

# CONSTITUTION OF LOCKPORT JUNIOR MISS SOFTBALL, INC. (2010)

## ARTICLE I: NAME

The name of this organization shall be LOCKPORT JUNIOR MISS SOFTBALL, INC. Hereinafter referred to as LJMS INC.

## ARTICLE II: OBJECTIVE

The objective of LJMS INC. will be to provide a safe and fun softball program encompassing the development of skills, character and leadership. To achieve this objective, LJMS INC. will provide a softball program under the "RULES AND REGULATIONS" as set forth by LJMS, INC.

## ARTICLE III: ORGANIZATION

### **SECTION I      *Composition***

LJMS, INC. will be composed of a 6U Division, 8U Division, 10U Division, Major Division, High School Division and the Travel Team. The age of the softball player will solely determine which division she will be assigned to. Metro/Traveling Teams are also offered on a tryout basis, unless otherwise determined by the LJMS Board.

1. A player who becomes 5 or 6 years of age on or before January 1<sup>st</sup> of the current playing season will be assigned to the 6U. (6&under)
2. A player who becomes 7 or 8 years of age on or before January 1<sup>st</sup> of the current playing season will be assigned to the 8U. (8&under)
3. A player who becomes 9 or 10 years of age on or before January 1<sup>st</sup> of the current playing season will be assigned to the 10 U. (10&under)
4. A player who becomes 11 or 12 years of age on or before January 1<sup>st</sup> of the current playing season will be assigned to the Major I Division, as determined by the South West Suburban League. (12&under)
5. A player who becomes 13 or 14 years of age on or before January 1<sup>st</sup> of the current playing season will be assigned to the Major II Division, as determined by the South West Suburban League. (14&under)
6. A player who becomes 15, 16, 17 or 18 years of age on or before January 1<sup>st</sup> of the current playing season will be assigned to the High School Division. (16&under) and (18&under)
7. A player who is 18 or older on Jan. 1 of the current playing season will be considered women's division.

### **SECTION 2      *Membership***

#### **A. Members**

All members of LJMS, INC. shall be active members and classified as follows:

1. Active players: A girl who is registered and approved by the Executive Board of LJMS, INC. to play softball.
2. Parent/Guardian: One who has an active member in the league.
3. Affiliate: Any person who is registered and approved by the Executive Board of LJMS, INC.
4. Executive Board member of LJMS, INC.

## **B. Privileges**

1. Parent/Guardian and affiliate member in good standing and 21 years of age shall be eligible for election or appointment to any office or committee or similar position in LJMS, INC.
2. An active player in good standing shall not be eligible for election to any office but may be appointed to a committee or similar position in LJMS, INC.

## **C. Fees**

1. The league secretary shall list the members and record their payment of fees. At this time, the membership of the individual shall be established.
2. All executive board members with registered children are exempt from fees.
3. Participation Fee. Fees are to be set annually by the board

## **D. In Good Standing**

A member of LJMS, INC. whose fees have been paid or who is exempt from fees shall be "in good standing".

# **ARTICLE IV: GOVERNMENT**

## ***SECTION 1 Electoral Body***

The electoral body of this League shall be the active members, 21 years of age, present at the annual election. Their duties are to elect members to the Executive Board.

## ***SECTION 2 Executive Board***

### **A. Composition**

The Executive Board shall consist of all officers of the League. Their term of office shall be one year. All Board Members shall have one vote except the President, who ONLY votes in case of a tie. Any Board Member may serve in another capacity although; they can only cast ONE vote and cannot have a vote on any complaint, controversy, or interpretations of rules pertaining to his/her person or team.

### **B. Number and Title**

The elective officers of the League are: President, Vice President, Secretary, Treasurer, Director of Fields, Equipment Manager, Uniform/Trophy League Manager, Traveling/Metro team Representative when applicable, 6U Representative, 8U Representative, 10U Representative, Major Representative, Chief Umpire, and Director of Concessions.

### **C. Nominations and Elections**

1. At the August business meeting of the League, the voting members shall elect the Executive Board for the following year.
2. All nominees must be 21 years of age or older.
3. Nominations must be received, in writing, by the president on or before the July meeting.
4. Voting shall be done by the official ballot created by the president.
5. In case of a tie vote, a run-off election will be held no later than the September board meeting.
6. The election shall be overseen by an Election Committee composed of 3 coaches and/or managers not seeking office. The election committee shall consist of members from each division, 6U, 8U, 10U and Majors.
7. The Election Committee duties shall include approving, distributing and counting all ballots.
8. The candidates receiving the largest number of votes shall be declared elected to their respective office.

## D. Re-election

A member of the Executive Board having served a full term shall be eligible for re-election.

## E. Installation

The elected officers shall be installed at the September meeting of the League. No officer is considered installed until he/she has been given the "Oath of Office" by an officer of LJMS, INC.

## F. Vacancy

The Executive Board may elect a member to the Executive Board when a vacancy occurs by simple majority vote of those present. This member will have full voting powers.

## G. Duties

1. **President:** It shall be the duty of the President to:
  - a. Serve as an official representative of the league with organizations for the purpose of advancing the objectives and policies of the League.
  - b. Serve as a chairman of the Executive Board, to preside at all business meetings, to exercise supervision of all league activities, and to conduct such duties incidental to the office of president.
  - c. Be an official member of all committees.
  - d. Fill, by appointment, vacancies occurring in committees for expired terms and appoint to serve committees not otherwise provided for.
2. **Vice President:** It shall be the duty of the Vice President to:
  - a. Assist the President as requested.
  - b. Assume the duties and powers of the President at his/her request, or in his/her absence or incapacity, to succeed to the duties and powers of the President if that office becomes vacant for any cause, and to serve as acting President for the remainder of the term.
3. **Secretary:** It shall be the duty of the Secretary to:
  - a. Verify the bonding of the Treasurer and Secretary.
  - b. Record and keep the minutes of all Leagues meetings.
  - c. Keep and maintain appropriate files of the League.
  - d. Conduct all necessary correspondence for the League.
  - e. Conduct such other duties customarily incidental to this office or as may be assigned by the President.
  - f. Be a signatory for the checking account.
4. **Treasurer:** Shall be the duty of the Treasurer to:
  - a. Be responsible for guarding the funds, the liabilities, and the fiscal future of the League.
  - b. Keep a set of records of all income and expenses, and to verify the monthly balance at each business meeting.
  - c. Verify and give sufficient detail of the bills to be paid at each business meeting.
  - d. Insure the payment of all bills approved by the Executive Board.
  - e. Receive all moneys due to the League.

- f. Conduct such other duties customarily incidental to the office or as may be assigned by the President.
5. **Player Representatives:** It shall be the duty of the appropriate Division Player Representative (6U, 8U, 10U, Major) to:
- a. Coordinate all matters of their divisions of the League.
  - b. Keep a current registration form of each active player.
  - c. Maintain current team rosters.
  - d. Supervise the selection of each team.
  - e. Accept resignation of active players by letter or orally by their Parent/Guardian.
  - f. Fill any vacancy on a team roster from the waiting list.
  - g. Maintain pitching records, game scores, and team standings.
  - h. Conduct such other duties customarily incidental to this office or as assigned by the President.
6. **Uniform/Trophy Manager:** It shall be the duty of the Uniform/Trophy Manager to:
- a. Order, distribute, and collect funds from each division for shirts, hats, and stirrups.
  - b. Order trophies, medals and/or t-shirts for league participation and the tournaments.
  - c. Conduct such other duties customarily incidental to this office or as assigned by the President.
7. **Traveling/Metro Representative:** It shall be the duty of the Traveling/Metro Representative to:
- a. Coordinate all matters of their division.
  - b. Keep current team rosters.
  - c. Supervise the selection of each team.
  - d. Keep a current registration form of each active player.
  - e. Accept resignations of active players by letter or orally by their parent/guardian.
  - f. Fill any vacancy on a team roster from the waiting list.
  - g. Maintain game scores, and team standings.
  - h. Conduct such other duties customarily incidental to this office or as assigned by the President.
8. **Equipment Manager:** It shall be the duty of the Equipment Manager to:
- a. Maintain and procure all equipment necessary to the function of LJMS, INC.
  - b. Keep a running inventory of all equipment of LJMS, INC.
  - c. Distribute and collect all equipment of LJMS, INC.
  - d. Conduct such other duties customarily incidental to this office or as assigned by the President.
9. **Director of Fields:** It shall be the duty of the Director of Fields to:
- a. Coordinate field maintenance with park district.
  - b. Assign field maintenance responsibility to the active parent/guardian who chose the field maintenance option.
  - c. Conduct such other duties customarily incidental to this office or as assigned by the President.

10. **Chief Umpire:** It shall be the duty of the Chief Umpire to:
  - a. Procure, trains, and schedules all umpires.
  - b. Make decision if game is cancelled before the start of the game.
  - c. Reschedule all make-up games
  - d. Conduct such other duties customarily incidental to this office or as assigned by the President.
  
11. **Director of Concessions:** It shall be the duty of the Director of Concessions to:
  - a. Prepares Schedule
  - b. Develops operating budget
  - c. Purchases supplies
  - d. Deposits all concession item funds into the League's general account. Properly records all transactions.
  - e. Accounts for and safeguards all cash receipts. Performs daily reconciliation of the cash register readings, all cash payouts and bank deposits
  - f. Supplies Treasurer with copy of Concession Item Reports for all Board Meetings
  - g. Coordinates Concession operations at all tournaments
  - h. Maintains Concession standards within the Health Code

## **ARTICLE V: MEETINGS**

- A. The first business meeting of each electoral year shall be held on or about September 1.
- B. Business meetings will be held at a time and place selected by the Executive Board.
- C. Attendance: No person, who is not a member of the League, shall be admitted to any meeting except upon the approval of the President. All non-members must register with the Secretary, for the purpose of recording their names in the minutes.
- D. Board members are expected to attend all meetings. Three (3) unexcused absences that are without prior notification may result in removal from the Board.
- E. A quorum will consist of 51% or more of current board members.
- F. Special meetings shall be called, at a time and place determined by the President.

## **ARTICLE VI: MISCONDUCT**

### ***SECTION 1 Charge***

Any member of this League can charge another member of this League of violating any provision of the Constitution of the League. Any member may charge another member with improper conduct even though such conduct may not be specifically stated in the Constitution of the League but that is considered as detrimental to the League. Any such charge must be in writing and received by the Executive Board of the League before proceedings can be initiated. This must be done at a regular monthly board meeting at which time the Executive Board will determine whether a hearing is warranted.

### ***SECTION 2 Hearing***

The accused member shall be entitled to a hearing at which he/she shall be given the opportunity to present a defense to all charges. If the charged person is an active player, she may have a parent/guardian and manager represent her.

- A. The Executive Board will set the time and date of the hearing. All persons involved will attend the meeting.

- B. The decision of the hearing by the Executive Board will be final at league level and must be one of the following:
  - 1. Charge invalid.
  - 2. Charge valid-One of the following penalties imposed:
    - a. Active members will be placed on suspension and not allowed to take part in any league activity during such suspension. The length of suspension is to be determined by the Executive Board.
    - b. Active membership in the league is terminated for the current year.
    - c. Active membership in the league is terminated forever.
    - d. Other disciplinary action as deemed necessary by the Executive Board.

## **ARTICLE VII: AMENDMENTS**

### ***SECTION 1 Change***

This constitution may not be amended without approval of LJMS, INC. Any proposed changes must be approved by the Executive Board of the League, for consideration and change by March 15<sup>th</sup> of the playing year. Any changes to the constitution must be approved by a 2/3 affirmative vote of the current Executive Board. The President may call a special meeting anytime during the playing season to address the constitution as it pertains to the needs of the league. Any changes to the constitution at this special meeting must approved by a 2/3 affirmative vote of the current Executive Board.

## **ARTICLE VIII: COMPLAINTS**

### ***SECTION 1 Incident Submittal***

Complaints concerning the violations of constitution, policies or rules by a player, parent, Manager, Coach, umpire or any other person, may be sent to:

President of LJMS INC.

### ***SECTION 2 Action***

The member making the complaint will be notified of receipt of the complaint and any action, if deemed necessary by the Board, to be taken.

## **ARTICLE IX: RULES & REGULATIONS**

### ***SECTION 1 Player Eligibility***

All members of the league must abide by the Rules & Regulations set forth by LJMS, INC. The "Rules & Regulations" overrule A.S.A. official softball rules which are the official rule book of LJMS, INC. Southwest Suburban overrules LJMS, INC. and A.S.A. for the Major Divisions I & II, High School and Women's teams.

- 1. Any girl meeting the age requirements set forth in the LJMS, INC. Constitution will be eligible for team assignment providing they complete the following:
  - A. She has a filled out a registration form, signed by a parent/guardian.
  - B. She has furnished a copy of a certified birth certificate for age verification.
  - C. The registration fee has been paid. (Adjustment of fees for multiple family members or hardship cases will be determined by the league.)

2. LJMS, INC. competition shall be restricted to amateur players only. Players having received remunerations for play are not eligible to play.
3. No girl shall participate in any other organized softball or baseball program while in LJMS, INC. This does not apply to girls who are in a school softball program. Girls playing high school softball may be assigned to a LJMS, INC. High School Division Team but cannot be made to play or practice until the high school program is officially ended.
4. A handicapped girl shall not be denied eligibility.
5. A girl or girls from one team cannot play on another team during any scheduled game except in 6U and LJMS, INC. All Star and Metro Teams. If a 10U team finds they have less than 9 players available for a game, an 8U player may be allowed to play for a 10U team for that game with Board and Parental approval. In addition, any subsequent requests will be reviewed with an eye to allow alternative players the opportunity.
6. With the exception of situations discussed in Section 1.5, no player can play for another team.

## **SECTION 2     *Playing Season***

1. LJMS, INC. will furnish coaches and managers with an official league schedule of games before the start of the season.
2. Scheduling of regular season games is under the jurisdiction of the chief umpire and the scheduling committee.
3. Field rules set by the governing recreational departments such as the Lockport Park District (e.g. curfew) will overrule LJMS, INC. rules.
4. No organized team practice shall occur before March 15<sup>th</sup> of the playing season with the exception of the LJMS Travel teams

## **SECTION 3     *Insurance***

1. While participating in a LJMS sponsored game, practice or clinic, registered players in all Divisions are covered under the league's health insurance that is carried to protect the players in the event of injury during these activities. However, this coverage in Secondary and in excess of a players own Primary health insurance through the child's parent/legal guardian. It is the child's parent/legal guardian's responsibility to file any insurance claims directly with the primary health insurer. In the event there are incurred charges not covered under the Primary health coverage, copies of the incurred medical bills and any correspondence and Explanation of Benefits ["EOBs"] received must be turned into the LJMS Board as soon as reasonably possible. LJMS will see that the claim is filed with the Secondary health carrier, but LJMS have no say in what is and is not covered, as that decision falls upon the insurer selected by LJMS;
2. All coaches, managers, volunteers or anyone appointed by the Board to conduct league activities is covered through the league's liability insurance; and
3. The Board of Directors are covered by the Directors and Officers coverage carried by LJMS.

## **SECTION 4     *Uniforms***

1. All players must wear entire uniform at any scheduled game. A hat is optional under the catcher's or batter's helmet. At the High school level a hat it is at the player's discretion.
  - A. Visor- provided by LJMS, INC.
  - B. Jersey- provided by LJMS, INC.

- C. Shorts-shall be those provided by LJMS, INC.
  - D. Socks -provided by LJMS, INC.
2. No sponsor insignia shall appear on any hat or uniform unless they are approved by the LJMS, INC board.
  3. In cool weather sweatshirts or jackets may be worn.

## **SECTION 5      *Equipment***

1. The constitution of LJMS, INC. containing the Rules and Regulations governing this league will be supplied by LJMS, INC. to each team manager or head coach and umpires.
2. All balls, bats batting helmets catcher's equipment, bases and pitching rubbers will be supplied by the league and will be considered official equipment.
3. Catchers must wear shin-guards, chest protector, helmet and catcher's mask at games and practices when receiving pitches with or without a batter present. **If equipment is in use for the game, warming a pitcher up must be done by an adult!**
4. All defensive players must wear a softball or baseball glove.
5. Batting gloves are permitted.
6. Batters and base runners **must** wear batting helmets at all games and practices.
7. Any defensive player, other than the catcher, may wear a batting helmet.
8. Personal bats meeting specifications as stated in the A.S.A. rule book or specifically allowed by this Constitution may be used.
9. Shoes must be furnished and worn by each player and meet the following requirements:
  - A. Tennis shoes are permitted.
  - B. Rubber cleats are permitted.
  - C. Steel or other hard cleats are prohibited.
  - D. Slip-on shoes are prohibited.
10. **A helmet with a facemask and chin strap shall be worn by all batters and base runners.**
11. 8U Pitchers must wear facemask.
12. 10U Pitcher's facemask is mandatory

## **SECTION 6      *Playing Field***

1. Smoking, alcoholic beverages, swearing or illegal controlled substances are not allowed on or near the playing field by any participants, coaches or managers.
2. Bicycles, motorcycles or any other vehicle that detracts from the game are not allowed on or near any playing field.
3. Games will be played on a diamond approved by the leagues chief umpire and according to the following:
  - A. Major, High School, and Women's division teams will play according to the Southwest Suburban League rules.
  - B. 10U
    1. Baselines shall be sixty (60) feet.

2. Pitching distance is thirty five (35) feet measured from the back point of home plate to the front edge of the pitcher's mound.
3. A distance of eighty four (84) feet ten (10) inches from the back of home plate to the middle of second base.
4. A circle with a radius of eight (8) feet around the pitchers rubber.

C. 8U

1. Baselines shall be fifty-two (52) feet.
2. Pitching distance of thirty (30) feet, measured from the back point of home plate to the pitcher's rubber.
3. A distance of seventy-three (73) feet four (4) inches from the back of home plate to the middle of second base.
4. There shall be a circle with a radius of ten (10) feet around the pitching rubber.

C. 6U

1. Baselines shall be forty-five (45) feet.
2. Pitching distance of thirty five (35) feet, measured from the back point of home plate to the pitcher's rubber.
3. A distance of sixty-three (63) feet eight (8) inches from the back of home plate to the middle of second base.
4. There shall be a circle with a radius of ten (10) feet around the pitching rubber. **Both feet of the Coach pitching must remain inside the circle.** Player's playing the position next to the pitcher must be at or beyond the pitching rubber, minimum thirty-five (35) feet from home plate, at the start of each play.

## **SECTION 7 Games**

1. All games will start per rules.
2. All 10U games will be a maximum of seven (7) innings with the exception of tournaments.
  - A. A 10U game will be called if one team has a fifteen (15) run lead after five (5) innings and will be considered a regulation complete game.
  - B. A 10U game will not start an inning after one (1) hour and thirty (30) minutes have been played and is considered a regulation complete game.
3. All 8U games will be a maximum of six (6) innings with the exception of tournaments.
  - A. A 8U game will be called if one team has a fifteen (15) run lead after five (5) innings and will be considered a regulation complete game.
  - B. A 8U game will not start an inning after one (1) hour and thirty (30) minutes have been played or five (5) completed innings and is considered a regulation complete game.
4. A 6U game ends after one (1) hour of play and is considered a regulation complete game.
5. A team in the 10U and 8U shall consist of:
  - A. Ten (10) players, if ten (10) players are available.
  - B. Eight (8) players, if only eight (8) players are available.
  - C. A team must field ten (10) players if available, even if the opposing team can only field eight (8) players.
  - D. The tenth player must be listed as the rover and must be positioned **behind** the base path when the pitch is released.

6. The starting lineups must be given to the scorekeeper and the opposing manager ten (10) minutes before the start of the game. All players on the lineup must be present and in full uniform at the start of the game.
7. If a team cannot field eight (8) players at a scheduled game, the game is a forfeit. Forfeit time is fifteen (15) minutes after game time. If agreed upon by the team Managers and Coaches it is encouraged that the teams be divided and a game played but the game will be recorded as a forfeit.
8. If a player arrives after the game has started, the Manager has the option to play or not play that girl. If a late player will be playing in the game, the Manager must request time out and notify the opposing manager, umpire and scorekeeper. The Manager must make a decision when the player arrives, if she is going to play the girl. The Manager's decision is final. If the girl is to play, she must meet the minimum playing requirements.
9. Batting lineup:
  - A. **10U,8U, and 6U**-All girls bat. Lineup consists of the whole team roster.
  - B.
10. All games played will end as a regulation game, a regulation tied game, and a regulation forfeited game or an incomplete game.
  - A. In a regulation tied game, neither team is given a win/loss credit.
  - B. A forfeited game score is 7-0 and is final for the teams' win /loss record.
11. All incomplete games will be suspended and resumed at a later date from point of suspension; all previous game history will apply that the original batting order will continue and if a player in the original game is not in attendance at the continuation, that spot in the batting order is skipped. Further, for a player at the continuation game not in original batting order, she is to be added to the end of the original batting order.
12. A 10U game that ends in a tie after seven (7) innings, but before one (1) hour and thirty (30) minutes have elapsed, will continue until one (1) hour and thirty (30) minutes have elapsed. Only an inning started before the one (1) hour and thirty (30) minutes time limit has elapsed shall be played. If still tied, the game ends as a tied game.
13. In case of an injury, time out shall be called immediately. Base runners will be allowed to advance to the next base, **if in the opinion of the umpire**; they would have reached the base had the injury time out not occurred. An injury does not extend the time limit of the game.
14. Penalty for violations by a player, coach or manager may be prompt removal of the offender from the game at the umpire's discretion. For the first offense, a warning may be given, for the second offense; the offender is removed from the game. Failure by the offender to follow the umpire's ruling will result in a forfeiture of the game.
15. Home teams must supply one (1) new and one (1) used ball for the game.
16. Make up games must be rescheduled within two (2) weeks of the original game but may be played on any open day in the season. Fields may be changed as needed to reschedule a game. **The chief umpire will reschedule all makeup games. LJMS division representative will coordinate rescheduling efforts with the chief umpire.**
17. Regular game time start is 6:00 p.m. for **10U, 8U, and 6U** games during the week. Forfeit time is fifteen (15) minutes after schedule game time.
18. Final interpretation of all league rules will be determined by the LJMS, INC. Board.
19. The winning 8U team and above must register scores to the league's web page within twenty four (24) hours of the game.
20. The team Manager or Board approved female representative must be present at each game or the game is a forfeit. The team Manager or Board approved representative must sign the scorebook.

## **SECTION 8      Rules Applying to 10U**

1. Will play with an eleven (11) inch ball.
2. Will pitch a maximum of three (3) innings per game.
3. Any pitcher, once removed from the pitching assignment and relocated to another playing position, may be returned to the pitching position only once during the game.

4. Innings pitched during a practice game do not count.
5. A pitcher must be removed from the pitching position at the second charged conference in one (1) inning. When a pitcher is reassigned to the pitching position, the previously charged conferences do not count.
6. A game is an automatic forfeit when a pitcher pitches over the maximum innings allowed.
7. A 10U pitcher hitting three (3) batters in one (1) inning must be removed for the rest of the game.
8. All players must play at least two (2) innings in an official game that meets the one (1) hour and thirty (30) minutes time limit. If they do not, the game is a forfeit. All girls are placed in the batting order.
9. After one (1) hour of playing time has elapsed and less than three (3) complete innings have been played, time must be called and all substitutes must be placed in the games. In this case, the two (2) innings requirement is considered met, even if the players removed or those put in after the hour do not play two (2) innings.
10. The "infield fly rule" does not apply.
11. Sliding is mandatory to avoid contact on any close play. A player may be called out per umpire judgment.
12. An automatic three (3) outs will be declared when a team scores six (6) runs in one (1) innings.
13. Deliberate collision plays per umpire's judgment are not allowed. Runner will be out and there will be no base advancement.
14. During a pitch a runner cannot leave the base until the pitched ball crosses the home plate or the umpire can call a "no pitch" and the base runner is called out.
15. Stealing of bases is allowed. Base runners are allowed to steal one base per pitched ball. (Stealing 2<sup>nd</sup> and 3<sup>rd</sup> base is allowed).
16. Home plate will be closed. A base runner may not steal home on a pitched ball.
17. A play must stop when the pitcher receives the ball in the circle. However, the runner may continue to the base they are going to at their own risk.
18. Flagrant delays by either team at the umpire's discretion will result in the application of the forfeiture rule.
19. Warm up pitches in between innings will be 5 maximum pitches for new pitchers and 3 pitches maximum for returning pitchers.
20. Courtesy runners will be provided for the catcher after 2 outs. The courtesy runners will be the player that was identified as the last out of that inning.

## **SECTION 9      Rules Applying to 8U**

The 8U shall be the next level of play after 6U. While winning plays is an important role at this level. The major emphasis is a continuation of learning the basic skills and gaining game experience.

1. Will play with an eleven (11) inch ball.
2. Pitching: Players will pitch to the opposing team. There are no walks.
  - a. Should the batter be hit by a pitch, (the batter needs to attempt to get out of the way). the "friendly coach" will come in to pitch and the strike count will remain the same.
  - b. In the event the player/pitcher pitches four (4) balls, as adjudged by the umpire, the designated "friendly coach" will come in to pitch and the strike count will remain the same and the coach will continue to pitch until,
    - i. The batter either hits the ball in fair territory or,
    - ii. The batter strikes out, or
    - iii. The "friendly coach" throws four (4) pitches. In the event the batter fails to hit the ball after four "friendly coach" pitches the batter will be called out, unless the batter hits a foul ball on the final pitch, in that case, the batter remains at bat. The batter remains at bat for as they continue to hit foul balls.

3. The "friendly coach" will pitch from the pitching plate and the defensive pitcher must be within the pitching circle. The "friendly coach" may not coach a player after the ball is put into play, and must immediately leave the playing field in an effort to avoid interference. The "friendly coach" is considered as part of the playing field (a batter will not be called out if the "friendly coach" interferes with the ball).
4. Play is considered stopped when an ATTEMPT to return the ball to the pitcher has been made and **the ball crosses the plane of the pitching circle** (the pitcher does not have to have control of the ball). Runners who have advanced past the mid-point between the bases may continue to the next base, runners who have not must return to the previous base. The umpire has full discretion with respect to dead balls, and overthrows.
5. **Will pitch a maximum of two (2) innings per game.**
6. Innings pitched during a practice game do not count.
7. A game is an automatic forfeit when a pitcher pitches over the maximum innings allowed.
8. An 8U pitcher hitting three (3) batters in one (1) inning must be removed from the pitching position for the rest of the game.
9. All players must play at least two (2) innings in a six (6) inning game that meets the one (1) hour and thirty (30) minutes time limit. If they do not, the game is a forfeit. All girls are placed in the batting order.
10. After one (1) hour of playing time has elapsed and less than three (3) complete innings have been played, time must be called and all substitutes must be placed in the games. In this case, the two (2) innings requirement is considered met, even if the players removed or those put in after the hour do not play two (2) innings.
11. The "infield fly rule" does not apply.
12. Bunting is not allowed.
13. Sliding is mandatory to avoid contact on any close play. A player may be called out per umpire judgment.
14. An automatic three (3) outs will be declared when a team scores five (5) runs in one (1) innings.
15. Deliberate collision plays per umpire's judgment are not allowed. Runner will be out and there will be no base advancement.
16. During a pitch a runner cannot leave the base until the pitched ball crosses the home plate or the umpire can call a "no pitch" and the base runner is called out.
17. Stealing of a base and home plate will not be allowed.
18. Flagrant delays by either team at the umpire's discretion will result in the application of the forfeiture rule.
21. Warm up pitches in between innings will be 5 maximum pitches for new pitchers and 3 pitches maximum for returning pitchers.
22. Courtesy runners will be provided for the catcher after 2 outs. The courtesy runners will be the player that was identified as the last out of that inning.

## **SECTION 10 Rules Applying to 6U**

Managing personnel are an important part of the 6U program. Everyone is encouraged to be patient with the players and to remember these young players are very impressionable. Everything should be done to guarantee their confidence in the team's leadership.

1. Time Limit- One (1) hour of play or five (5) innings, whichever comes first.
2. All players must play in the field.
3. Each team will have players positioned at 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, left pitcher, right pitcher and in the outfield. You may have a rover positioned behind base paths. Outfielders must be positioned behind the baseline. All remaining players will be positioned in the outfield.
4. The coach will pitch for his/her team. Strike and ball counts will not be used, however if after five (5) pitches a batter has not hit a fair ball, a batting tee will be used for one (1) swing only.

5. Coaches:
  - A. There will be one (1) coach who pitches to his/her team, one (1) offensive coach in the 1<sup>st</sup> base coach's box and one (1) offensive coach in the 3<sup>rd</sup> base coach's box. Offensive coaches must follow A.S.A. rules.
  - B. There will be two (2) defensive coaches on the field with the team. Defensive coaches must position themselves behind the infield players so as not to obstruct a player's view of the game.
  - C. Coaches may instruct the players on what to do as play continues, but may not touch a player or the ball until the play is over.
6. All players bat. – In the event of an injury- remove player and continue batting (may return when ready)
7. A completed half inning will result in 3 outs or 7 batters whichever occurs first.
8. If a fly ball is hit to the outfield, player may attempt to advance to 2<sup>nd</sup> base at their own risk.
9. Will use an eleven (11) inch **safety ball**. All players are required to wear a mitt when playing defense.
10. Pitching:
  - A. The coach will pitch to his/her own team. There will be five (5) pitches per player, per at bat, with no walks. This will allow the batter to be selective with her swings, move the game along, and prevent the defensive team from becoming bored. It is suggested that the same coach pitch in practice and games to become accustomed to the player's swing. This will help lessen a player's fear of the ball.
  - B. The pitching coach will pitch from a ten (10) foot circle and must have both feet inside the circle at all times.**
  - C. The pitching coach will have three (3) balls in the circle at a time. After all three (3) balls are pitched the catcher will return the balls to the pitcher.
  - D. The pitching coach must avoid contact with a batted ball. If the coach is hit, the ball is dead and play stops. All base runners must go back to their original base and the batter gets that ball re-pitched.
  - E. If the defensive coach has contact with the ball, the play stops, the batter gets first base, and all base runners advance one (1) base.
11. Uniforms will be distributed with the approval of LJMS, INC.
12. Players may be removed from the game and returned at the discretion of the manager/coach with unlimited substitution.
13. One (1) field umpire per game provided by the home team, (i.e. parent).
14. No stealing is allowed.
15. The "infield fly rule" does not apply.
16. Equipment
  - A. Batters and base runners must wear batting helmets with face guards and chin straps.
  - B. Official softball or t-ball bats only will be used.
17. If a team is short players, teams will be divided to make two (2) teams. There will be no forfeits.

## **SECTION 11 Leadership Responsibilities**

### **A. Managers:**

1. A manager must be female, twenty-one (21) years of age or older, who is registered by the league board. Under special consideration, the league board may approve a female who is under twenty-one (21) years of age.

2. A manager will be selected yearly by the league board and will hold this position from the time she is approved to the end of the playing season. No manager can assume that once she has managed a team that she will be the manager the following year.
3. A manager will be the team's official representative at all league activities, such as games, board meetings, parades, etc.
4. A manager is responsible for the team's conduct during league activities.
5. A manager will be responsible for informing parents and players of all league activities.
6. A manager must have approval of the league board before any girl can be removed from the team.
7. A manager's daughter will be assigned to her team, if she so desires.
8. ***A manager will not leave the field after a game or practice until each girl has left the area.***
9. A manager or another adult female must be at all practices and games.
10. A manager will attend all protest meetings when requested by the league board.
11. The manager will give the official scorekeeper and opposing manager her starting lineup ten (10) minutes before the start of the game.
12. The winning manager or her delegate is responsible for informing the player representative or other official as directed by the league board of the scores.
13. A manager who is removed from a game by an umpire will automatically appear before the league board for a hearing. The manager will retain all manager privileges until the hearing is final.
14. The manager should attend each league meeting for the purposes of learning the rules of softball and LJMS, INC.
15. All managers will have a background check with an approved law enforcement agency
16. Responsibilities may be shared with the coach at the manager's consent.

## **B. Coaches**

1. Coaches may be male or female.
2. The coach will be under the direct supervision of the manager.
3. A coach must be twenty-one (21) years of age or older, registered and approved by the league board. Under special consideration, the league board may approve a person who is under twenty-one (21) years old.
4. Coaches will be selected and approved yearly by the league board and will hold this position from the time they are approved until the end of the playing season. No coach can assume that once he/she has coached a team that they will be the coach for the next year.
5. Coaches will be assigned to a team by the league board after reviewing the candidates with team managers.
6. There may be more than one (1) coach per team, but only one (1) coach will be designated as "head coach" on the roster. The coach's daughter will be assigned to that team if she/he desires.
7. Coaches removed from a game by the umpire will automatically appear before the league board for a hearing. The coach will retain all coaching privileges until the hearing is final.
8. Coaches must attend protest meetings, if so requested by the league board.
9. Coaches should attend each league meeting for the purposes of learning the rules of softball and LJMS, INC.
10. Coaches will have a background check with an approved law enforcement agency

## **C. Umpires**

1. Umpires may be male or female.

2. Umpires must be registered and approved by the LJMS, INC. Board.
3. Umpires must be A.S.A. approved and registered to umpire in the Major and High School Divisions.
4. Umpires must be eighteen (18) years of age or older to umpire 10U and 8U. Under special consideration, the league may approve an umpire who is under the ages described, but no younger than fourteen (14) years of age.
5. Umpires shall be given a rulebook and a copy of the LJMS constitution by the league board.
6. Umpires shall be instructed in umpiring the league.
7. Umpires must sign the scorebook after the game to make records official.
8. Umpires must attend a protest meeting when requested by the league board.
9. All rules must be presented to the umpires and league chief umpire, one month before the season opens.
10. No plate umpire can be a brother, sister, mother, father (including step or half), of a player on the teams of the game being umpired, unless no other means of providing an umpire is available.
11. All umpires must wear full protective equipment (face mask, chest protector, and shin guards). All umpires must wear a powder or dark blue collared umpire shirt and hat as approved by LJMS, INC.
12. All umpires will follow A.S.A. rules. All references to slow-pitch shall be disregarded.
13. All umpires will review league Constitution rules that overrule the A.S.A. rules
14. Umpires will not receive payment for games unless all LJMS, INC by-laws have been met.

#### **D. Scorekeepers:**

1. The official scorekeeper will be the home team scorekeeper.
2. The scorekeeper must verify all records at the end of the game with both managers.
3. The scorekeeper must secure the signature of the umpire on the scorebook to make the records official.
4. Scorekeepers must attend protest meetings when requested by the league board.

### **SECTION 12    *Protests***

All protests will be pursued in accordance with A.S.A. standards. In order to protest a game it must not be a judgment call. The game should be stopped immediately; the opposing manager as well as the umpire shall be notified that the game is being played under protest. Then a letter of protest must be given to the head umpire within 24 hours. The league board will make the final decision.

### **SECTION 13    *Lockport Junior Miss Softball, Inc. mandatory State and Federal filing information***

1.    **Internal Revenue Service –**  
       File by 15 May  
       990-EZ form  
       LJMS Federal Government Reference Number 36-4117719
2.    **Illinois Attorney General –**  
       File by 15 May  
       AG990-IL form  
       LJMS IAG Reference Number 01031097
3.    **Illinois Secretary of State – Department of Business Services**  
       File by 1 Oct (file 6 weeks prior)  
       Annual Report form  
       LJMS SOS Reference Number 59088378
4.    **Illinois Department of Revenue**  
       Expires November 1, 2012  
       LJMS Tax Exemption Identification Number E9952-4864-03
5.    **Will County Recorder's Office**  
       On File

## **Article X: Lockport Pride Travel Team:**

Lockport Pride Travel teams must continue to operate under the rules and guidelines of Lockport Junior Miss Softball, Inc. and the American Softball Association (ASA).

All travel teams will be considered an extension of LJMS, Inc and all "Rules and Regulations" as previously stated in the "Constitution of Lockport Junior Miss Softball" will apply unless otherwise noted.

### **Section 1 Team**

All levels of the Lockport Pride rosters will consist of no less than 90% of girls that reside in the regions that consist of feeder school boundaries to LTHS District 205.

All members, defined in Article III, Section 2-A, of the travel teams must abide by the code of ethics put forth by the LJMS Board. All members will complete a signed code of ethics to be kept on file throughout the season. Any misconduct will be referred to Article VI of the Constitution of the League.

The Executive Board must approve all coaches and managers for the travel level. The duties and responsibilities have been outlined in Article 9, Section 11.

The travel teams will be governed by the Travel Representative in all aspect stated in previous description in Article IV, Section 2, Number 7.

### **Section 2 Finances**

All fees and fundraisers will be determined by the Travel Representative and travel coaches and will be overseen by the Executive Board.

All expenses and purchases will be subject to approval by the Executive Board. At anytime, the Executive Board may have access to any and all financial statements under the operation of the travel teams.

Members of the Executive Board are not exempt from fees for the travel teams.

### **Section 3 Logo**

The integrity of the Lockport Pride logo and colors will be consistent, and changes will not be made without consulting the LJMS Executive Board. The colors will remain Maroon, Black and White. No changes or alterations can be made to the logo or colors without board approval. Logo is detailed below.



## **ARTICLE XI: PLAYOFF RULES AND BRACKETS**

***Refer to Attachment A***

## **ATTACHMENT A**

Method and Order for determining Team Seed Number

1. Overall Team Record
2. Team Record Head to Head
3. Coin Flip

Home Team is determined by the Highest Seed (Lowest Seed Number)









