessary. This decision may be overridden by a simple majority vote of the general membership in attendance.

The Executive Committee shall be the standing protest committee. Protests must be submitted to the League Director within 48 hours of the game. All protests must be accompanied by a \$25.00 fee, which will be returned if the protest is allowed. The Executive Committee, minus the Supervisor of the affected division, will render a decision within 10 days of the filing date of the protest. Protests involving an ineligible player must be made before the final out of the game. The \$25.00 fee for an ineligible player will be waived.

SECTION II: FINANCE

The NKFPL is a non-profit organization. No officer shall be paid for administrative duties. A \$50.00 player fee shall accompany each player contract for all divisions. If this presents a hardship to any family, it should be brought to the attention of the League Director, who has the power to waive this requirement. The \$50 fee will be waived for the child of the team Manager. Uniform shirts and game balls will be provided to each team in the K/1 and 2/3 divisions by the league. The 4/5 and 6/7/8 divisions may seek sponsors to help with the costs of uniforms and league fees.

All fees are due at the April meeting or before practice fields, equipment and shirts are given out.

An annual treasury report will be provided to and reviewed by the Executive Committee during the year end meeting, to assist with budget planning for the following year.

SECTION III: ELIGIBILITY TO PLAY

Any child living in or attending school within the boundaries of the five (5) counties in Northern Kentucky is eligible to play. If it is found that you are using an ineligible player, all games in which that player participated in will be forfeited. If a player moves out of the county once the season has started, they will be eligible to finish the season.

Divisions are grade specific to insure competition between the teams of that division and the safety of the players. Players must play in the proper division. **NO EXPECTATIONS.** In addition, the Executive Committee will make any decision concerning the placement of special needs players to ensure their safety.

NKFPL is an organization with its own rules and bylaws and will not allow another organization to join.

The specific divisions are:

<u>Division</u>	<u>Pitch Type</u>	<u>Grade at the start of the season</u>
6/7/8	Fast	Players in 6 th , 7 th , and 8 th grade
4/5	Fast	Players in 4 th and 5 th grade
2/3	Fast/Machine	Players in 2 nd and 3 rd grade
K/1	Fast/Coach	Players in Kindergarten and 1 st grade

CONTRACTS AND ROSTERS

Each team is to consist of not less than twelve (12) or more than twenty (20) players. Failure to carry the minimum amount of players may result in forfeiture of all games.

To decrease the possibility of forfeits and rescheduled games, teams in the K/1 and 2/3 divisions may add substitute players to their official league rosters. These players can only come from the group of players one division lower. For example, a 2/3 division team can add K/1 division players to complete its roster up to the twenty (20) player limit. A separate player contract will need to be completed for this player, although no additional fee is required. In case of a conflict in scheduling, a player will be required to play for their original or lower division team.

No player may play in a game until the Division Supervisor has approved their contract. Rosters, contracts and fees must be turned in at the April meeting. They are signed and dated by a member of the Executive Committee when they are turned in.

A team may add players, up to the twenty (20) player limit, until April 1st. If a team finds it necessary to add players or cancel contracts after twenty (20) days, the Executive Committee must be contacted in advance and the change approved by a simple majority. Any additions must fall within the age bracket for that division. Any team failing to turn in their roster, contracts and all fees prior to their first scheduled games shall forfeit all games until completed.

PLAYER DRAFT/PLAYERS CHANGING TEAMS

A player can switch teams by requesting a release from their current Manager. It is up to the Manager to determine whether to grant this release. The League encourages Managers to not grant a release if they feel the reason is due to recruitment by another Manager or team. However, we are here for the benefit of the players and we should try to make play as enjoyable as possible for them.

The purpose of a player draft system is to discourage recruitment of players and make play as equal as possible among all teams.

The draft shall apply to the all division.

1. A player wanting to switch teams within their own division, will be discussed amongst all teams, if not agreed unanimously, the player will then be entered into the draft.
2. Once a player has made the decision to enter the draft they may not go back to their old team.
3. If a player is not chosen the Executive Committee will place them on a team. Note: Items such as amount of players on a team, the player's address, school etc. will be taken into consideration.
4. If a player refuses the team they are drafted to they must sit out one full season.
5. Any player who has not played in the league the previous season may play on the team of their choice, if space is available.
6. Every effort will be made to place a player on a team of their grade. I.E. a second year K/1 player will try to be placed on a second year K/1 team, etc.
7. The draft will be held at a meeting determined by the Executive Committee. After that time no player may switch teams until the next draft.
8. The elected portion of the Executive Committee shall have the right to render any decision that may occur due to circumstances not covered herein.

Once the season has started every effort will be made to keep a team together should a Manager resign. The Executive Committee must approve any new Manager.

Each team roster must list a responsible Manager and all coaches.

SECTION IV: PLAYING RULES

The following rules apply to all divisions. Standard USSSA fast-pitch softball rules (www.ussa.com) will be used to govern the playing of all games in the NKFPL with the exceptions listed herein.

PITCHING AND BASE DISTANCES

<u>Division</u>	<u>Pitching Type</u>	<u>Pitching Distance</u>	<u>Base Distance</u>
6/7/8	Fast	40	60
4/5	Fast	40	60
2/3	Fast/Machine	35	55
K/1	Fast/Coach	35	55

Player Equipment

The catcher must wear both a helmet, chest protector and mask while playing defense in all division games. The batter and any base runner must also wear a helmet in all division games. Metal cleats may only be worn in the 6/7/8 division.

Exposed jewelry, which is judged by the umpire to be dangerous, must be removed. If they fail to do so the player will be ejected from the game.

Any **base runner** intentionally removing their helmet, while the ball is in play and before the umpire has called for the suspension of play, shall immediately be called out. All base runners shall wear their batting helmets properly.

If a team has eight (8) players and a Manager/coach, the game shall start as scheduled. If a team does not have at least eight (8) players at game time, there is a **fifteen (15) minute grace time** after the starting time, which appears on the schedule.

In the event of a player being called out for **throwing the bat**, the ball immediately becomes dead and runners cannot advance. The umpire may give one (1) warning and it may be done so prior to the game.

In the event of an **injury**, a Manager may substitute a player who has already played, (if all substitutes have already been entered in the game). If no substitute is available, an injured player may be skipped in the batting order without penalty to the team.

All players must wear shorts or long pants suitable for the game of softball and wear a numbered jersey with a minimum six (6) in. and a maximum eight (8) in. number on the back. All team shirts must be identical.

A Manager must play every player present in at least one (1) complete inning (top and bottom) of a complete ballgame. Failure to do so could result in forfeiture of the game. **EXCEPTION:** unless it falls under the Manager's disciplinary rules. Before the game starts, the Manager must tell the opposing Manager if any players will not be playing due to disciplinary reasons.

In all Divisions, **free substitution** is allowed. This is when all players present are placed in the batting order, with any nine (9) or ten (10) playing in the field. Managers can switch the players in the field at any time, with the batting order remaining the same. Remember that all players must play at least one (1) inning in the field each game. Managers electing to use free substitution should make the opposing Manager and the umpire aware of this prior to the start of the game.

If a team has twelve (12) or more players present they must use the **AH (Additional Hitter)**. If a team only has eleven (11) players it is the Managers option to use the AH. An AH must play at least one (1) inning in the field. Two (2) AH's may be used in the 4/5 and 6/7/8 Divisions at the Manager's discretion. It is **STRONGLY ENCOURAGED THAT ALL TEAMS ROSTER BAT EVERY PLAYER.**

Once the game has started it is the sole responsibility of the umpire to determine the playability of the field. If there appears to be a potential danger, because of lightning or inclement weather, the umpire may suspend a game. When suspended games resume it will be from the point of suspension.

SCHEDULING

The League will distribute a full season schedule prior to the season beginning. After the season schedule is distributed the League will make no changes. Teams may switch game dates among themselves with the approval of the Division Supervisor. If a game is scheduled in a particular slot and the game is not played, then the offending team will forfeit that game.

The Division Supervisor shall be in charge of **rescheduling** all postponed or suspended games. The Division Supervisor will attempt to do this at the convenience of both teams during the regular season. However, during the end of season tournament this must be done at the convenience of the league. Please remember that days scheduled for rainouts are considered as scheduled games and teams should be prepared to play on these dates. Make sure that these dates are included in the schedule that you give to your players.

If a team **forfeits** 25% of their scheduled games by the end of the season, all wins become losses and the team will be excluded from the end of season tournament.

MANAGER'S RESPONSIBILITIES

In all divisions, Managers must be at least twenty-one (21) years old and understand that they are responsible for all fees and paperwork required by the league. Coaches must be at least eighteen (18) years old.

Managers and coaches are responsible for their fans, as well as their players. Anyone ejected from a game must leave within five (5) minutes. If the offender does not leave, the game will be a forfeit. Anyone ejected from two (2) games will be banned from the league for the rest of the season and must apply to the Executive Committee in writing for reinstatement.

Discussions between the umpires and Managers will be conducted in an adult-like manner.

We strongly urge each Manager to buy a USSSA rule book and show the disputed call to the umpire. If you intend to protest a rule interpretation the umpire and opposing team Manager must be notified before the next pitch is thrown. To protest, please follow the guidelines set forth in Section I. **NOTE:** There are no appeal plays in this league except for batting out of order.

The Manager or team representative is required to attend all meetings held prior to the start of league play. Attendance is mandatory. This ensured that all Managers are aware and familiar with league rule and regulations as well as what is expected from them. All Managers and coaches are participating on a probationary basis. If a Manager or coach conducts themselves in a manner that the Executive Committee and other Managers/coaches in the division feel is inappropriate, warnings will be given. If inappropriate behavior continues the Executive Committee and division Managers may vote to prohibit that person from managing or coaching the next season.

All Managers and coaches must complete the volunteer application and submit to a background check, (currently \$8.00) prior to any games being played.

The use of alcoholic beverages, tobacco products, profane language, or improper conduct on the field or in the dugouts is prohibited. The offender shall be ejected from the game. The umpire will issue a verbal or written report to the League Director at which time the offender may receive disciplinary action including possible suspension. No team shall bring drinks onto a field having an open concession stand.

LENGTH OF GAME

All games will consist of six (6) innings. When a game is called because of darkness, weather, or time, five (5) innings will constitute a complete game in the 4/5 and 6/7/8 divisions, and three (3) innings in the K/1 and 2/3 divisions.

No new inning shall start after one hour if a team is ahead by ten (10) runs. Additionally, no new inning shall start after one hour and fifteen minutes regardless of the score, unless tied. Ties will only be broken for the 6/7/8 division. The international tiebreaker rule will be used. Games will end if one team is up by fifteen (15) runs after four (4) innings or ten (10) runs after five (5).

In all divisions there will be a six (6) run rule per inning. This rule places a limit on the number of runs that will count during the first five (5) innings of play. If more than six (6) runs cross the plate before the play is ended, only six (6) runs count. This rule is not in effect for any extra innings.

In K/1 and 2/3 divisions the last team listed on the schedule is the home team. I.E. 2-10, #10 is the home team. The home team will supply the bases, balls and machines for the game. In the 4/5 and 6/7/8 divisions the home team will be determined by a coin flip before each game.

Softballs used for K/1 and 2/3 division games will be the 11-inch balls. Softballs for the 4/5 and 6/7/8 divisions will be a 12-inch ball, supplied by the umpires.

These same rules apply to our post season league elimination tournament

SECTION V: AWARDS

In 4/5 and 6/7/8 divisions the first and second place teams for the regular season will receive a sponsor trophy plus individual player metals. This also applies to our end of season tournament. All players in the K/1 and 2/3 League will receive metals. The League may award other individual and team awards.

SECTION VI: 2017 OFFICERS

<u>Position</u>	<u>Name</u>
League Director	Chris Schreiber
Secretary	Lori Busam
Asst. League Director	Tony Webb
Treasurer	Christie McDonald

SECTION VII: 2017 DIVISION SUPERVISORS

<u>Division</u>	<u>Pitching Type</u>	<u>Name</u>
K/1	Fast/Coach	Cindy Bittner
2/3	Fast/Machine	Brian Baioni
4/5	Fast	Tony Webb
6/7/8	Fast	Christie McDonald