

Christian Fellowship Softball League

By Laws

2009

Statement of Purpose

To provide churches with a fellowship by which men and women can find salvation and be supported as they're brought to a closer knowledge and relationship with our Lord and Savior Jesus Christ.

We strive to use recreation as a tool to build a physical, moral, and spiritual foundation for growth. While doing this we will uplift the body of Christ and promote fellowship among area churches. We look to bypass denominational differences, bringing fellow believers together for Christian fellowship.

1. The league shall be composed of any church that is willing to abide by the rules set herein.
 2. The team coaches prior to the season opener will agree upon the amount of the league fees.
 3. The league Administrative Board will consist of five members: President, Vice President, Secretary, Treasurer, and Chaplain
 4. League meetings are open to any player, coach, etc.. Each team will get one vote; a tie reverts to the Administrative Board for a final decision.
-

Duties of League Officials

A. President

1. Conduct all meetings.
2. Public Relations.
3. Conduct Tournaments.
4. Handle any disputes.
5. Conduct Fundraisers.
6. Make season schedule.

B. Vice President

1. Assist President in any manner.
2. Record Scores and publish it.
3. Keep all records
4. Record Standings
5. Organize getting several articles about our league standings and tournament play in local newspapers and website.

C. Secretary

1. Record minutes of all meetings
2. Keep contracts of all players
3. Keep team rosters

D. Treasurer

1. Collect money deposit fees, etc.
2. Keep and record all league money transactions
3. Pay all league expenses
4. Give a financial report at all league meetings

E. Chaplain

1. Serve as board member
2. Stress Christian Fellowship

Pre-Season

Prior to the season opener, each team must submit the following to the Secretary:

1. Roster of players, under 18 waivers and contracts
2. Coaches names, addresses, and telephone numbers
3. Players may not play for a team until his or her signed contract is submitted to the Secretary.
4. Team rosters, waivers and contracts must be in by the start of the league season. **Failure to do so will result in forfeited games until submitted.**
5. League fees must be in by the date set prior to the start of the league season. Half of the entrance fee may be paid by this date, with the remaining balance due two weeks after the start of the season. Failure to pay the balance in this time frame will constitute a withdraw

Withdraw:

1. Any team who withdraws will forfeit any money already paid to the league.
2. All remaining games will be forfeited
3. The president must notify all teams

Roster and Eligibility

1. Each team may have an unlimited roster.
Revised 4.21.09
2. Each Player must be 14 years of age to be eligible to play and have their signature on the roster. No individuals under the age of 14 are allowed to be in the dugout or field of play while a game is in progress. Each individual church may set their limit higher, but never lower.

3. No player can be added to the roster without first having attended his/her church for two Sundays or equivalent Saturday service prior to signing a contract to play softball. The two services attended must be on or after March 1st of the upcoming season.
 4. New players may be added to the roster by submitting a contract to the League President or Vice President before playing in a game.
Revised 4.21.2009
 5. There will be no additions for tournaments. In order to be eligible to play in the post season, you must play in 1/3 of the regular season games. If a team has only 9 players or less, players can be used from their roster who have not played in 1/3 of the games, but only up to the number of 10 to fill the team. An exception can be made if the player (having been on the roster) played less than 1/3 of the games for a medical reason only. The league may request documentation if there are questions. The team manager is exempt from this rule as long as he or she has managed at least 6 games.
 6. No player may switch from one team to another within our league, during the season, without an agreement between the two churches and an approval from the league board.
 7. No team is to pay a player for services rendered. Any team involved in this will forfeit all games.
-

Team Responsibilities

1. Coaches are to encourage faithfulness in their church services ***all year long.***
2. The coaches need to be aware of the physical, emotional, and spiritual needs of all his/her players and try to minister to those needs through the pastor, church family and team.
3. Each player is to attend his/her teams church at least two Sunday or equivalent Saturday worship services per month. Each of these service must be on separate Saturdays or Sundays. This requirement must be fulfilled during the practice and playing season (March through August). Exceptions would be absences due to sickness, college enrollment, out of town work, or a death in the family. Failure to comply with this rule will result in ineligibility until the league obligation for that month is fulfilled. The league further recommends that attendance be maintained throughout the year. The pastor of each church will be responsible for reviewing each person's eligibility.
4. Churches may impose additional regulations at their own discretion, but must never compromise the league's minimum standards

5. If one church cannot field a team it may draw players from one other church if approved by the league board. If this is the case, the player may attend his/her church or the church that enlisted him/her to meet the league attendance obligation.
 6. Coaches are to control the conduct of their team and their spectators.
-

UNIFORMS

1. Each team must wear at least a uniform shirt.
 2. The shirts must be alike in color.
 3. Players not properly attired cannot take the field.
 4. Metal cleats or bare feet will not be permitted.
-

GAMES

1. Both teams will meet at the home plate before each game for prayer.
2. The home team will be responsible for supplying one new ball each game. The visiting team will provide a good used ball. These balls will be provided to each team by the league before the start of the season.
3. The home team will keep the official score book and the winning team will report results to the Vice President.
Revised 4.21.09
4. On lighted fields, games will be at 7:00, 8:00, and 9:00 p.m. with no grace period.
Revised 4/18/02
5. A team, who wishes to change the time or the date of a game due to team complications, may do so for the following reasons only: Graduation, church functions, injuries or rain. The team manager must notify the other manager and scheduling coordinator 48 hours in advance. Failure to do so will result in a mandated forfeiture of the game.
6. Postponed games can be made up at any time, but each coach must agree to the time and date. This date must be cleared with the League President within one week of the canceled game. If either team does not notify the President, after one week he will reschedule the game at his discretion and notify the teams of the new date.
7. Free substitutions are permitted with the stipulation that the batting order cannot be changed. This means that the starter and the substitute cannot be in the game at the same time.
Revised 4.21.09

8. The cutoff time for postponement of a game by the league officers or home team coach due to rain or wet grounds is 5:30 p.m. Each manager is to submit the names and phone numbers of two people who can be contacted for a game postponement in addition to him self. If the game is not canceled by this time, it will be postponed at the playing field at game time.
9. A game called by an umpire due to darkness or rain shall be regulation if five or more complete innings have been played, or if the team who bats in the bottom of the inning has scored more runs than the other team has scored in five or more innings. If the score is tied after 4 ½ innings when the umpire calls the game, the game will resume at the point at which it was called. If a regular season game does not go to 4 ½ innings, it will be made up in its entirety. Special circumstances to this rule will include playoff games where the game will be picked up where it left off.

Revised 4.21.09

10. Slaughter rule:
 - Any team with a 20 run lead or better after 3 innings, or later, shall be declared the winner and the game shall end.
 - Any team with a 15 run lead or better after 4 innings, or later, shall be declared the winner and the game shall end.
 - Any team with a 10 run lead or better after 5 innings, or later, shall be declared the winner and the game shall end. This rule also applies in the playoffs with the exception of the Championship games.
11. In the event both teams of a scheduled game fail to appear for the game, each team will be charged with a forfeit.
12. Games can be forfeited for ineligibility.
13. Designated runners (DH) and extra hitters (EH) are optional. Each team may bat 12. The DH and the EH may play in the field.
14. Each team must have 9 players to start the game. The 10th player may be added immediately upon his arrival, both in the field and in the batting order, but must be added at the bottom of the order.
15. If you start with 10 players and lose a player to injury with no available substitute to finish the game, the team will finish the game with 9 players and drop the injured players batting spot. No out will be counted.
16. If you start the game with 10 players and one must leave before the end of the game with no substitute to take his place

an out will be counted when his at bat in the batting order appears. This will be true unless the opposing coach and the umpire are notified before the start of the game that a player (which you name) has to leave at a designated time. If this occurs, no out will be counted when his spot appears.

17. A designated (Courtesy) runner may be used:

- a. If a player is injured during a game and that injured player continues to play, but is at risk of further injury if he runs the bases. This is only permitted if the courtesy runner was not designated before the game.
- b. If a player is hampered with a preexisting injury or handicap before the game begins which if, and only if, that player is at risk of further injury he/she runs the bases. In this case the opposing coach must be aware of the situation before the game begins and agreeable to the DR. At this time the umpire should be notified, so the game won't be interrupted.
- c. If there is a preexisting handicap and the league approves, prior to the start of the season for that player to use a DR. Make sure the opposing coach is aware of this situation before the game begins. The coach will be given a letter signed by the League President as proof of this agreement. If the opposing coach is not aware of the player in question and does not agree, you must produce the letter. If this letter is not produced as proof, the player may not use a DR.

**The designated runner is the player who made the last out.*

Revised 5-20-06

18. All double wall bats are banned from use in this league. This is to include any bat that has a **duel shell or a multi wall. Each year an updated bat list is to be provided to each coach.

If any illegal bats are used in a league game, the player using the bat at the time will be ejected from the game. A second offence by anyone on that team in the year will lead to the forfeit of the game being played. It is the coach's responsibility to make sure that all bats being used are both NSA and league approved. See your coach for league-approved bats.

19. There is a 5 home run limit per team per game. After 5 an out will be recorded in the book for each home run.

20. All games will be played with a 1-1 count when you come to the plate. (No courtesy foul).

21. Anything not covered here will be referred to in the sanctioning body's rulebook.

LEAGUE CHAMPIONS

1. The Division Champions will be the team finishing the regular season with the best win – loss percentage record in each division.
2. A tie for the lead in the division standings at the conclusion of the regular season will be decided by the following criteria, in the order it is written:
 1. Head-to-Head Competition
 2. Run Differential (see below for formula)
 3. Least Runs Allowed
 4. Total Runs Scored
 5. Coin Toss

Run Differential

- Total amount of runs scored minus total amount of runs allowed. Calculated as follows:
 - Sum (Game 1 (Score of team being determined) – (Score of opposition)) +
 - Sum (Game 2 (Score of team being determined) – (Score of opposition)) +
 - Sum (Game 3 (Score of team being determined) – (Score of opposition)) +
 - Continue formula until all games have been calculated.
 - Team with the higher positive run differential wins the tie breaker. If still tied it goes to criteria 3.
3. Teams will be seeded for the playoffs in order of their finish in their division.
 4. The playoff criteria will be a double elimination tournament within each of the three divisions to determine the 3 league champions.
 5. A Tournament Director will be assigned before the season begins to run the double-elimination post-season tournament.
-

UMPIRES:

Revised 04.21.09

1. Appointed to the game by the USSSA assignor as approved by the league on an annual basis.
 2. Will go over the ground rules with team coaches prior to the game.
 3. Will start games on time.
 4. If no umpire shows up for a game, the game will have to be rescheduled, unless both teams mutually agree for someone present to umpire the game.
 5. The home plate umpire will make the field decision on a disputed call if two or more umpires are on the field.
 6. The umpires have the sole authority in conduction a game. If any question about a decision made by the umpire occurs, the manager, coach, or captain are the only ones who can consult with the umpire. If anyone else addresses the umpire, they may be subject to dismissal from the game by the umpire.
 7. Umpires must give the Umpire-in-chief 24 hours notice if they cannot make a game.
 8. Umpires must have a copy of the rulebook with them at all times during games.
 9. Umpires are to abide by the League Rules at all times.
 10. Umpires have the authority to call a game at anytime due to darkness or rain.
-

TROPHIES

1. Each Division Champion
 2. First and Second place in the playoffs for each division.
 3. A Sportsmanship Trophy will be awarded to the team that shows the best sportsmanship during the year. This trophy will equal the size of the championship trophy. Each team's players are to vote for the team they feel exemplified the best sportsmanship and Christ-like attitude, on and off the field, through the entire season. The team's coach will report the results to the President of the League.
-

PROTEST

1. Protest of a call must be made to the plate umpire before the next pitch.
2. Date, time, and the location of the game must be stated.

3. The name of the umpire and the score must be stated.
 4. The rule and section under which the protest is made must be stated.
 5. All the essential facts involved in the matter protested must be stated.
 6. The coach must notify the League President (Vice President if President is out of town) within 48 hours of the incident. If the President does not have it in hand, it must be post marked within 48 hours of the occurrence.
 7. The report will be submitted with a \$20 protest fee. (Make checks payable to CFSL) This fee will be returned if the protest is upheld.
 8. If any of these guidelines or time schedules is not followed as stated, your ability to protest the game will be voided.
 9. This protest will then be handed over to the CFSL appointed Committee, which will be made up of 7 capable people before the season begins. The League President will have no vote in these proceedings. If there are only 4 available to vote and the vote ends in a split, the President will cast the deciding vote.
-

DISCIPLINARY ACTION

1. Any player or team reported by an umpire for unsportsmanlike-conduct or tactics detracting from the game of softball shall be called before the CFSL appointed committee and dealt with for not upholding the League Rules.
2. A player will be ejected from the game plus at least one additional game as determined by the League Governing Board for the following: cursing, unsportsmanlike-conduct, smoking, chewing tobacco, or drinking on church property or on sight. *Smoking and tobacco will receive a warning for the first offense, which will be reported to the referee who will contact the league president who will record the incident and contact the coach or player for a clear interpretation of our rules.

Revised 7/28/03 Board vote 5-0

3. A report of the incident will be sent to the Vice-President of the League with 2 signatures. The signatures must come from an umpire, league official, head coach, or pastor that witnessed the incident. It must include the date, team name, names of the offending people involved, the offense, along with any other comments.

-
-
3. A reported incident as outlined above will subject a player to be disciplined by the league officials and could possibly expel them for the remainder of the season.