

CHUBBUCK SOFTBALL ASSOCIATION BYLAWS

The Chubbuck Softball Association is governed by USA Softball. All policies specified herein are for adding to, or emphasizing, rules listed in the Official USA Rule Books issued to each team at the beginning of the season.

LEAGUE ORGANIZATION

1. City of Chubbuck (Governing Body)

A. Mayor or Mayor's Designee

B. Parks and Recreation Superintendent/Director

C. League Commissioners

League President	Morgan Bates	Voting Member
Vice President	Chelsie Hill	Voting Member
Commissioner	Steven Petersen	Voting Member
Commissioner	Dustin Chlarson	Voting Member
Commissioner		
Commissioner		
Equipment Manager		
City Director Ex-Officio	Kayla McCain	Votes in case of tie

D. League

1. 8U Ages 7 and 8 (age September 1)
2. 10U Ages 9 and 10 (age September 1)
3. 12U Ages 11 and 12 (age September 1)
4. 14U Ages 13 and 14 (age September 1)

2. If a situation exists where there is a question or disagreement about the intent of a bylaw, due to typographical errors, omissions or improper wordings, the commission shall clarify the intent of the bylaw as to keep the best interest of the league intact. This decision will be transmitted in writing to all affected coaches and the bylaw in question will be changed or amended.

3. Any person wishing to propose a rule change shall make such proposal in writing and submit it to the league commissioners prior to the meeting held before the beginning of the season.

4. Vacancies in the board of the Chubbuck Softball League will be filled by invitation from the League President. The vacancies should be discussed with the other commissioners.

REGISTRATION

5. Annual registration shall be held in the spring on dates set forth by the league President and commissioners. The President and commissioners shall be responsible for organization of the registration.

6. A seasonal fee shall be administered against all players in 8U, 10U, 12U, 14U leagues.

7. Refunds will not be given after the first game of the season or as directed by the league commission.
8. No boys will be allowed to play in the Chubbuck Girls Softball League.

COACHES

9. It shall be the duty of league commissioners to review applicants for coaching positions, reinstall previous coaches and select new coaches. Head coaches will be selected on a yearly basis. Coaches may be removed for disciplinary reasons or as requested for personal reasons. Head coaches must be at least 18 years old.
10. Prior to the second coaches meeting held before the draft, Head Coaches, if they desire, may declare one assistant coach. In order for the league to recognize and approve this appointment, the assistant coach must verify to the commission their willingness and desire to serve as assistant coach for that team. All assistant coaches will actively participate in the coaching of the team and assist in coaching 100% of the regular season games. Should a declared and approved assistant coach not fully participate in the coaching of the team, at the discretion of the commission, the declared assistant coaches daughter may be prohibited from participating in the league tournament.
11. League commissioners will not be bound by previous coaches selecting new coaches to take over their teams. Juggling of head coach positions to take advantage of automatic drafts will not be permitted. When a head coach resigns, it will be the responsibilities of the commissioners to assign a head coach that will be fair and equitable to the league. Any commissioner wishing to coach will be given preference above someone who is not a commissioner.
12. Assistant coaches must be at least 16 years old and too old to play in the league. Any assistant coach under the age of 18 must wear a helmet any time they are coaching on the field.
13. Children of head coaches will automatically be placed on their teams unless it is requested that they not be. They will be placed in the last available draft spot rather than the last round. Children of declared and approved assistant coaches will automatically be placed on their team unless it is requested that they not be.
14. Coaches shall not harass players in such a manner as to encourage players to quit the current year or not return during the following year. Coaches found to be doing so will be removed from their coaching position by the league commission.
15. All coaches, assistant coaches, commissioners, and adult helpers that assist with teams are required to pass a background check. Forms may be obtained from the league president or City Representative. Final appointment of coaches shall be at the discretion of the league commission.
16. The use of alcohol, drugs, or tobacco by coaches, players, assistant coaches, etc are not allowed at any time during games, on the field, or at practices.

17. Coaches are financially responsible for all equipment issued to them each season. Also, including, but not limited to the equipment scheduled for, such as the batting cage and pitching machines. **NEVER LEAVE THE EQUIPMENT UNATTENDED. PITCHING MACHINES ARE TO BE OPERATED ONLY BY COACHES.** Coaches who use pitching machines or batting cages are responsible to return it to the shed in good condition. Failure to do so will result in loss of privilege of using equipment. Second offense will result in being removed from coaching position.
18. Coaches are responsible to ensure that all players are properly attired to play softball. This includes batting helmets with masks that shall be worn at proper times and proper catching equipment for catchers.

TRYOUTS

19. Tryout sessions shall be conducted in the presence of head coaches, at which time, every candidate will have the opportunity to run, throw, bat, and catch a ball.
20. Any player that does not make it to tryouts or who stays with only a single coach during the tryouts, will be a hat pick at the drafts.
21. All players that attend tryouts must be drafted. They cannot return to the team that they were on previous year unless they are picked by that same coach at drafts.
22. If a player chooses to return to the draft, they can be picked by the same team they were released from, unless requested by a parent. All new players and players moving up into the next division must try out.
23. Sisters may be placed on the same team without loss of draft pick. One will be placed in the last available draft spot other than the last two rounds.
24. All players must play in their age division. Requests from parents or coaches to have a player play up a division will be reviewed by the softball commission on a case-to-case basis. No one younger than 7 on September 1 will be allowed to play in the 8U division.

DRAFT

25. Draft selection shall be determined by the placement of the teams in the regular league standing from the previous year. Therefore, the last place team will draft first, the next to the last place team will draft second, and so on. In the case of a tie in regular season play, the first tiebreaker is head-to-head meeting; the second tiebreaker is a coin flip.
 - a. In the event of regular season standings from the previous year being unobtainable, each team will draw a number from a hat to determine the draft selection order.
26. If an expansion team is needed, they will draft first and then drafts will continue in the order of the previous year's league standing.
27. Each player drafted shall remain a member of that team for the balance of their eligibility in the league division unless they choose to go back through the draft.

28. Once players have been selected for the current season, they may be released only for disciplinary reasons and then only with the approval of the league commission. Coaches have the responsibility of notifying players, parents, and commission when any player is subject to removal for disciplinary reasons. Such releases must have the approval of the league commission.
29. If a team is dropped from the league, all returning players from that team will reenter the draft. If they fail to show up at tryouts, each player will become a hat pick.
30. The draft will be held after tryouts for that league. Only commissioners and head coaches will be at the draft. The time and location will be determined by the league commissioners.
31. The number of rounds will be determined by the number of total players signed up for the league, divided by the number of teams in the league, then rounded up to the next highest number.
32. Automatic players are filled in by name and age starting with the third to the last round (total rounds in draft minus 2) and going up, until all automatic players are filled in for each team. Automatic players are coaches children and return players.
33. Any coach who has declared, and the league approved, a specific person as an assistant coach, the assistant coach's child will take the place of the first round draft pick of the age group of the declared assistant coaches daughter-player. If a head coach and assistant coach have coached two consecutive years together they may continue and the assistant coach's child shall be considered a returning player.
34. Hat pick rounds shall be determined by each team drawing a number out of a hat starting with the previous year's last place team (or expansion team) up to the first place team. This number is the order for selecting hat picks and for assigning new signed players to teams throughout the season. When it is time for hat pick rounds, the teams will select a player and if they don't have room for a player, their number is skipped, and the next number will select a player.
35. Each team will be given a first and last round draft pick. The first round pick is designated for pitchers. After completion of the first round, all other draft selections are open to any player within the division and are not restricted to a first or second year player. No more than eight players of any one age will be allowed on a team.
36. Hat pick orders will continue during the season, assigning new players to teams so that the number of players on each team remains as equal as possible. **NO COACH WILL BE ALLOWED TO JUST ADD A PLAYER TO THEIR TEAM.**

GAME

37. All games will be played on scheduled dates unless canceled by the umpire just prior to game time, or during a game, based on poor weather or other circumstances that he/she deems necessary.
38. Both teams must be present and may not assume a game is canceled due to weather. Failure to field a full team could result in forfeit of the game.

39. The league commission may cancel games at any time if necessary and coaches will be notified at least one day prior to rescheduling.
40. Postponed games will be rescheduled if possible. These make-up games can be scheduled to occur on a day of the week when no games are scheduled or on Friday.
41. All games must start at the scheduled time. Have your full team at the field and your score books and written line-up completed 15 minutes before game time.
42. A team failing to field at least eight uniformed players within 10 minutes after the scheduled game time shall forfeit the game.
43. The official start time of the game begins with the first warm-up pitch. Umpires will have official start time recorded in the official score book.
 - a. Start of game 10 pitches or 2 minutes
 - b. Substitute 5 pitches or 1 minute
 - c. Between innings 5 pitches or 1 minute
44. 10U, 12U and 14U will be, no new inning will begin after 65 minutes and drop dead at 75 minutes. 8U games will be 70 minutes. Please hurry players on and off the field quickly to increase the number of innings played.
 - a. If drop dead occurs during the home teams at bat, and the home team is not ahead or has not completed their final at bat, the final game score will revert to the score from the previous completed inning before 65 minutes.
45. The ten run rule will be used for all games in the 10U, 12U and 14U division after the 4th inning.
46. In all divisions 10U, 12U and 14U each player will be listed on the batting roster and have a turn to bat even if they are not playing in the field. Coaches will be allowed to change defensive players as needed because they will already be listed on the roster.
47. In 10U, 12U, and 14U divisions, teams have a 6 run or 3 out rule per inning. You can bat through your lineup until you have the allotted runs or 3 outs, at that time it will become the other team's turn to bat. This rule is only in effect through the first 3 full innings and then removed. This rule will be in effect for the regular season only, not for tournament play.
 - a. A team may exceed the 6 run per inning rule if a player hits a homerun, over the fence, then all four runs must be accounted for.
48. In 10U, 12U and 14U you can play with 8 players, but 9th batter is an automatic out. You cannot play with less than 8 players. Fielding less than 8 players will result in a forfeit. Teams will be permitted the use of 1 registered league appropriate pick-up player to field a team of 9.
 - a. Pick-up players will be designated to an outfield position and shall not be permitted to pitch. Said pick-up player must also be placed in the last position in the batting lineup. Failure to comply shall result in forfeiture of the team committing the violation.

49. The 10U division may play 10 fielders. If using 10 there must be 4 players in the outfield. However, if only one team has only nine players they may play 9, and will not receive an out for the 10th player. All players will be listed on the batting roster even if they are not playing in the field. Under this condition, if an injury occurs leaving a spot in the batting lineup that turn at bat will be an automatic out unless agreed on by both coaches and the umpire at the time of the injury.
50. In the 10U division the dropped 3rd strike does not apply. In 12U and 14U divisions the dropped 3rd strike is in effect.
 - a. 12U and 14U divisions the runners on base may steal 2nd and/or 3rd base during a dropped 3rd strike.
 - b. The batter becomes a batter-runner with fewer than two outs and first base is not occupied at the time of the pitch, or any time there are two outs.
51. In 10U, 12U, and 14U divisions runners may advance once the pitched ball leaves the pitcher's hand.
 - a. In the 10U division runners cannot advance and the play is considered "dead" if there is an overthrow from the catcher to the pitcher or the pitcher does not catch the ball thrown back from the catcher.
52. Because all players will be on the batting roster if a player needs to leave a game early, arrangements must be made before the game with the opposing coach and the umpire and be noted in the scorebook to not have to take an automatic out in the players batting spot. Any other player missing their at bat, in the order, will result in an automatic out.
53. Home team has the 3rd base dugout. Visitors have the 1st base dugout. Home team of the first game is responsible to set out bases. Home team of the second game is responsible to put away bases. Each team is responsible to make sure all dugouts are left clean and free from water bottles, paper, wrappers, etc.
54. Players AND COACHES are to remain in their dugout during games unless players are on deck or a coach's team is up to bat. Any coach, whose team is in the field, is to remain in the dugout to do their coaching, not on the field.

PLAYING

55. All players must receive equal playing time. Rotating players every inning is a good way to make sure everyone plays. Sitting a player for consecutive innings will not be permitted.
56. A coach is not bound by the minimum playing time for a player if disciplinary action is deemed necessary and approved by a league commissioner.
57. Bat throwing by a batter will not be tolerated. 1st offense is a warning, next offense is an out, with the third violation the player will be ejected from the game.
58. For their protection, and that of other league players, no player can be on the field in a cast, brace or other similar medical implement.

59. Home team is to provide the official scorekeeper and to make sure that the same person keeps score the entire game. Scorekeeper must record the start time of the games in the score book. Once the game has ended, the official scorekeeper must report the final score to the coach of the home team. The coach from the home team is responsible for submitting final scores via text message to (208) 479-9215 (City Director) to record official game scores. Score submittals should be formatted as such:

- 1.) League i.e. 8U, 10U, 12U, 14U
- 2.) Home – “Team Name” - Score
- 3.) Visitors – “Team Name” - Score

PROTESTS

60. There will be no protests allowed on judgment calls.
61. When protests are based on interpretation of the rules, the protesting coach must, at the time the play occurs and prior to the next legal pitch, notify the umpire that the game is being continued under protest. This needs to be followed up by a notation in the score book of the inning, batter, etc. in which the protest was made. The coach then has 24 hours to submit a written copy of the protest to the league commissioners. All official protests will be ruled on within one week. All games ruled in favor of the protesting team will be replayed from the point of the protest. If the League President or a commissioner is involved in a protest they will not be allowed to vote on the protest.
62. In the event of a protest, score books from both teams involved in the protest must be turned into the League President immediately following the game.

EQUIPMENT & UNIFORMS

63. All players must have matching uniform shirts with a number on the back, and solid black pants for all games. Players not wearing the correct uniform including jersey and solid black pants will not be allowed to play until the proper uniform is obtained. It is the responsibility of the coach to find a sponsor. Failure to have uniform shirts will result in forfeit of the game. All teams must have uniforms by the first week of games.
64. Catchers must wear protective headgear and mask while warming up the pitcher. Any other players designated to warm up the pitchers must also wear protective gear headgear and mask. This includes games and practices.
65. All helmets, whether provided by the league or the parents are required to have a face mask. Chin straps are optional. Players, or any other minors, must wear protective headgear while at bat, base running, base coaching or entering the field for any reason during play. Any player who removes their helmet intentionally will be called out. If a player's helmet falls off during base running, time will be called when the player reaches base for them to put their helmet back on.
66. Metal cleats are only allowed in 14U.
67. No equipment throwing or kicking. First offense: called out. Second offense: suspended from the game. Abusing of equipment will not be tolerated and can result in reimbursement to the league and/or loss of player/coaching eligibility.

68. Any player or coach caught throwing or damaging equipment belonging to Chubbuck Softball may be suspended from the league upon review by the commission.
69. **Hitting softballs into the backstop (soft toss) will not be allowed.** Only wiffle balls will be allowed to be hit into the backstop.

SPORTSMANSHIP

70. Unsportsmanlike conduct will not be tolerated by players, coaches, parents or other such spectators. Therefore, the umpire, league commissioners, or league president has the right to eject any player, coach, parent or spectator that he/she deems as a hindrance to the continuation of a sportsmanlike game. Should the person directed to leave remain on the field, it will result in forfeiture of the game for the team with which the person is associated.
71. League officials reserve the right to suspend or call a game forfeit because of parental harassment, foul language, or unsportsmanlike conduct. The team whose parents are causing the disturbance will forfeit whether winning or losing. It is the coach's responsibility to help control the parents of the players on their team.

TOURNAMENTS

72. 10U, 12U and 14U will be, no new inning will begin after 65 minutes and there is no drop dead at 75 minutes. The inning must be completed. Please hurry players on and off the field quickly to increase the number of innings played.
73. All rules that applied during the regular season will also apply during the tournament except that you may not borrow players to field a full team.

8U Rules

- Bases 60' Pitching distance 35', pitcher may move closer if needed to assist the batter.
- Pitcher will be league provided or if unavailable Coach of the batting team.
- Players
 - o 10 players are allowed on the field.
 - o Outfielders must stand on the grass
 - o The 10th player may play as a rover between 1st and 2nd base.
 - o Team must have 7 players to start the game
 - o All players will be given equal playing time. Free substitutions every inning.
- PLAY
- The intention is that the games will be a learning experience for the umpires as well as the players, and coaches are responsible for the behavior of parents and other fans. Failure to attempt to control disruptive spectators may result in forfeiture to the opposing team. Should the conduct of both teams (this is to include but is not limited to: Coaches/Managers, Players, Parents & Spectators), during a game, become unruly; the game shall immediately end, and both teams forfeit.
- Umpire:
 - Games will have a youth umpire. The umpire is to be treated with respect at all times. If no youth umpire is available, the home team shall provide one volunteer to umpire the game. If the home team cannot provide a volunteer, the other team may provide one.
 - • Dropped Third Strike not in effect.
 - • Infield fly not in effect • Coaches are encouraged to allow players to experience as many positions as their skill level will allow.
 - • The game shall last no more than 70 minutes (drop dead).
 - • A dead ball is when the pitcher (manager/coach) or player pitcher possesses the ball within the pitcher's circle, and no play is made on a base runner(s) by the

pitcher. While the ball is dead, no runner may be put out, advance or score.

Runner(s) must retreat to the base(s) they had previously occupied.

- • There shall be no protests in the 8U division.
- • A player may play next to a Coach-Player in the pitching circle.
- • Games may end in a tie.

- BATTING RULES

- League provided batting helmets will be equipped with a face mask. Chin straps are optional. Players choosing to use a personal batting helmet are required to use a face mask.

- All players present must be in the batting order. All players shall bat in order whether playing in the field or not. A player arriving after her original first turn at-bat must be added to the end of the lineup.

- No walks

- 3 swinging strikes or a maximum of 6 pitches to the batter. **Exception:** An at-bat may not end on a foul ball. For the ball to be considered fair, it must travel past the arc that will be drawn 6 feet from the outside edge of each batter's box.

- A batter may not bunt.

- A batter may not receive a base on balls.

- In each half inning teams bat until they have scored 5 runs or made 3 outs.

- If a batted ball hits the coach pitcher, the result is a dead ball, and the pitch is replayed.

- An injured player or player that must leave the park for personal reasons is removed from the batting lineup and not considered an out. An injured player may re-enter the lineup in her original position. Coaches are expected not to abuse this rule.

• BASE RUNNING

- Stealing is not allowed. Batters and runners advance only as a result of a hit ball.

- Base runners may leave the base after the ball is hit. A runner that leaves the base early is out.
 - Injured base runners may be replaced by the teammate who made the most recent out.
 - For balls hit off live pitching, base runners may advance an unlimited number of bases.
 - Play is stopped when (1) the defense stops the lead runner or 2) after the defense overthrows a base on a legitimate attempt to throw a runner out, or ball is returned to the pitcher in the circle.
 - In the event of an overthrow, a runner
 - at her own risk - may attempt only one extra base. A runner may not attempt an additional base on a second overthrow. *Definition of Overthrow*: attempted play from the field with the ball to get the base runner out while the ball stays in live territory, (if ball enters dead ball territory from the first play, there is a one base award).
 - Sliding is optional.
- *all other USA softball rules apply**