

I. OFFICERS

1. Election of the league officers for the current season shall be accomplished at a spring meeting of the league.
2. This election shall be implemented by the league president, or in his absence, another designated league officer.
3. Each team from the previous season having a representative present may cast one vote on all decisions at this meeting. Each league officer from the previous season may also cast at most one vote. Decisions shall be made by majority vote.
4. The league officers shall be responsible for ongoing league activities. Specific duties for each officer shall be assigned by the league president according to the league by-laws and customs, and by agreement of the officers involved.
5. A committee consisting of the league officers will resolve questions concerning application of the league rules and/or by-laws. Team managers may be invited to vote by agreement of at least half the elected league officers.

II. TEAMS

1. Each team must designate a manager and an assistant manager. The names and phone numbers of these persons must be supplied in writing to the league president for inclusion in the printed league schedules.
2. Each team must pay one half of the league entrance fee no later than the second meeting (usually early to mid-March) as assurance of their commitment to play. The fee shall be determined at the first spring meeting. The remaining balance must be paid prior to the opening of league play. In addition, each team must submit a "team information sheet" no later than the second meeting. Any exceptions to these deadlines require officers' approval.
3. Each team must meet all of its financial obligations from the previous season before it may be admitted for the new season.
4. Any team or player may be subject to review by the league officers for possible disqualification or suspension in cases of alleged failure to abide by league rules.

III. PLAYERS AND EQUIPMENT

1. Each player, male or female, must be at least 12 years old.
2. All players are required to attend at least 3 services per month of the church they represent.
3. Players are responsible for maintaining a Christian attitude at all games. No profanity or use of alcohol or tobacco is allowed.
4. When a player is ejected from a game for reasons other than jewelry, he/she automatically incurs a suspension from the next team game(s) that he/she attends. The number of games for this suspension is equal to the number of times the player has been ejected from games during the season. The home plate umpire will report to the umpire-in-chief the date, player name, and team name of any ejections for reasons other than jewelry.
5. No player may change rosters during the season.
6. All bats must bear a USA Softball stamp (if after 2017) or an ASA stamp (ASA-2000, 2004, or 2013) and may not appear on USA Softball's Non-Approved Bat List, unless manufactured before year 2000. All types of bat construction are allowed, wood, metal, and composite. Within a game, the plate umpire is charged with enforcing the bat rule. Appeals may be made outside a game to the umpire-in-chief. Penalty when an illegal bat appears in batter's box; the player using the bat at the time of discovery is ejected. No penalty for players who previously used the bat. If the batter has not yet batted he is called out. If he has already batted, the opposing team may take an out or the result of the play. The discovery must take place before the next batter receives a (legal or illegal) pitch; otherwise, no penalty is assessed. If the discovered illegal bat reappears in any game for the rest of the season, including playoffs, the game is forfeited. Home plate umpires will report discovery of illegal bats to the umpire-in-chief. During playoffs, the penalty for discovery of an illegal bat in the batter's box, even on first offense, is forfeit of the game and ejection of the player.

IV. PLAYING SCHEDULE AND PLAYOFF

1. League divisions, a scheduling plan for intra- and inter-divisional play, and playoff plans, including a scheme for power points, shall be decided at the spring meetings before the start of each season.
2. After the schedule is established, any requests to reschedule a game must be submitted to a "reschedule" committee, the constituency of which is decided by the league managers. Refer to the League Conventions for the procedure to follow.
3. At a spring meeting, the number of playoff teams (including any wild card and/or play-in teams) and format will be decided. If a double-elimination bracket is used, the higher seed gets choice of home or away, with one exception—if a winners' bracket team with no losses faces a losers' bracket team, the winners' bracket team gets the choice.
4. The following criteria, in the order given, shall determine division titles and ranking of teams within a division. 1. league standings, 2. head-to-head record, 3. power points, 4. record against highest division played. If teams are still tied, a special game will be arranged.
5. The following criteria, in the order given, shall determine playoff seeding and ranking of teams across divisions. 1. power points, 2. head-to-head record, 3. record vs. teams in common, 4. coin toss for seeding, special game for playoff entry.
6. A player must appear in a minimum number of regular season games (typically about one quarter of the regular season schedule) to be eligible for the playoff roster. The exact minimum number will be decided at the spring meetings. Any exceptions must be approved by the league officers. Scorebooks may be required to verify eligibility.

V. GAME

1. The league supplies the softballs. The color, cor type, and brand of these balls will be designated at a league meeting.
2. A forfeit will be declared if a team cannot field eight players within five minutes of the scheduled starting time. If teams are present at the field, the forfeiting team must pay the usual umpire fee. If the forfeit was announced early and the teams are not present, the forfeiting team must pay a forfeiting fee to the league.
3. The third time a team forfeits a game, and for each additional game it forfeits, that team will be fined \$15.00 by the league. This fine is in addition to any other fees for which the team is responsible.
4. A team may begin play with eight players; the opposition shall supply a courtesy catcher whose sole function shall be to return the pitched ball to the pitcher. The courtesy catcher cannot help or hinder the defensive team in any way. A team playing with eight players must maintain nine slots in the batting order; an out is recorded each time the open slot is scheduled to bat. A team that begins with eight or nine players may build the lineup to ten as soon as the player(s) is/are ready to enter (on offense or defense) game.
5. The home team will be responsible for leading both teams in a prayer at home plate, before the start of each game.
6. The mercy rule (10 runs after 5 innings, 15 runs after 4 innings) will be in effect for all league and playoff games, with the exception of the final game(s) of the league playoffs. The mercy rule applies only at the end of a complete inning if the visiting team has the lead.
7. The home plate umpire is responsible for ensuring that game scores are reported to the scheduler. He should also report the failure of a base umpire to appear.
8. The USA Softball rules for slow pitch softball will cover all questions of the game and league not specifically changed by these bylaws or by league custom.
9. An unlimited number of extra players (EPs) may be included in a team lineup. The manager of each team must declare his intentions about playing any EP(s) before the game begins to the plate umpire. An EP may bat at any place in the batting order, and may substitute in the field as the manager chooses. An EP may not be added to the roster after the game begins. If an EP is removed from the lineup and no sub is available, the team will receive an out each time that lineup position is due to bat. The out is recorded whatever the reason for removal--voluntary withdrawal, injury, or ejection.
10. One designated hitter (DH) may be used regardless of the number of EPs in the lineup. If a DH is used, it must be made known to the plate umpire prior to the start of the game (first legal or illegal pitch). If a DH is used, the DH must be utilized the entire game. The DH may not be added after the game begins. The penalty for adding a DH after the game begins is the same as batting out of order. The DH must remain in the same position in the batting order for the entire game. The DH may not hit for an extra player (EP). The player for which the DH is hitting, the defensive player (DEFO-defense only) must be utilized for the entire game. The DEFO may play defense at any position and switch with any other throughout the game. The DEFO must remain in the same position in the batting order for the entire game. The DH and/or DEFO may be substituted for at any time. The substitute(s) must be a player(s) who has not yet been in the game. Each position, DH and DEFO, requires a different substitute; one substitute cannot replace both positions. A team need not substitute for both positions. Any starting DH or DEFO may be substituted for and re-enter once, as can the substitute, providing players occupy their original positions in the lineup.
11. All games will be played with each batter starting his at bat with a count of one ball, one strike. No courtesy foul.
12. Our pitching arc follows the traditional ASA limits of 6 feet to 12 feet. Pitcher may pitch from the mound or from a mound-wide rectangle extending five feet behind the mound.
13. A courtesy runner may be used once per inning per team. If a batter for whom a courtesy runner was substituted reaches base safely a second time in the same inning, a courtesy runner may again be used. The courtesy runner must be reported and enter immediately after the batter-runner reaches base and before the next pitch, legal or illegal. A courtesy runner must be either the player closest in the lineup, working backward from the batter, for whom an out is recorded OR any eligible substitute on the bench (doesn't count as a player substitution). If the player is chosen from the lineup and is already on base, then the selection continues moving backward to the previous out. The team using the courtesy runner must have a record of all at-bats to verify the correct runner; otherwise, none may be used. If the opposition challenges a courtesy runner's eligibility before the next batter completes his/her turn at bat, the correct runner enters without penalty. Once the next batter completes his/her turn at bat, the opposition may not challenge his/her eligibility. If a courtesy runner is on base at the time of his/her at-bat or is injured while on base, a replacement courtesy runner will be selected using the same procedure as for the courtesy runner.
14. See Appendix A for a table that summarizes the status of any regular season or playoff game that is stopped for any reason.

VI. UNIFORMS and JEWELRY

1. The following are not allowed in any game: Metal cleats, football shoes, golf shoes, dangling earrings, watches, bracelets, anklets. Any stud earrings must be taped and invisible. Necklaces must be taped so as to remain invisible beneath the jersey. Medical alert bracelets or necklaces are allowed but must be taped to the body so the medical alert information remains visible. Any other exposed jewelry, which is judged by the umpire to be dangerous, must be removed. Any violations will result in player getting one warning; refusal or a second infraction will result in ejection for the remainder of the game (but not for additional games as specified in by-law III, 4). It is the manager's responsibility to inform players of the jewelry rules.
2. Teams are encouraged to have uniform shirts to wear during games.
3. Shirts are required to be worn at all times.
4. Any acknowledgement of sponsors on team uniforms must be approved by the league officials.

VII. UMPIRES

1. The plate umpire is the umpire in charge. His fee shall be established at a league meeting prior to the start of each season.
2. Each team is responsible for supplying base umpires as designated on the league schedule and as assigned by the scheduling officer. Teams failing to supply a base umpire as assigned will be required to pay a \$10 fine to the league treasurer. This fine must be paid within 30 days.
3. Teams are encouraged to send their best umpires for base umpiring assignments. Base umpires of age 18 or older are preferred, with a minimum of age 16. Base umpires may not use electronic devices, including cell phones, while umpiring.

Appendix A

The table summarizes the status of games that are stopped before normal completion for any reason; darkness, weather, time limits.

	Regular Season	Playoff Non-Championship	Playoff Championship
<i>Not an official game</i>	Game is rescheduled and played from the start.	Game is rescheduled and played from the start.	Game is rescheduled and played from the start.
<i>Not tied, official game (less than 7 innings)</i>	Game result is final.	Game result is final.	Game is suspended and resumed from when it was stopped.
<i>Not tied, regulation game (7 or more innings)</i>	Game result is final.	Game result is final.	Game result is final.
<i>Tied, official game (less than 7 innings)</i>	Game result is final.	Game is suspended and resumed from when it was stopped.	Game is suspended and resumed from when it was stopped.
<i>Tied, regulation game (7 or more innings)</i>	Game result is final.	Game is suspended and resumed from when it was stopped.	Game is suspended and resumed from when it was stopped.