

# **GARRETT YOUTH SOFTBALL BYLAWS**

**(REVISED MARCH 5,2022)**

## **Section 1 – Name**

- A. The official name of this Organization is Garrett Youth Softball (GYSB).

## **Section 2 – Objective**

- A. The objective of GYSB is to provide girls in the Garrett community a healthy, positive environment to learn the fundamentals of softball.
- B. To promote the ideals of Garrett’s “Character Counts Community” program.
- C. To emphasize participation, fundamentals and having fun.

## **Section 3 – Governing Body**

- A. The governing body of GYSB will consist of league officers: President, Vice President, Secretary and Treasurer.
- B. League officers for the following year will be nominated during the season ending meeting and voted for during the year ending meeting. They will be approved by a secret ballot majority vote of league coaches.

## **Section 4 – Job Descriptions**

- A. **PRESIDENT** – The responsibilities of the President of GYSB are many and varied. However, the prime responsibility is to ensure the continued operation of GYSB. This responsibility includes but is not limited to:
  - a. Maintain a clear direction for the future of GYSB and to see that this direction is followed.
  - b. Veto any decision that is not in the best interest of GYSB and its direction for the future. A veto by the President can be overturned by the head coaches or their representative of the league with a two-thirds majority vote.
  - c. The President will serve as an ad-hoc member to all committees of this league.
  - d. Select a group of candidates for the head coach position of the traveling All Stars that will be sent to the President and Vice President for the final decision.
  - e. Oversee the actions of the officers and ensure their duties are fulfilled.
  - f. Will conduct all league meetings including but not limited to a season ending meeting in August, a year ending meeting in October, and a New Year meeting in January.
  - g. Encourage participation in all divisions.
  - h. Encourage volunteer help in every area of responsibility.
  - i. Encourage financial support from local organizations and individuals.
  - j. Oversee all financial operations of GYSB.
  - k. Develop and maintain a good relationship with the community and the City.
  - l. Involve city officials, police, and fire departments with our young people.
  - m. Conduct awards presentations.
- B. **VICE PRESIDENT**
  - a. Assume the President’s office as an interim President in the event that he/she cannot perform his/her duties.
  - b. Oversee the umpire crews and ensure they fulfill their duties.

- c. Schedule umpire crews and ensure they fulfill their duties.
- d. Supervise the scorekeepers and ensure the playing field is properly maintained and setup before each game and throughout the season.
- e. Oversee a grounds keeping committee.
- f. Perform other duties as assigned by the President.
- g. Oversee and maintain all equipment in all leagues and work closely with Division Commissioners to ensure all equipment is accounted for and maintained in good, safe, working condition.
- h. Order all equipment.
- i. Oversee all financial operations of GYSB.
- j. Schedule all the games.

#### C. SECRETARY

- a. Work with and train the Assistant Secretary when one is needed.
- b. Record all meeting minutes.
- c. Handles all aspects of registrations.
- d. Organize the fundraiser.
- e. Organize the end of season awards with the President.
- f. Oversee the concession committees.
- g. Oversee all financial operations of GYSB.
- h. Perform other duties as assigned by the President.
- i. Maintain practice schedules for playing fields.
- j. Send out letters for financial support, foundations and sponsors.
- k. Oversee ballot distribution and collection for MVP voting.
- l. Collect all money from fundraiser.

#### D. TREASURER

- a. Oversee the operations of the concession stands.
- b. Develop and maintain an annual budget.
- c. Order all supplies for both concession stands and uniforms.
- d. Maintain league bank accounts, make deposits, withdrawals and keep accurate records and books.
- e. Treasurer will be responsible for season open; set-up and season close of concessions.
- f. Work with and train Assistant Treasurer when one is needed.
- g. Oversee all financial operations of GYSB.
- h. Perform other duties as assigned by the President.
- i. Hire and schedule all workers for concessions.
- j. Will be responsible for maintaining stock in concessions.
- k. Treasurer and head coach need to count money in drawer at end of the night and record on count out ticket.

#### E. HEAD COACHES

- a. Must be approved by the Officers and agree with and sign the Code of Ethics.
- b. Always represent GYSB in a high moral and ethical manner.
- c. Plan and organize all practices.
- d. Name (1) assistant coach. They must be named before draft and submitted to the rules committee for approval.

- i. As long as that girl is on your team, you may not recruit another assistant outside your team.
- e. Attend all league meetings of GYSB. In the event the head coach cannot attend, it is his/her responsibility to have an assistant take their place. This includes workdays.
- f. Get people to work in concession stand during the week assigned to your team.
- g. Oversee the fundraisers for your team.
- h. Control the conduct and attitude of your team at all times. This includes yourself, your assistants and your fans.
- i. Accept all rulings against your team in a sportsmanlike manner.
- j. The head coach will ensure that only one coach will approach the umpire at any one time to dispute a call. Only the head coach can protest a game.
- k. The head coach can request the removal of an assistant for a just reason. This request must be submitted in writing stating the reasons.
- l. Coaches are encouraged to practice their team twice a week during preseason and once a week during the season.
- m. The head coach is responsible for his team's equipment and uniforms.
- n. Use of tobacco of any kind, profanity, or unsportsmanlike conduct of any kind will not be tolerated and can be grounds for dismissal as head coach.
- o. Be responsible for the safety for the safety of your players. Coaches are required to see that players are using proper safety equipment at all times. Not following the safety protocol may result in dismissal as coach.

## **Section 5 – Equipment**

- A. Coaches are responsible for the safekeeping, maintaining good condition and preventing loss of all equipment and keys issued to them.
- B. It is the responsibility of the Coach to request issue of the replacement or additional equipment from the Vice President during the season, if necessary.
- C. Coaches must return all equipment and keys issued to their team at their last game or no later than closing ceremonies. Failure to return League property may result in suspension from the league and further action if necessary.
- D. Equipment condition and replacement will be discussed at the season ending meeting.
- E. Money is to be budgeted every year for the purchase of new equipment.

## **Section 6 – Division Eligibility**

- A. PEE WEE: League age 4-6-year-old players. The player's age on January 1<sup>st</sup> determines the league in which they will participate.
- B. INSTRUCTIONAL: League age 7-8-year-old players. The player's age on January 1<sup>st</sup> determines the league in which they will participate.
- C. MINORS: League age 9-11-year-old players. The player's age on January 1<sup>st</sup> determines the league in which they will participate.
- D. MAJORS: League age 12-14-year-old players. The player's age on January 1<sup>st</sup> determines the league in which they will participate.
- E. SENIORS: League age 15-18-year-old players. (Same as above.) (18 year olds cannot pitch.)

## **Section 7 – Registration**

- A. Will be determined by the league Secretary as long as registration is complete by the date determined by the board members each year.
- B. Any registrations turned in after the notified due date on the registration form will be penalized by \$20 per player or child in the league. It is up to the President to waive this fee if deemed an accident or the leagues failure to inform the community in any way.

## **Section 8 – Selection of Players**

- A. Blind draw by age.
- B. Player transfers.

## **Section 9 – Game Operations (see below)**

### **A. Pee Wee 10" Ball**

- a. Base Running

- i. Runner may not leave base until the ball is hit.
  - ii. Runners that are out will remain on base.
  - iii. No stealing.
  - iv. The infield fly rule is NOT in effect.
  - v. Runners may not advance on an overthrow to the pitcher or any defensive player.
  - vi. If the ball is hit into shallow outfield, within 10 feet or so proximity to the infield, runners are awarded with only the base they are going to at that time.  
NOTE: This is to allow the fielder to try to make a play without fear of the runners continuing on. (ex: If the ball is hit to outfield and is fielded before runner reaches first she may not advance.)
- b. Batting Lineup
  - i. Must consist of all eligible girls, all girls must bat.
  - ii. Each team will bat through their line-up every inning and must rotate the last batter every inning giving each player the opportunity to bat last.
  - iii. The last batter will clear and run all bases. (home run)
  - iv. Everyone must hit from tee for the first half of the season. During the second half of the season, the coach may choose to soft pitch to those players they feel are ready for live pitching.
- c. Fielding Lineup
  - i. Each player must change position every inning and each player must play every position.
  - ii. Every infield play must be thrown to first base.
- d. Field of Play
  - i. Pitching rubber is 35 feet from home plate.
  - ii. Pitching mound is a 16-foot circle.
  - iii. Base distance is 60 feet between bases.
  - iv. No running on overthrows/errors to other bases.
  - v. If a ball doesn't pass 6-foot circle the batter will re-bat.
- e. Game Times
  - i. Each game will be 3 full innings or 1 hour.
- f. Head Coaches
  - i. Will give verbal warning for first offence of verbal arguments with players or coaches; second (2<sup>nd</sup>) offence, player will be ineligible to play for one (1) game; third (3<sup>rd</sup>) offence, player will be reviewed by the rules committee.
  - ii. Absolutely no physical contact allowed.
  - iii. Will apply all rules (league or team) consistently.
  - iv. Will be on the field with their defensive team and will have umpiring responsibilities while so situated. One assistant coach may also be on the field.
  - v. Must remain in dugout entrance area or on playing field during game.
  - vi. VP will contact both Head Coaches (1 from each team) within 24 hours of the rain out. Saturdays at 8a.m., 10a.m., and 12p.m., will be the suggested rain out games. If these times do not work the VP and Head Coaches will attempt to reschedule on another day. VP will notify any team that is having practice that day that they will need to move or reschedule the practice time.
  - vii. Must sign Coaches "Code of Ethics". (Head coaches and all assistants)

- viii. Must be present at all league meetings or appoint a representative to be present. If the team is not represented at a meeting and is not excused by a call to the league Secretary or other officer, head coach can be suspended for the season. This applies to all league meetings and scheduled workdays.
  - ix. No smoking or tobacco use during games or practices. (Head coaches and all assistants.)
  - x. Visiting team is responsible for raking field and pitcher's mound and wetting after 2<sup>nd</sup> game.
- g. League Meetings
- i. Only the head coaches or one representative from each team is allowed to vote.
  - ii. A majority of teams must be represented to pass any issue.
  - iii. League President will break all ties.
  - iv. Head coaches or one representative from each team must be present at all league meetings. (Roll call will be taken.)
- h. Miscellaneous
- i. Gum and sunflower seeds are allowed in dugout or on playing field.
  - ii. Umpiring pool and head coaches will meet with officers prior to season play.
- i. Player Eligibility
- i. To be eligible to play, a girl must pay the fee required by the league.
  - ii. May not be older than eight (8) years old as of January 1<sup>st</sup> to play in this division.
  - iii. Girls will play on assigned teams unless league officers approve a change.
  - iv. Must wear team uniform and fully laced tennis shoes or baseball shoes. (No metal cleats.)
  - v. Must wear helmet with facemask at all times when batting or running the bases.
  - vi. Catcher must wear all protective equipment including helmet, facemask with throat protector, chest protector and shin guards.
  - vii. All bats must be taped, or rubber gripped.
- j. Player Conduct
- i. Must sit on bench, no standing on dugout bench.
  - ii. No foul or abusive language will be tolerated.
  - iii. No harassment or name calling may be directed at other teams.
  - iv. Only team members may seated in dugout during the game.
  - v. Team members will remain in dugout or on playing field during the game.
  - vi. All teams must clean up dugout areas after games and before they are treated.
- k. Safety
- i. Batgirl must wear helmet at all times.
  - ii. Batters and base runners must wear helmets at all times when outside the dugout.
  - iii. Players must be in dugout at all times, unless batting or on base.
  - iv. Jewelry should not be worn during games. Earrings can only be studs and must be taped. No other types of earrings are allowed.
  - v. No pitcher in dead zone. Pitcher must stand inside circle and not ahead of the machine.
- l. Umpiring
- i. Coaches of the defensive team on the field shall have umpiring responsibilities.
  - ii. May call a batter out if bat or equipment is thrown.

- iii. Will be provided a current copy of the league rules not covered by league rules.

## **B. Instructional League 11" Ball**

- a. Base Running
  - i. Runner may not leave base until ball is hit.

- ii. Any runner that leaves early will be out.
- iii. Play is dead when defensive player has control of the ball in the pitcher circle or controls the ball in front of the lead runner on any base.
- iv. All runners advance (1) base if the pitching machine is hit with a batted ball.
- v. All runners will NOT advance if the pitching machine comes into contact with a thrown ball in any manner. Play is dead on contact and runners stop at closest base.
- vi. Runner can advance to the next base if they have passed the halfway hash mark before the play is called dead. If the runner has not passed the halfway hash mark when the play is called dead, they must return to the previous base.
- vii. Player is allowed to run one base on an overthrow. If the defense makes an attempt for a play on the next base that will allow the runner to go to the next base.
- viii. No stealing.
- ix. The infield fly rule is NOT in effect.
- x. Runners must attempt to avoid contact when play is on. No contact if possible.
- xi. If the ball is hit into shallow outfield, within 10 feet or so proximity to the infield, runners are awarded with only the base they are going to at that time.

NOTE: This will allow the infielder to try to make a play without fear of the runners continuing on. (Ex.: If the ball is hit to outfield and is fielded before runner reaches first she may not advance.)

#### b. Batting Lineup

- i. Must consist of all eligible girls. If a team is short of players, less than either, they may choose eligible girls from other teams within division or bring a player up from Pee Wee.
- ii. Must be given to opposing team and official scorekeeper with starting position number and uniform number prior to start of game.
- iii. May not change once game begins, unless approved by opposing team before game start.

#### c. Fielding Lineup

- i. Six players will comprise the infield positions. Remainder of the team roster may be placed in outfield positions. Outfielders must be positioned on the outfield grass.
- ii. Free substitution will be allowed for all positions.
- iii. All players must play infield for one inning by the end of the 3<sup>rd</sup> inning.

#### d. Field of Play

- i. Pitching rubber is 35 feet from home plate.
- ii. Pitching mound is a 16-foot circle.
- iii. Base distance is 60 feet between bases.
- iv. During the first (6) games of the season, each batter will be pitched 5 pitches from a pitching machine. If the batter fails to hit after 5 pitches, the coach can choose to have the batter hit off the tee. During the last (6) of the season, each player will get 6 pitches from the pitching machine. If the batter fails to hit after the 6<sup>th</sup> pitch, the batter is out, there is no tee option at that time.
- v. During the first (6) games all teams will bat through their line-up and the score board will not be used. During the last (6) games of the season, the score board will be activated. The score will be kept, and they will play to 3 outs per inning.



- vi. During the last (6) games a (6) run rule per inning will be in effect.
- e. Game – Times
  - i. Each inning will end when the team batting accumulates any combination of three fielding outs and/or strikeouts, or when team goes through lineup.
  - ii. Time limit of 1 hour
- f. Head Coaches
  - i. Will give verbal warning for first offence of verbal arguments with players or coaches; second (2<sup>nd</sup>) offence, player will be ineligible to play for one (1) game; third (3<sup>rd</sup>) offence, player will be reviewed by the rules committee.
  - ii. Absolutely no physical contact allowed.
  - iii. Will apply all (league and team) rules consistently.
  - iv. Will be on the field with their defensive team and will have umpiring responsibilities while so situated. One assistant coach may also be on the field.
  - v. Must remain in dugout, entrance area or on playing field during game.
  - vi. VP will contact both Head Coaches (1 from each team) within 24 hours of the rainout. Saturdays at 8am, 10am and 12pm, will be the suggested rainout games. If these do not work the VP and Head Coaches will attempt to reschedule another day. VP will notify any team that is having practice that day that they will need to move or reschedule the practice time.
  - vii. Must sign coach's "Code of Ethics". (Head coaches and all assistants)
  - viii. Must be present at all league meetings or appoint a representative to be present. If the team is not represented at a meeting and is not excused by a call to the league Secretary or other officer, head coach can be suspended for one game. After three (3) absences, the coach can be suspended for the season. This applies to all league meetings and scheduled workdays.
  - ix. No smoking or tobacco use during games or practices. (Head coaches and all assistants)
  - x. Visiting team is responsible for raking field, pitcher's mound, and wetting after 2<sup>nd</sup> game.
- g. League Meetings
  - i. Only head coaches or one representative from each team is allowed to vote.
  - ii. A majority of teams must be represented to pass any issue.
  - iii. League President will break any ties.
  - iv. Head coaches or one representative from each team must be present at all league meetings. (Roll call will be taken)
- h. Miscellaneous
  - i. Gum and sunflower seeds are allowed in dugout or on playing field.
  - ii. Umpiring pool and head coaches will meet with officers prior to season play.
- i. Player Eligibility
  - i. To be eligible to play, a girl must pay the fee required by the league.
  - ii. May not be older than eight (8) years old as of January 1<sup>st</sup> to play in this division.
  - iii. Girls will play on assigned team unless league officers approve a change.
  - iv. Must wear team uniform and fully laced tennis shoes or baseball shoes. (No metal cleats.)
  - v. Must wear a helmet with face mask at all times when batting or running bases.

- vi. Catcher must wear all protective equipment including helmet, facemask with throat protector, chest protector and shin guards.
- vii. All bats must be taped, or rubber gripped.
- j. Player Conduct
  - i. Must sit on bench, no standing on dugout bench.
  - ii. No foul or abusive language will be tolerated.
  - iii. No harassment or name-calling may be directed at other teams.
  - iv. Only team members may be seated in dugout during game.
  - v. Team members will remain in dugout or on playing field during the game.
  - vi. All teams must clean up dugout areas after games and before they are treated.
- k. Safety
  - i. Batgirl must wear a helmet at all times.
  - ii. Batters and base runners must wear helmets at all times when outside dugout.
  - iii. Players must be in dugout at all times, unless batting or on base.
  - iv. Jewelry should not be worn during games. Earrings can only be studs and must be taped. No other types of earrings are allowed.
  - v. No pitcher in dead zone. Pitcher must stand inside circle and not ahead of the machine.
- l. Umpiring
  - i. Coaches of the defensive team on the field shall have umpiring responsibilities.
  - ii. May call a batter out if bat or equipment is thrown.
  - iii. Will be provided a current copy of the league rules.

### **C. Minor League 11' Ball**

- m. Base Running
  - i. Runner may not leave base until ball is hit or crosses the plate.
  - ii. Any runner that leaves base early will be out after 1 warning.

- iii. The ball is dead when the pitcher is in the pitcher's circle with control of the ball and the runners have been stopped at a base.
  - iv. No stealing on the return throws from the catcher to the pitcher.
  - v. Stealing of 2<sup>nd</sup> base will be allowed on a pass ball to the catcher. Must not be in front or to the side of the catcher. Must be behind the catcher. Umpire ruling on pass ball.
  - vi. Stealing of all bases is allowed after the ball hits or crosses home plate.
  - vii. The infield fly rule is NOT in effect.
  - viii. Slide rules is in effect – must slide to avoid contact with the play is on. No contract, no foul. NO headfirst slide into the bag.
  - ix. All base runners must stay at base when the lead runner is forced back to base by a defensive player in control of the ball, who then calls "time out". Defensive player must have control of the ball and the lead runner to be eligible to call "time out".
  - x. No intentional walks.
- n. Batting Line-Up
- i. Must consist of all eligible girls. If a team is short on players, less than (8) players, they may choose the oldest girls from the Instructional division.
  - ii. Must be given to the opposing team and the official scorekeeper with the starting position, number and uniform number before the start of the game.
  - iii. May not change once game begins. Unless approved prior to start of game.
  - iv. Any changes due to late arrival must be given to opposing coach and the official scorekeeper and that girl must be inserted at the end of the line-up.
  - v. No interchanging of team players in the same division, unless for a scrimmage game, and only after a forfeit has been declared.
- o. Fielding Line-Up
- i. Each player must play at least one (1) inning out of the first three (3).
  - ii. Each girl must play at least two (2) innings in a five-inning (5) game.
  - iii. Ten (10) players with four (4) outfielders.
  - iv. Free substitution will be allowed for all positions.
  - v. Once a pitcher is replaced, they may not return to pitch in the same inning.
  - vi. One (1) pitch constitutes an inning for the pitcher.
  - vii. Each player must play on the infield for one (1) inning before the end of the third (3<sup>rd</sup>) inning, unless for the safety of the player and it has been covered with the umpire and head coach of other team before the start of game.
    - 1. This rule is not in effect for the tournament.
  - viii. If a pitcher hits a batter with a pitch three (3) times in one (1) inning or four (4) times in one game, the pitcher can't pitch again during that game. (Umpire determines when a batter is hit.)
- p. Field of Play
- i. Pitching rubber is thirty-five (35) feet from home plate.
  - ii. Pitching mound is a sixteen (16)-foot circle.
  - iii. Base distance is sixty (60) feet between bases.
  - iv. Throwing of the bat at any time is an automatic out. NO warnings.

- v. There is no rule on how a pitcher pitches the ball as long as it is an underhand throw. Learning the actual correct method is strongly encouraged but throwing hittable pitches is desired as well.
- vi. Minor league will go to a “No walk” rule. If the pitcher throws four (4) balls to the batter a team designated coach will replace the pitcher at the mound. The batter will retain the ball count from the opposing team’s pitcher. Batter gets three (3) balls to be pitched from the coach pitcher. If the batter misses it is a strike, depending on the ball count that can constitute an out. The batter and coach have three (3) pitches total for the batter to hit the ball. A foul ball constitutes a “No Pitch” and will not be counted.
- vii. The pitcher must be on the left or right side of the mound equal to the coach pitcher or behind them.
- viii. Minor and Major League pitchers **MUST** always wear a face mask during game play unless timeout is called.
- ix. Coach pitcher **MUST** enter the field of play after the catcher throws the ball back to the pitcher and the play is dead.
- x. Coach pitcher **MUST** pitch from the pitching rubber and have one (1) foot on the rubber at all times.
- xi. Coach pitcher does not have to be a coach. It can be a parent, or the other team can pitch if needed and willing. Same rules of readiness apply.
  1. 2 outs, 3<sup>rd</sup> strike catcher drops the pitch is NOT in effect.
  2. 3<sup>rd</sup> strike – foul bunt is an out IS in effect.
  3. A ball that is pitched and hits a batter either in the air or the ground is a dead ball. Batter takes base. Batter **MUST** try to avoid being hit if possible (umpire discretion). If ruled batter did not attempt to move, pitch is a ball.
  4. If a catcher reaches out and contacts the batter the play is dead. Batter takes base.
  5. Switch hitting- the batter can only switch (1) time. Upon coach pitcher entering, the batter must remain in the current batting position.
- q. Game Times
  - i. May not score more than six (6) runs in any inning. This applies to tournament games also.
  - ii. Ten (10) run rule is in effect after four (4) innings. (Game is over.)
  - iii. Six (6) innings to a game.
  - iv. Extra innings will be allowed to break tie if within time limit. Game will end in a tie at that time.
  - v. Time limit of one (1) hour and thirty (30) minutes with completion of full inning. (If visitors and batting when time limit expires, home team will get their last bat to complete that inning.) Minor League tournament is 1hr 45 min or 6 innings. Do not start another inning after 1hr 15min in tournament or regular season. Tournament game that cannot be completed due to inclement weather will pick up where the game was stopped, on schedule make-up date.
  - vi. First game starts at 6:15pm (if a prior Pee-Wee/Instructional game has been played at 5:30) weather on Minor or Major League field. Second game starts within ten (10) minutes following the end of the first game.

- vii. NO INFIELD WARM-UPS AFTER 1<sup>ST</sup> INNING.
  - viii. Pitcher gets five (5) practice pitches in her first inning, then one (1) warm-up pitch every inning after her first inning.
  - ix. Maximum of three (3) innings per pitcher per game.
  - x. One (1) pitch constitutes an inning for the pitcher.
- r. Head Coaches
- i. May declare a girl ineligible for a game if practice prior to that game is missed without a proper excuse.
  - ii. Will not suspend a girl for more than one (1) game for each practice missed.
  - iii. Will notify Umpire and opposing coaches of suspension.
  - iv. Will give verbal warning for first offense of verbal arguments with players or coaches; second offense, player will be ineligible for one (1) game; third offense, player will be reviewed.
  - v. Absolutely no physical contact allowed.
  - vi. Will apply all rules (league or team) consistently.
  - vii. Must remain in dugout, entrance area or on playing field during game.
  - viii. Cannot reschedule games without approval of league officers. Rain out games will be played; first rainout takes first available items lot.
  - ix. Must sign coaches "Code of Ethics" (head coaches and all assistant coaches.)
  - x. Must be present at all league meetings or appoint a representative to be present. If the team is not represented at a meeting and is not excused by a call to the league Secretary or other officer, head coach can be suspended for one game. After three (3) absences, the coach can be suspended for the season. This applies to all league meetings and scheduled workdays.
  - xi. No smoking or tobacco use during games or practices. (Head coaches and all assistants.)
  - xii. Visiting team is responsible for raking field, pitcher's mound, and wetting after 2<sup>nd</sup> game.
- s. League Meetings
- i. Only head coaches or one representative from each team is allowed to vote.
  - ii. A majority of teams must be represented to pass any issue.
  - iii. League President will break any ties.
  - iv. Head coaches or one representative from each team must be present at all league meetings. (Roll call will be taken)
- t. Miscellaneous
- i. Gum and sunflower seeds are allowed in dugout or on playing field.
  - ii. Umpiring pool and head coaches will meet with officers prior to season play.
- u. Player Eligibility
- i. To be eligible to play, a girl must pay the fee required by the league.
  - ii. May not be older than eleven (11) years old as of January 1<sup>st</sup> to play in this division. Players who are eight (8) years old as of January 1<sup>st</sup> may play in this division with approval of league officers. Requested for eight (8) years old to play in this division must be received at the time of registration to be considered.
  - iii. Girls will play on assigned team unless league officers approve a change.
  - iv. Must wear team uniform and fully laced tennis shoes or baseball shoes. (No metal cleats.)

- v. Must wear a helmet with face mask at all times when batting or running bases.
- vi. Catcher must wear all protective equipment including helmet, facemask with throat protector, chest protector and shin guards.
- vii. All bats must be taped, or rubber gripped.
- v. Player Conduct
  - i. Must sit on bench, no standing on dugout bench.
  - ii. No foul or abusive language will be tolerated.
  - iii. No harassment or name calling may be directed at other teams.
  - iv. Only team members may be seated in dugout during the game.
  - v. Team members will remain in dugout or on playing field during the game.
  - vi. All teams must clean up dugout areas after games and before they are treated.
- w. Safety
  - i. Batgirl must wear a helmet at all times.
  - ii. Batters and base runners must wear helmets at all times when outside dugout. Chinstraps must be fastened.
  - iii. Players must be in the dugout at all times, unless batting or on base.
  - iv. Jewelry should not be worn during games. Earrings can only be studs and must be taped. No other types of earrings are allowed.
  - v. Shirts must be tucked in.
- x. Umpires
  - i. The league will assign umpires.
  - ii. May call a batter out if bat or equipment is thrown.
  - iii. Will be provided a current copy of the league rules.
  - iv. Will refer to current ASA rulebook for all rules not covered by league rules.
  - v. May not be a family member of a child playing that game.
- y. Batting Cage Rules
  - i. Machine is to be fed by coaches – adults only.
  - ii. No wet weather use.
  - iii. All batters must wear helmets.
  - iv. If you take the machine out, you are responsible for putting get away.
  - v. Dress up batter's box when needed.
  - vi. No climbing or hanging from any parts of the nets or cages frames.
  - vii. Report all vandals (including any players) or vandalism.
  - viii. Machine balls are to be used in cage only and not on field. Regulation softballs can be used in cage.
  - ix. Shut off power in cage when not in use.
  - x. Have a player "on deck" to keep flow going.
  - xi. Only one (1) player and one (1) coach in cage at any time.

### **C. Major League 12" ball**

#### a. Base Running

- i. The infield fly rule IS in effect.
- ii. Slide rules is in effect – must slide to avoid contact while the play is on. No contract, no foul. NO headfirst sliding into the bag. You can return to the bag headfirst.
- iii. Passed ball is any ball not controlled by the pitcher or catcher.

- iv. Dropped third strike rule is in effect. The batter becomes a runner when the catcher fails to catch the third strike, there are fewer than two (2) outs and first base is unoccupied or anytime there are two (2) outs.
  - v. Open base stealing is allowed when the ball leaves the pitchers hand (no lead off) including stealing home.
  - vi. All base runners must stay at base when a defensive player has control of the ball, who then calls "time out", forces the lead runner back to base. Defensive player must have control of the ball and the lead runner on base to be eligible to call "time out".
- b. Batting Line-up
- i. Must consist of all eligible girls. If a team is short on players, less than (8) players, they may choose the oldest girls from the Minor League division.
  - ii. Must be given to the opposing team and the official scorekeeper with starting position, number, and uniform number before the start of the game.
  - iii. May not change once game begins. Unless approved prior to start of game.
  - iv. Any changes due to late arrival must be given to opposing coach and the official scorekeeper and that girl must be inserted at the end of the line-up.
  - v. Game will be forfeited if team cannot field eight (8) or more players.
  - vi. No interchanging of team players in the same division, unless for a scrimmage game, and only after a forfeit has been declared.
- c. Fielding Line-up
- i. Each girl must play at least two (2) innings in a five-inning (5) game.
  - ii. Ten (10) players with four (4) outfielders.
  - iii. Free substitution will be allowed for all positions.
  - iv. Once a pitcher is replaced, they may not return to pitch in the same inning.
  - v. One (1) pitch constitutes an inning for the pitcher.
  - vi. If a pitcher hits a batter with a pitch three (3) times in one (1) inning or four (4) times in one game, the pitcher can't pitch again during that game. (Umpire determines when a batter is hit.)
- d. Field of Play
- i. Pitching rubber is forty (40) feet from home plate.
  - ii. Pitching mound is a sixteen (16)-foot circle.
  - iii. Base distance is sixty (60) feet between bases.
- e. Game Times
- i. May not score more than six (6) runs in any inning. This applies to tournament games also.
  - ii. Ten (10) run rule is in effect after four (4) innings. (Game is over.)
  - iii. Six (6) innings to a game.
  - iv. Extra innings will be allowed to break tie if within time limit. Game will end in a tie at that time.
  - v. Time limit of one (1) hour and thirty (30) minutes with completion of full inning. (If visitors and batting when time limit expires, home team will get their last bat to complete that inning.) All tournament games will not have a time limit. Tournament game that cannot be completed due to inclement weather will pick up where the game was stopped, on schedule make-up date.



- vi. First game starts at 6:15pm (if a prior Pee-Wee/Instructional game has been played at 5:30) weather on Minor or Major League field. Second game starts within ten (10) minutes following the end of the first game.
  - vii. NO INFIELD WARM-UPS AFTER 1<sup>ST</sup> INNING.
  - viii. Pitcher gets five (5) practice pitches in her first inning, then one (1) warm-up pitch every inning after her first inning.
  - ix. Four (4) innings pitched per game. One (1) pitch constitutes an inning for the pitcher.
- f. Head Coaches
- i. May declare a girl ineligible for a game if practice prior to that game is missed without a proper excuse.
  - ii. Will not suspend a girl for more than one (1) game for each practice missed.
  - iii. Will notify Umpire and opposing coaches of suspension.
  - iv. Will give verbal warning for first offense of verbal arguments with players or coaches; second offense, player will be ineligible for one (1) game; third offense, player will be reviewed.
  - v. Absolutely no physical contact allowed.
  - vi. Will apply all rules (league or team) consistently.
  - vii. Must remain in dugout, entrance area or on playing field during game.
  - viii. Cannot reschedule games without approval of league officers. Rain out games will be played; first rainout takes first available time slot.
  - ix. Must sign coaches "Code of Ethics" (head coaches and all assistant coaches.)
  - x. Must be present at all league meetings or appoint a representative to be present. If the team is not represented at a meeting and is not excused by a call to the league Secretary or other officer, head coach can be suspended for one game. After three (3) absences, the coach can be suspended for the season. This applies to all league meetings and scheduled workdays.
  - xi. No smoking or tobacco use during games or practices. (Head coaches and all assistants.)
  - xii. Visiting team is responsible for raking field, pitcher's mound, and wetting those areas at the last game at the end of the night.
- g. League Meetings
- i. Only head coaches or one (1) representative from each team will be allowed to vote.
  - ii. A majority of teams must be represented to pass any issue.
  - iii. League President will break any ties.
- h. Miscellaneous
- i. Gum and sunflower seeds are allowed in dugout or on playing field.
  - ii. Umpiring pool and head coaches will meet with officers prior to season play.
- i. Player Eligibility
- i. To be eligible to play, a girl must pay the fee required by the league.
  - ii. May not be older than fourteen (14) years old as of January 1<sup>st</sup> to play in this division.
  - iii. Must be twelve (12) years old as of January 1<sup>st</sup> may play in this division. Players who are eleven (11) years old as of January 1<sup>st</sup> may play in this division with approval of league officers. Requested for eleven (11) years old to play in this division must be received at the time of registration to be considered.
  - iv. Girls will play on assigned team unless league officers approve a change.

- v. Must wear team uniform and fully laced tennis shoes or baseball shoes. (No metal cleats.)
  - vi. Must wear a helmet with face mask at all times when batting or running bases.
  - vii. Catcher must wear all protective equipment including helmet, facemask with throat protector, chest protector and shin guards.
  - viii. All bats must be taped, or rubber gripped.
- j. Player Conduct
- i. Must sit on bench, no standing on dugout bench.
  - ii. No foul or abusive language will be tolerated.
  - iii. No harassment or name calling may be directed at other teams.
  - iv. Only team members may be seated in dugout during the game.
  - v. Team members will remain in dugout or on playing field during the game.
  - vi. All teams must clean up dugout areas after games and before they are treated.
- k. Safety
- i. Batgirl must wear a helmet at all times.
  - ii. Batters and base runners must wear helmets at all times when outside dugout. Chinstraps must be fastened.
  - iii. Players must be in the dugout at all times, unless batting or on base.
  - iv. Jewelry should not be worn during games. Earrings can only be studs and must be taped. No other types of earrings are allowed.
  - v. Shirts must be tucked in.
- l. Umpires
- i. The league will assign umpires.
  - ii. May call a batter out if bat or equipment is thrown.
  - iii. Will be provided a current copy of the league rules.
  - iv. Will refer to current ASA rulebook for all rules not covered by league rules.
  - v. May not be a family member of a child playing that game.
- m. Batting Cage Rules
- i. Machine is to be fed by coaches – adults only.
  - ii. No wet weather use.
  - iii. All batters must wear helmets.
  - iv. If you take the machine out, you are responsible for putting it away.
  - v. Dress up batter’s box when needed.
  - vi. No climbing or hanging from any parts of the nets or cages frames.
  - vii. Report all vandals (including any players) or vandalism.
  - viii. Machine balls are to be used in cage only and not on field. Regulation softballs can be used in cage.
  - ix. Shut off power in cage when not in use.
  - x. Have a player “on deck” to keep flow going.
  - xi. Only one (1) player and one (1) coach in cage at any time.

## **Section 10 – Code of Conduct**

**A.** This code of conduct is intended to be an outline of the principals and rules that govern the conduct of all managers and coaches, players, parents, spectators, and umpires during sponsored activities. This program is designed to teach sportsmanship, improve athletic skills, and provide wholesome and enjoyable entertainment for the youth involved. To achieve these goals, GYSB requires that players and adults, both as coaches and as spectators, adhere to certain rules of conduct. Coaches, umpires, players, and parents should remember the following principals and especially that **THE GAME AT THIS LEVEL BELONGS TO THE KIDS, NOT THE ADULTS.**

- a. Children need positive examples. Negative criticism can damage young egos and discourage athletes.
- b. Make athletic participation for the athlete a positive experience.
- c. Attempt to relieve the pressure of completion, rather than increase it.
- d. ALWAYS show respect to all coaches, umpires, and players.
- e. All coaches are volunteers giving personal time to provide a recreational activity for the athletes. Coaching is a valuable community service and should be encouraged and not criticized.
- f. Applaud good plays made by your team and by members of the opposing team. Do not criticize bad plays by either team or any player.
- g. The umpires try to officiate to the best of their ability. They may make mistakes. Do not question the umpire's judgement and never question the umpire's honesty. The umpire is a symbol of fair play, integrity, and sportsmanship for athletes.
- h. Accept the results of the game. Encourage the athletes to be gracious in victory and proud of their conduct and effort in defeat.
- i. Parental behavior greatly influences children. The attitudes shown by parents at the games towards their child, other children, opposing team members, coaches and umpires influences the child's values and behavior in sports and life. Criticism and disrespect for umpires and opponents undermine the purpose of the sport and bring into the game's stresses beyond those of competition. All parents' and coaches' comments should be kept positive at all times.

#### B. Managers/Coaches

- a. Managers/coaches must be aware of all local rules governing the game or field of play.
- b. Managers/coaches must have a copy of the rules of the sport and must read the rules before the season begins. Each coach should have a copy of the rules handy at each game. Knowledge of and playing within the rules is an integral part of the game as in any sports program. Coaches must be aware of the difference between a judgement call and rule interpretations. An umpire's call is just that is not to be disputed by a manager or coach. An umpire should never change a judgement call – prolonged questioning or arguing by a coach only sets an inappropriate tone and affects players, fans and all concerned with the team.
- c. Managers/coaches must discuss questions or rule interpretations in a mature, calm, and reasonable manner at all times.
- d. Managers/coaches shall not use loud or abusive language in front of athletes, parents, or umpires.
- e. Managers/coaches shall not use profanity at any time.
- f. Managers/coaches shall not criticize their players or opposing players in a manner that embarrasses or discredits the athlete.
- g. Managers/coaches shall exercise discipline over and be responsible for the conduct of every player on the team. However, the Rules Committee must approve any player or manager/coach suspension. Any appeals regarding the decision(s) made by the Rules Committee shall then be directed to the GYSB league of officers.
- h. Managers/coaches are responsible for the conduct of parents and fans of team members and shall cooperate with the umpire in dealing with any loud, abusive, or otherwise disruptive parent or spectator.
- i. Managers/coaches shall show good sportsmanship during the game.

- j. Managers/coaches shall remain on the field at all times during games and practices except for game related purposes or emergency situations.
- k. Managers/coaches shall be gracious in victory and graceful in defeat.
- l. Managers/coaches shall neither gloat in victory nor sulk in defeat.
- m. Field Day(s) (preparing fields for league play) is/are ***mandatory*** for all managers and coaches. Teams may be penalized for managers/coaches who fail to attend field day(s).

C. Player's Code of Conduct

- a. Players shall adhere to all league rules and regulations and follow the direction of their coaches and umpires during the game and/or practices.
- b. Players shall not use loud, abusive, or profane language.
- c. Players shall not criticize their team members, opposing team members, coaches, or umpires.
- d. Players shall be responsible for their uniforms and any equipment provided.
- e. Players shall wear their uniform in an appropriate manner at all times.
- f. Players shall not argue with the umpire's call.
- g. Players shall show good sportsmanship during the game.
- h. Players shall be gracious in victory and graceful in defeat. Players shall not gloat in victory or sulk in defeat.
- i. Players shall report to the field a minimum of thirty (30) minutes prior to their scheduled game time.

D. Parent's Code of Conduct

- a. By enrolling a child to participate in this program, parents agree to be subject to the rules and disciplinary procedures.
- b. Parents shall remain in the designated spectator areas at all times during the game.
- c. Parents may come onto the field of play or into the player's area only when invited by coach. Once a parent has agreed to help a coach, the parent is subject to all the rules governing coaches.
- d. A parent shall never use loud, abusive, or profane language while attending an event.
- e. A parent shall not question the call of an umpire or the actions of a coach during a game and may be asked to leave the premises if such actions occur.
- f. Parents shall not have alcohol at any time on the field of play or during the game.
- g. Parents shall show good sportsmanship during the game.
- h. Parents shall be gracious in victory and graceful in defeat. Parents shall not gloat in victory nor sulk in defeat.
- i. Parents should volunteer their time to assist managers and the league whenever possible, requested or required (i.e. concessions, field preparation before and after games, etc.)
- j. Parents must inform the manager/coach of the player's absence at least two (2) hours before the scheduled game time.
- k. Parents are responsible for the dropping off and picking up of the players within a reasonable time frame. Parents are also responsible for any player's conduct in their parents' absence.

**Section 11 – All- Star Policy**

A. Coaching

- a. Selection of potential head coaches will be submitted to officers for final selection.

- b. The head coaches in the league will have first option to assistant coaching. If there are not two (2) head coaches that do not wish to assist than the All-Star coach may go elsewhere for his/her assistance. All potential assistant coaches will be submitted to the Rules Committee for final selection.
- B. Players
  - a. Team selection will be selected by the coach.
    - i. There will be an All-Star selection committee consisting of the head coach, assistants and two (2) unbiased individuals.
    - ii. Two (2) All Star teams may be sent if interest/participation warrants.
- C. Additional Rules and Qualifications
  - a. Age groups for All Stars is as follows:
    - b. 8U – 8yrs old before January 1<sup>st</sup>.
    - c. 10U – 10yrs old before January 1<sup>st</sup>
    - d. 12U – 12yrs old before January 1<sup>st</sup>
    - e. 14U – 14yrs old before January 1<sup>st</sup>
- D. All coaching of All Stars will first be offered to current league head coaches. If no head coach wishes to coach All Stars it then will be offered to someone outside of the league. All coaches are to be approved by the board.
- E. All head coaches are responsible for setting up their own schedules and games. They must be submitted to the Board for approval. The league will determine how many tournaments will be paid for by the league.
- F. All players MUST try out for their own age group. Players are not allowed to try out for any other age group unless the league agrees to the move, or a team is not available for their age.
- G. All player transitions to another age group are only to be allowed by the board. The current age group coach will have a strong determination in the move being allowed or not. This is to allow for fair play amongst all age groups.

## **Section 12 – Financial and Accounting**

- A. Authority
  - a. League officials shall govern all matters pertaining to the finances of GYSB and it shall place all income, including auxiliary funds, in a common league treasury, directing the expenditure of funds in such a manner as will give no individual or team an advantage over those in competition with such individual or team.
- B. Contributions

- a. The league officers shall not permit the contribution of funds or property to individual teams but shall solicit funds for the common treasury of GYSB, thereby to discourage favoritism among teams and to endeavor to equalize the benefit of GYSB.
- C. Solicitations
  - a. The league officers shall not permit the solicitation of funds in the name of the GYSB unless all the funds so raised are placed in the GYSB treasury.
- D. Disbursement of funds
  - a. The league officers shall not permit the disbursement of GYSB funds for other than the conduct of league activities in accordance with the rules. All disbursements shall be made by check. The GYSB treasurer shall sign all checks and such other officer(s)/person(s) as the league officers shall determine.
- E. Compensation
  - a. No director, officer or member of the GYSB shall receive, directly or indirectly any salary, compensation or emolument from the league for services rendered as Director, Officer or Member.
- F. Deposits
  - a. All monies received, including auxiliary funds, shall be deposited to the credit of GYSB league at the Garrett State Bank.
- G. Fiscal Year
  - a. The fiscal year of the GYSB league shall begin January 1<sup>st</sup> and shall end on December 31<sup>st</sup>.
    - i. At the end of each fiscal year, the books of this league shall be closed and reviewed by an accountant or other person, or entity selected by the league officers. Annual financial reports shall be promptly mailed to each league officer and the President shall make an annual report of financial condition to the members at each annual meeting by the treasurer or another officer. A copy of any such report shall also be furnished to any person or entity authorized to receive the same by the league officers. The treasurer shall present interim financial reports to the league officers at each regular meeting of the league officers.
- H. Section Gifts
  - a. This league may accept and receive gifts, donations, grants, devices and bequest of money or property of any kind in furtherance of this league's purpose and goals with such conditions, reservations and qualifications as the league officers may consider appropriate.

### **Section 13 – Fiscal Year and Accounting**

- A. At the end of each fiscal year, the books of this league shall be closed and reviewed by an accountant or other person, or entity selected by the league officers. Annual financial reports shall be promptly being mailed to each league officer and the President shall make an annual report of financial condition to the members at each annual meeting by the treasurer or another officer. A copy of any such report shall also be furnished to any person or entity authorized to receive the same by the

league officers. The treasurer shall present interim financial reports to the league officers at each regular meeting of the league officers in a form prescribed by the league officers or by this league's financial policies.

## **Section 14 - AMENDMENTS**

- A. Amendments to this constitution must be approved by a majority vote of the league head coaches or their representatives.

### **BY-LAW AMENDMENT VOTED AND PASSED BY MAJORITY 3/08/09**

\*Punishment for rule infraction section C rule#1, 2, 7 minor and major leagues only. Only a head coach may point out this rule infraction. Umpires will only enforce this rule. All reported violations shall be enforced.  
1<sup>ST</sup> Offense: Team breaking the rule shall forfeit its next three (3) batters in their next full at bat. Batters shall be counted as strike outs, and this will count as a full pitched inning for the opposing team (this will be counted as one half inning accordingly). Infraction team shall rotate players per by-laws in their next defensive inning. Rule shall be in effect until bottom of 5<sup>th</sup> inning for majors and next to the last inning for minors after this (no foul).  
2<sup>nd</sup> Offense: Infraction team shall forfeit the game. If it is a tourney game, (double elimination) one (1) game shall be forfeited, if the team already has one (1) loss, they will be eliminated from the tourney. The head coach will be suspended for a period to be determined by the Rules Committee. All offenses shall be reported to the league President. All infractions will be tallied per season, not per game (Two (2) offenses per season).

### **BY-LAW AMENDMENT VOTED AND PASSED BY MAJORITY 4/16/15**

\*In the Major League there are no limit on the number of innings a pitcher can pitch.  
\*In the Instructional League the second half is coach pitch instead of pitching machine.

### **BY-LAW AMENDMENT VOTED AND PASSED BY MAJORITY 8/15/17**

(All rule changes were brought to leadership for changes by the coaches and voted on during the meeting)

\*Minor and Major League pitchers are limited to three (4) innings per game. One (1) pitch constitutes an inning.

\*Minor League will go to a "No Walk" rule. If the pitcher throws four (4) balls to the batter a team designated coach will replace the pitcher at the mound. The batter will retain the ball count from the opposing team's pitcher. Batter gets three (3) balls to be pitched from coach pitcher. If the batter misses it is a strike, depending on the ball count that can constitute an out. The batter and coach have three (3) pitches total for the batter to hit the ball. A foul ball constitutes a "No Pitch" and will not be counted.

\*Minor and Major League pitchers must always wear a face mask during game play unless a timeout is called.

\*Pitching machine is removed from the game in the Instructional League. Wording was added to correct The removal of the machine.

"During the first half of the season, each batter will be pitched 4 pitches from a coach pitcher. If the batter fails to hit after 4 pitches, the coach can choose to have the batter hit off the tee. During the second half of the season, each player will get 6 pitches from the coaches. If the batter fails to hit after the 6<sup>th</sup> pitch, the batter is out, there is no tee option at that time."

\*Pee Wee rule (iv) and Instructional League rule (ix) was removed from Base Running Rules.

"If the ball is hit into shallow outfield, within 10 feet or so proximity to the infield, runners are awarded with only the base they are going to at that time. NOTE: This will allow the fielder to try to make a play without



fear of the runners continuing. (i.e., if the ball is hit to outfield and is fielded before runner reaches first, she may not advance.)”

(The rule was removed to not discourage a good hit by the batter and make the defensive team accountable for understanding the outfield and where to throw a ball to stop a runner.)

\*Under “Player Eligibility” the wording was changed pertaining to wearing a helmet. It was added a helmet with a face mask must be always worn when batting or running the bases.

### BY LAW AMMENDMENTS VOTED AND PASSED BY MAJORITY 3/31/2019

\*Minor League Changes/Additions

\*Coach pitcher MUST enter the field after the catcher throws the ball back to the pitcher.

\*Coach pitcher MUST always pitch from the pitching rubber and have (1) foot on the rubber.

\*Coach pitcher does not have to be a coach. It can be a parent, or the other team can pitch if needed And willing, Same rule of readiness apply.

\*2 outs, 3<sup>rd</sup> strike catcher drops the pitch is NOT in effect.

\*3<sup>rd</sup> strike – foul bunt is an out IS in effect.

\*A ball that is pitched and hits a batter either in the air or the ground is a dead ball. Batter takes their base. Batter MUST try to avoid being hit if possible (Umpire Discretion). If ruled batter did not attempt to move, pitch is a ball.

\*There is no rule on how a pitcher pitches the ball if it is an underhand throw. Learning the Actual correct method is strongly encouraged but throwing hit able pitches is desired as well.

\*Throwing of the bat at any time is an automatic out. No warnings. This is for the protection of the Catcher and the umpire.

\*If the catcher reaches their glove out and contacts the batter or bat it is an automatic dead ball. Batter takes their base.

\*Switch hitting – Girl can switch sides of the plate only (1) time. The batter cannot switch sides if the coach pitcher comes into the game. They must remain on the side they were hitting from.

### All Star Rule Additions that were not in the bylaws

\*Age groups for All Stars is as follows:

8U – 8yrs old before January 1<sup>st</sup>.

10U – 10yrs old before January 1<sup>st</sup>

12U – 12yrs old before January 1<sup>st</sup>

14U – 14yrs old before January 1<sup>st</sup>

\*All coaching of All Stars will first be offered to current league head coaches. If no head coach wishes to coach All Stars it then will be offered to someone outside of the league. All coaches are to be approved by the board.

\*All head coaches are responsible for setting up their own schedules and games. They must be submitted to the Board for approval. The league will determine how many tournaments will be paid for by the league.

\*All players MUST try out for their own age group. Players are not allowed to try out for any other age group unless the league agrees to the move, or a team is not available for their age.

\*All player transitions to another age group is only to be allowed by the board. The current age group coach will have a strong determination in the move being allowed or not. This is to allow for fair play amongst all age groups.

### BY LAW AMMENDMENTS VOTED AND PASSED BY MAJORITY 7/06/2020

\*Stealing of 2<sup>nd</sup> base will be allowed on a pass ball to the catcher. Must not be in front or to the side of the catcher. Must be behind the catcher. Umpire ruling on pass ball.

\*The pitcher must be on the left or right side of the mound equal to the coach pitcher or behind them.

BY LAW AMMENDMENTS VOTED AND PASSED BY MAJORITY 8/22/2021

\*Instructional League will go from coach pitching to automatic machine pitch. Rules will be added at a later date to protect for the automatic machine pitch. For example, if the machine is hit with a batted ball the play is dead and the batter will take their base. All other runners advance 1 base.

\*Instructional League was passed to go to a live game ½ way though the season where the score will be counted and they will play to (3) outs.

\*Board votes to change organization name to GARRETT YOUTH SOFTBALL (GYSB)