

McFarland Softball Association – By-Laws

Sec. I – The McFarland Softball Assoc. (MSA) shall function and exist for the primary purpose to encourage, promote and maintain recreational softball, kickball and other sports in the McFarland School District with the intent to nurture a healthy activity to all participants and spectators with the end result to be the development of increased community spirit and enjoyment.

Sec. II – The affairs of the MSA shall be overseen by a Board of Directors consisting of regular members assigned to certain positions and directed by the Commissioner whom is appointed by a majority vote of the regular members sitting on the Board. Any vacancy on the Board will be filled by the Board with a majority vote. It is preferred that each league operating under the MSA will be represented by at least one person. The Board should not have two or more members that participate on the same team, even if they claim to be representing different teams that they may be members of.

A. – The Board should consist of the minimum members: 1) Commissioner / Secretary, 2) Treasurer, 3) Scheduling / Standings, 4) Umpires, 5) Equipment, 6) Grounds. Anything above and beyond this minimum would be preferred and recommended. However the Board should be able to function adequately with the above six positions filled adequately.

Sec. III – The Board shall act as the executive body of the MSA to make rules and regulations concerning all activities taking place under the scrutiny of the MSA assuming any decisions are made in the best interest of the majority of the participants in the league(s) under consideration. Some decisions may need the approval of the McFarland Parks Committee and/or The Village of McFarland. The Board shall meet regularly throughout the calendar year to conduct necessary business and may meet as needed to handle special or time sensitive matters.

Sec. IV – For voting purposes a majority shall rule on behalf of the Board. When urgent decisions need to be made a Board member may be qualified to do so assuming the decision is absolutely necessary and is being made in the best interest of all MSA participants being affected by the decision. No decisions will be made resulting in favoritism or special accommodations to particular teams to benefit them unfairly. All decisions will be made in the true spirit of the MSA and to the benefit of all of its participants.

Sec. V – All men and women are eligible to participate in MSA leagues assuming they are at least 18 years of age and have graduated from High School or equivalent. Certain leagues may have other restrictions of participation that must be met. Some leagues may have exceptions to certain rules, but no exceptions may be made to any teams in order to benefit them uniquely or to provide them an unfair advantage. Managers must be responsible to maintain the spirit of the MSA or could be asked to step down from their position by majority vote of the MSA Board.

Sec. VI – Each league will have a Champion or Co-Champions decided upon by the rules of the particular league. Some leagues may have play-offs while other leagues will not. These guidelines will be determined based on the number of teams in the given league and what will work best in the interest of all teams in that league. A vote of the Managers of that league may be necessary however the MSA Board does reserve the right to make the final decision should they feel it is in the best interest of the league and all of its participants.

A. - Should a playoff or Championship game be necessary, these games will be played in their entirety to determine the winner. There will be no run rules or time limits in these games.

- B. – Umpires will be decided on a per league basis and agreed upon by the MSA Board and the Managers of that particular league. The teams participating in that league requesting/requiring the services of Umpires will cover any and all Umpire fees. Every effort will be made by the MSA Board to supply ASA Umpires when possible.

VII – Current ASA (Amateur Softball Association) will govern the rules of the MSA leagues with local rules and procedures overriding / complementing the ASA rules when deemed necessary. Two competing Mgrs. may not agree to ignore any rules in place in order to “do things their own way”. Violations such as this may result in removal from the league or suspension for a determined period of time.

- A. Equipment will be determined legal or illegal and communicated sufficiently with all teams prior to the start of the season. Ignorance of such restrictions is not acceptable and will be heavily punished if violated by any players/teams.
- B. Age restrictions / limitations are made in fairness to the participants in the given league. Any violation or ignorance of prescribed rules will be punished by suspensions or removal from the league.
- C. Alcohol is permitted for consumption assuming the player(s) are of legal drinking age. Any underage consumption will result in suspension or dismissal of the player(s) and Manager(s) involved. **NO GLASS IS PERMITTED IN BRANDT PARK.** Violation of this will be handled on an as-needed basis and can result in forfeiture if the spirit of the league is being affected.
- D. Teams must have a minimum of 8 registered players to begin a game. If a team does not have enough players to field a legal team, the opposing Manager may allow them to “pick-up” players at that time to make a game of it. The opposing Manager may deem the game a forfeit since illegal player(s) are being used. Up to 10 players may be played in the defense. There is free substitution in all MSA leagues.
- E. Scorecards must be completely filled out and turned in immediately after completion of the game. Both Managers must sign the card prior to turn in (any Umpire must also sign if applicable). The scorecard is to be supplied by the HOME TEAM, and their Mgr. is responsible to turn in the card immediately after the game.
- F. Players. Teams must have a minimum of 8 players to play a legal game. Late arriving players may join the line-up until such time his/her team’s first batter in their line-up has not batted yet in the 4th inning. After that point, late players may only enter the game as a substitute. 10 players is the maximum that any team may play in the field at one time. You may bat as many players as you have on your roster. You may not drop a player from your line-up once the game has commenced, except for injury or valid emergency. An injured runner may be substituted by their teammate that made the last out for their team. You may freely substitute players defensively as long as they are in your original line-up.
- G. No pitches are required to be thrown for an intentional walk.
- H. Strikes are when any part of a legally thrown ball (minimum arc must be equal to or higher than the pitcher’s height (eg If the pitcher is 6 feet tall the ball must have at least a 6 foot arc), no maximum arc) hits any part of the plate or mat. Or if the players swings and misses.
- I. Second Strike Foul: With less than two outs and a ball is hit foul on the first strike, runners may advance after the ball is caught and they have tagged up. Runners may not advance if the ball is dropped. A second strike foul, whether caught or not, is a dead ball, runners cannot advance and the batter is out.
- J. Runners cannot lead off and will be called out should they leave their base before the ball is hit.
- K. A legal game shall consist of 7 innings. In case of bad weather 5 innings shall be considered complete. Anything short of 5 innings will be re-played in its entirety. A time limit of 1 hour

and 15 minutes shall decide the game is other games are being delayed. If you are the last game of the night, play as long as it takes.

- L. Line between Third base and Home Plate: The runner cannot return to third once he/she has touched or crossed this line. The runner must go home and will be out by the catcher touching the plate while in control of the ball or touching the runner with the ball. A runner may return to third if a hit ball is caught on the fly or if the ball goes foul. Should a runner return to third after touching or crossing this line, he/she cannot be put out if the defensive team fails to touch Home Plate with the ball prior to the next pitch being thrown.
- M. INFIELD FLY: This rule will be in effect when there are runners on first and second base, or first, second and third with less than two outs. Any batter hitting a fair fly ball (not including line drives), which can be caught by an infielder with ordinary effort, will be called out. Runners may advance at their own risk after tagging up.
- N. HOME PLATE: The catcher is entitled to the plate and the runner is entitled, and expected to cross on the mat. This is to avoid collisions and reduce possible injuries. The catcher may not block the mat preventing the runner to score. A runner is out should the catcher choose to tag them rather than the plate.
- O. 15 Run Rule: If two teams scores are separated by 15 runs or more after 5 complete innings the game is over. You may continue your game as long as you are not delaying the normal start of another game.
- P. NO METAL SPIKES. NEVER.
- Q. Sliding is allowed at all bases (not home plate) except in Tuesday night Men's league. This league does allow players to dive back to a base headfirst.
- R. AGE REQUIREMENTS: All players must be at least 18 years of age and no longer attending high school. Tuesday night Men's requires players to be a minimum of 35 years of age. Each roster may include up to 2 players at least 30 years of age. Any additional players under this age requirement on your roster will cause your team to forfeit any games they participated in. They will have to be removed from your roster and will not be allowed to play until they reach the minimum age. Three or more players under 35 years of age are NOT ALLOWED and your team will be subject to disqualification and or dismissal.
- S. On game night's batting practice before games on groomed fields is prohibited. Warming up will be allowed but NO batting is allowed by either team.
- T. VIOLATION of any of our local rules will result in a punishment (to the player(s), Manager or team) to be determined as appropriate by the Board at its sole discretion. The Board's decision will be final and binding.

FEES

1. Each player on your roster is responsible for a \$15 player fee. Resident or non-resident included. Note that if any of your players are on another team in a second league, you will still be required to pay the same \$15 for each roster spot.
2. Out of Town Teams, is when 6 or more of your players reside outside of McFarland. Should your roster fall under this description, you will be responsible for a \$100 team fee in addition to the player's fees.
3. Park Fee: Each team in each league will be responsible for a \$50 team fee. This money goes to the Association and is used for upkeep and maintenance.
4. UMPIRE FEES: Leagues with paid umpires will be responsible for a fee to help cover these costs.