

# THE LANCASTER FELLOWSHIP OF CHURCHES SOFTBALL LEAGUE BY-LAWS

Last Revised April 15th 2016

## I. NAME & PURPOSE

The name of the league shall be called, "The Lancaster Fellowship of Churches Softball League" (L.F.C.S.L.). The purpose of the league exists to provide a competitive venue where the Christ follower can encourage his brothers in Christ in their walk with God, and where he can intentionally reach out & build relationships with the "disconnected church & unchurched" so that they can be introduced to Jesus & become more committed to Him and a local church.

Teams should strive toward the following goals and values before, during and after games:

- A. Be intentional about sharing Jesus.
- B. Be intentional about sharing your life and faith.
- C. Promote commitment to a local church.
- D. Work to involve your team in events beyond the softball field.  
(Church or service projects, team picnics, and/or individual connections, etc.)
- E. It is the responsibility of the manager get to know their players and do their best to minister to them.

## II. RULES

The official Modified Pitch Rules as outlined by the Amateur Softball Association (ASA) will be used, with the following guidelines for our league.

- A. Teams will be registered as ten-player teams. The tenth man shall be the short fielder who may play anywhere in fair territory. He is to be listed as No. 10 in the score book and will be abbreviated as "SF".
- B. Pitching will be by underhand delivery with no whip or windmill windup. The 10 player modified pitching rules will be enforced. The hand delivering the ball must be inside the wrist/elbow at all times during the back swing and delivery. During the release, the elbow must be locked. This is known as the "bowling style" pitch.
- C. The use of a designated hitter, "DH", is permitted.
- D. The use of an extra player, "EH", is permitted. (11 men may bat in the line-up)
- E. If a team is losing by 10 runs in the 5<sup>th</sup> inning or later, the game is considered complete as long as the losing team has batted in that inning.
- F. You need 8 players to start. If you have 10 players present they must play. If injury occurs you can go to 9 or 8 players without penalty
- G. A team with less than 10 players will not be penalized with an out for the 9<sup>th</sup> or 10<sup>th</sup> batter position.
- H. When starting a game with 8 or 9 players, players for 9<sup>th</sup> 10<sup>th</sup> and/or 11<sup>th</sup> positions can be added to the lineup without penalty when they arrive. Once you are completely through the lineup, you may not add the 9<sup>th</sup>, 10<sup>th</sup> and/or 11<sup>th</sup> player.
- I. Courtesy runners may be used for pitcher & catcher only. They must be "bench" players and are not considered to be entered in the active lineup. The same bench player may be used as many times as needed as long as he is not in the active lineup.
- J. Playoff games may not be shortened because of darkness or weather. The losing team does have the option to forgo this right and the game can then be considered official.
- K. Regular Season Tie Games. If a regular season game is suspended with a tie score and meets the requirements of an official game, each team will receive half the value that they would for a win. For example, a team could finish with 7 ½ games in the win column and would place above a team with just 7 wins.

- L. Playoff Tie Games. Any playoff game suspended with a tie score will be continued from the point of suspension.. All substitution rules will apply as if the game was played in the same day. You may replace players not able to make the continuation date with legal reserve players. If a player is present and does not take his place in the lineup he will be considered substituted.
- M. Pitch Legality Overrule. The opposing coach will have the authority to overrule the umpire in favor of the other team. Since a discrepancy can exist between umpires in how they call the legality of certain players pitching motions, the opposing coach can determine he would like the pitcher from the other team to be allowed to continue pitching if he feels the pitcher's style is not giving him an unfair advantage. The pitcher and his own coach are responsible to not abuse this privilege during this game. Once the "okay" has been given, the opposing coach can not retract his decision regardless of how the game and score are progressing. Pitchers and their coaches are not to forcefully push for this privilege, it must be freely given if at all.

### III. TEAM ELIGIBILITY & ROSTERS

Teams may consist of church players and guests. It is the intent that the "guest" roster spots will be used for ministry purposes and not just to improve the talent of a team. The number of guests will be determined at the beginning of each season. For (2016) season, it will be (6) players. An honor system will prevail. Any roster disputes will go before the league committee.

Initial rosters will should be filled out by coaches for their own records prior to the 1<sup>st</sup> game confirming church/guest players. These rosters should be available to be submitted to league leadership if asked for. Final Playoff (eligible) rosters should be filled out by coaches for their own records prior to the 1<sup>st</sup> playoff game. It is also suggested that team leaders complete a purpose and goals report.

### IV. PLAYER ELIGIBILITY

Players must be male and at least 16 years of age. (Players less than 16 years of age must be approved by the league President) For church players, they must regularly attend the church for which they play. Regular is defined as attending at least two (2) church related programs on two (2) separate days of each month during the softball season. For those outside the church, they must abide by the ASA roster guidelines (They must not appear on any other ASA roster). Players must play in 1/3 of the games to be eligible for play-offs, in (2016) that will be (5) games.

The only exception to this rule is if your church has a missionary who is on furlough (A full time missionary). He does not need to meet these requirements. When he is home you need to add him to your roster, then he becomes eligible.

### V. UMPIRES

The league will use ASA umpires and will pay the current ASA fees set by the Umpires Association.

### VI. LEAGUE FEES AND EXPENSES

- A. Each team will pay a league fee each year that is set by the League before the first game of the season. A team which does not pay in time will forfeit each scheduled game until payment is made.
- B. Entrance and league fees will be used to pay for league equipment, maintenance of playing fields, trophies, and other expenses as is authorized at league meetings.
- C. If expenses develop beyond those covered by the entrance fees, all teams will be asked to share the added expense equally.
- D. An additional entrance fee of \$250.00 will be required of any new team joining the League, or by any team which has been out of the league for more than one (1) year.

## **VII. GAME TIMES AND REGULATIONS**

- A. Games are to start at times indicated on the schedule. Where a second game is to be played on the same field, teams involved in the second game should be ready to play ten (10) minutes after the completion of the first game.
- B. A team will forfeit the game if they are unable to field at least eight (8) players within ten (10) minutes of the scheduled starting time.
- C. If a game starts with a reduced number of players, an additional player arriving after the first pitch will have his name entered as the last batter at the bottom of the score book and must bat in that order.
- D. A team which forfeits as the result of not having the proper number of players, or any other reason, will be responsible for the total cost of the umpires. This serves as a fine for forfeiture.

## **VIII. GAME CONDUCT**

The following rules of conduct apply to all team members.

- A. All conduct should be that which is becoming of a CHRISTIAN.
- B. No tobacco, alcohol, or drugs are allowed to be used on the playing grounds or parking areas. Any player, who continues to use tobacco, alcohol, or drugs on the grounds, after a warning, will be dismissed for the season.
- C. No profanity is to be used on the grounds. Any player using profanity will be excused from the game. If it persists, he will be dismissed for the season.
- D. Any player dismissed for the season can only be reinstated the next year following a hearing with team managers at a league meeting.
- E. No player may argue with the umpires. The manager may discuss a disputed play when there is a question of rule interpretation.
- F. A player who has been ejected from a game for any reason will be ineligible to play in the next game. All ejections must be reported to the league President. The league officers can overturn the 1 game suspension if they feel it is appropriate.
- G. Team managers are responsible for the enforcement of these conduct rules.

## **IX. GAME RESPONSIBILITIES**

- A. Home team responsibilities:
  - 1. Occupy the first base side of the field.
  - 2. Prepare and line the field for the start of the game.
  - 3. Use the field first for pre-game practice. Practice must end 20 minutes before game time and the field given to the visiting team.
  - 4. Acquaint the umpires and the visiting team with the ground rules.
  - 5. Make sure the umpires are paid before the beginning of the game.
  - 6. Provide a new ball.
  - 7. Provide opening prayer.
  - 8. Provide a scorer to accurately score the game. In case of a dispute, the score book of the home team shall be the official score book.
- B. Visiting team responsibilities:
  - 1. Will occupy the third base side of the field.
  - 2. Use the field for pre-game practice, after the home team, ending 5 minutes before game time.
  - 3. Provide a second new ball.
  - 4. Provide a scorer.

5. Rake and drag the field, remove the bases, and put all league equipment in sheds. Make sure sheds are locked before leaving the field.
- C. Winning team responsibilities:
1. The manager of the winning team will be responsible for logging into the website ([www.lancochurchsoftball.com](http://www.lancochurchsoftball.com)) and posting the score there. (They must be posted by 11pm on the night of the game or the winning team will forfeit the game)

## X. FIELD MAINTENANCE

The home team will be responsible to prepare the field for play and to line-off the field prior to the start of the game. When a field is in bad shape from weather, the visiting team should help with getting the field in playing shape. Any time left for practice will be split between the two teams. The visiting team will fill in holes, and rake and drag the field after the game. The visiting team is also responsible for storing all equipment and locking the shed prior to leaving.

## XI. PLAYOFFS

- A. The playoff schedule will be decided on prior to the start of the season.
- B. Tie-breakers will be decided on prior to the start of the season.
- C. Players must play in 1/3 (rounded up) of the games to be eligible for the playoffs. (See section IV)  
(Example: In a 19 game season a player would need to play in 6 games.)

## XII. SCHEDULE CHANGES

- A. No changes in schedule, except for weather cancellations, will be made after the schedule is approved at a league meeting. All efforts will be made to cancel games at least 1 hour prior to game time.
- B. Only the league President or the league Scheduler may cancel games because of weather, or other reasons he deems necessary.
- C. All canceled games will be rescheduled as soon as possible following the canceled game. The league Scheduler will handle rescheduling of all canceled games.

## XIII. DRESS CODE

- A. Numbered uniforms and clothes that are alike in color and style will not be required to be worn by all players and coaches. But like colors are recommended.
- B. Players pants may be either long or short and do not need to be the same for all players. Pants should not be ragged or have slit legs.
- C. Hats may be worn or not worn at the player's discretion. If worn, hats must be worn appropriately.
- D. Shirts and hats with logos and messages that would dishonor Christ may not be worn. Examples include but are not limited to messages that support beer, cigarettes, filthy language, sexual suggestiveness and racial remarks. Managers are responsible for enforcing this.
- E. No metal spikes are allowed.
- F. Although players are encouraged to tuck in shirt tails when possible, tails may be exposed if a player so desires. Batters must tuck front of shirts while batting.
- G. Umpires judgment must be followed during any given game.

## XIV. APPROVED EQUIPMENT

- A. All bats used must have a serial-numbered, holographic league approval sticker on the bat between the handle and the barrel.
- B. All bats must be of single-wall, all metal, one-piece construction, and have either an ASA 2000, ASA 2004, or the new ASA stamp.
- C. The league officers will confirm that a bat conforms to the rules, and all new bats should be brought to a coach's meeting previous to the season to receive the approval sticker.
- D. All bats with the new ASA stamp must also appear on the following list as they would not normally be approved by the ASA, but are allowed to be used by our league if we approve them and list them in our bylaws.
  
- E. We use a Dudley softball that is supplied by the league and purchased individually from the league by the teams. No other softball is approved for use in our games.

**XV. THE PURPOSE OF THESE BYLAWS**

These bylaws have been created to help preserve an environment in our league in which we can focus on the important things like sharing our faith and glorifying the Lord with our words, actions and attitudes. If for some reason you feel one of the rules is hindering the ministry of your team, please bring the situation to the officers for their consideration.

**XVI. LFCSL Approved Bats**

Anderson Ignite  
Anderson Nanotec  
Demarini Bruiser  
Demarini Ultimate Weapon  
Easton Black  
Easton Black Magic  
Easton Cyclone  
Easton Edge  
Easton Hammer  
Easton Havoc  
Easton Raw Power L9.0  
Easton Rebel  
Easton Red Line  
Easton Reflex  
Easton Salvo Single Wall, One Piece only  
Easton Salvo Scandium  
Easton SP13L9 - L90  
Easton Typhoon  
Easton V12  
Louisville Slugger Momentum  
Louisville Slugger TPS Warrior  
Nike Aero Launch  
Rawling Elite  
Worth Amp  
Worth Insanity  
Worth Wicked