

The Holmdel Softball Club Constitution April 28, 1995

This document shall be re-evaluated each year, and changes must be approved by a majority of team representatives (one team, one vote).

1. LEAGUE ORGANIZATION

1.1 League Council The league shall be governed by a league council. The league council shall consist of one representative from each team that is a member of the league. The president shall call and conduct council meetings at any time which the president deems necessary, and the majority rules on all motions. The first meeting will be held near the beginning of March.

1.2 Officers The league council will elect four officers from its membership to aid the governing of the league: president, vice-president, secretary and treasurer. These will be elected at the first meeting of the league council each year. Officers retain their positions and responsibilities until someone is elected to replace them or they leave AT&T.

1.3 Divisions The league will be broken into a number of divisions. What division a team resides in will, in general, be decided by the team itself. However, if the general consensus is that the team is trying to play in a division below its capabilities, or if other valid reasons exist to move the team out of the division it chooses, a majority vote of the two divisions involved will decide the ultimate location of the team in question. All teams must register and pay team fees by the third league meeting. No team can enter the league after the second league meeting. Each division will hold a division council meeting consisting of league council members whose teams are in that division to determine what rules peculiar to that division may be necessary to add to the league rules. These rules will be reported to the president or the council member responsible for maintaining the constitution and the chief umpire of that division.

1.4 Executive Board The executive board will consist of the four elected officers and two league council members from each of the divisions. Officers may or may not be a division representative. The president is responsible for calling necessary meetings of the executive board.

1.5 Rosters Players are primarily AT&T employees, contractors or RVs, but may include spouses and dependents of AT&T employees and RVs 18 years of age or over. Each team will submit a roster to the responsible league member at the time the team fees are paid. The roster must list the names and phone numbers of each player on the team. No player's name will appear on more than one team's official roster. If a player is found to be playing on more than one team, the president has the right and obligation to remove that person from the league for the remainder of the year. The manager of the offending team will be suspended for a period to be determined by the League President. Managers should make everyone on their team aware of the consequences of playing with more than one team.

If a player is dropped from a team's roster, the player will remain dropped from this team's roster

for the remainder of the season. Teams entering new players on their official roster must notify the council member responsible for rosters or the league president before 12 noon of the day of the game in which the player is to participate. A player may change teams without penalty until noon of the first scheduled playing day of the fourth week of regular season play. After that date a player changing teams will not be eligible to play in the new team's next two games. It is the League president's job to help new players to find an appropriate team.

1.6 Finances Each division may have regular season/playoff schedules and umpiring plans peculiar to the division, so each team's fees will represent half the cost of the umps used in each game the team plays, plus a fraction of the fees required for use of off-premises fields. It is the job of the Treasurer to estimate the fees for each team, and collect all fees before the season starts. Any money left at the end of the year will be added to the league's treasury reserves, this includes money collected for games that were not played. In the event that a game was played and the umpire was not in attendance, both teams will be credited in the amount of half the umpire fee.

1.7 Umpires Each division will elect a Chief Umpire, who will be responsible with assigning umpires to division games according to that division's umpire policy.

2. JOB DESCRIPTIONS

The following jobs need to be filled in order for the league to run smoothly. The President, Vice-President, Secretary and Treasurer must be elected by a majority of the league council. The other positions will be filled by volunteers with no election. If no one will volunteer for a job, someone on the league council without a job will be drafted by some arbitrary means to be determined by the President. New teams entering the league will be drafted first for jobs pertaining to their divisions. New teams are exempt from the Chief Umpire job. Teams that held jobs the previous year will be exempt from any drafting for jobs unless there are no non-exempt teams left to fill the job. Jobs may be formed at any time the President feels it necessary. In the same manner, jobs may be removed that the President feels are unnecessary. The President can convene the Executive Board at any time to re-assign jobs if necessary.

2.1 President The President is responsible for the overall management of the league. Responsibilities include calling Council and Executive Board meetings, being the contact for teams wishing to join the league, promoting the league, and any other duties the President finds it necessary to perform.

2.2 Vice-President The Vice-President assumes the President's responsibilities and duties if for any reason the President cannot perform.

2.3 Secretary The secretary will be responsible for taking minutes at all league council and executive board meetings and distributing them to the members of each. The secretary must also maintain the league constitution and distribute it to all league council members once at the beginning of the year after the changes have been resolved. The secretary may also be asked to aid in distribution of other information to league council members by providing labels, address lists, etc.

2.4 Treasurer The treasurer is responsible for handling all facets of the league finances. It is the treasurer's responsibility to interface with the Equipment manager to buy the equipment for the league; to pay the umpires for the games they have done, and to determine the team fees.

2.5 Chief Umpires Each division will have a chief umpire. This job consists of scheduling the plate umpires for a division. A list of the umpires scheduled should be sent to the managers in each division. A pre-season meeting should be held with the umpires and the division managers to go over ground rules for each of the fields and rules specific to that division. In addition, the chief umpire has the responsibility for canceling games due to inclement weather, national disasters, etc. until 4:00 PM for weekday games and until 4 PM Friday for games played on the weekend.

2.6 Equipment This job entails purchasing all equipment needed for the league including bases, plates, pitching rubbers and equipment bags. The appropriate equipment should then be given to the person responsible for fields and off-premises equipment.

2.7 Field Preparation This person is the contact for the league with AT&T Bell Labs Plant operations. They should ensure that plant has the fields ready to play for the start of the season, that the boxes for keeping rakes, shovels, etc. are in good condition, and that plant keeps the fields in playable condition during regular season play. It also involves preparing the five AT&T Bell Labs fields for play by accurately locating and anchoring bases, pitching rubber, etc. Necessary equipment may be gotten from the equipment manager and should be returned to him at the end of the season.

2.8 Off Premise Equipment This job consists of storing the off premise equipment bags and checking them out to the home team managers on the days of the game. Strict accounting of the who has all off premise equipment must be kept, thus the person who has this job should know where all off premise equipment is at all times.

2.9 Practice Schedule This involves scheduling teams for practice on the fields that are available until the day of the first game. At that time it becomes the rescheduler's responsibility. Practices will be scheduled however the responsible person sees fit, but must be done fairly and evenly distribute practices to all teams.

2.10 Rescheduler This person will have responsibility to reschedule postponed games. It will be the team managers' responsibility to agree on a date and notify the rescheduler. The home team's manager must request reschedules within 3 weeks of a postponement, or forfeit the game. The rescheduler in turn will notify the chief ump, base ump, and standings for the division affected.

2.11 Non-Refundable Team Deposit A \$100 non-refundable deposit is due by each team requesting to play in the league during the upcoming season by the second league meeting. This fee will be applied to the team fee for the season. The \$100 fee should be paid by check payable to "Holmdel Softball Club".

2.12 Rosters Each team will be required to send a roster to this council member and the President. This council member will also be notified of any additions or deletions of players to a team's roster during the season.

2.13 Schedule This job entails scheduling all league games. The schedule will be generated immediately after team fees have been received, and distributed before the season starts. Once the schedule is generated, teams may submit requests for rescheduling two weeks after the original schedule is distributed. After the season starts, rescheduling is permitted only for games postponed due to unsafe field conditions. Only teams which have paid team fees by the due date will appear on the schedule, and the schedule will only be generated once.

2.14 Standings/Forfeits This job will be done on a divisional basis. The standings job requires divisional standings to be compiled once per week during the season on Tuesday, and send them to the divisional members. Standings will include each divisions standings and scores of games played during the previous Monday through Saturday schedule. Scores, postponements, forfeits will be reported by each manager to the divisional standings/forfeit person by means of electronic mail. If a team forfeits three games in a single season, then that team will be disbanded without refund immediately after the third forfeit, and they forfeit all their remaining games. The intended opponents of that team for the remaining games may have the fields for practice games.

2.15 Unassigned Players This job handles collecting information from new people who want to enter the league and finding a team for those new people. This person's name should be included in the AT&T Club notice as the person to contact instead of the president.

3. THE GAME

The Official Softball Rules as adopted by the Amateur Softball Association of America as they pertain to modified fast pitch shall be the authority governing rules of play. Each division may replace or supplement ASA rules by majority vote, and these modifications shall be distributed to each team before the season starts.

3.1 Responsibilities

3.1.1 Chief Umpire The chief umpire shall decide whether or not weather or field conditions warrant postponement of a game and inform the managers and umpires of any postponement. These decisions will be made no earlier than 3 pm on the day of a weekday game and no later than 4 pm. Thereafter it becomes the assigned home plate umpire's decision. The chief umpire may call Saturday's games up until Friday at 4 pm. After that calling the games becomes the home plate umpire's responsibility. Managers must get in touch with the home plate umpire or vice versa if the weather is questionable for a weekend game.

3.1.2 Home Team The home team shall be responsible for equipment needed to play on off premise fields. When at AT&T fields, the home team shall be responsible for raking in the mound, home plate, and first and third baseline areas after each game. It is crucial to manicure the fields properly to maintain the fields in good condition throughout the season. The field umpire will be responsible for verifying that the home team rakes the field after the game. If the umpire does not feel that the home team has in good faith complied with this responsibility, the

umpire will report the incident to the division chief umpire who will in turn notify the President of the league. Assessment of fines or penalties for such offenses have not been defined. The home team shall keep the back-up ball after each game.

3.1.3 Manager Prior to each game a field manager for each team will be designated. The field manager will be the only team member permitted to discuss rule interpretation or question an umpire's call during the game. Each team manager will be held responsible for the conduct, safety and welfare of the players during the course of the game. Team managers will also be responsible for their guests at the game. If an injury occurs during the game, the manager should obtain a copy of the Recreational Injury Report from the league president and return it with the appropriate information. It shall be the responsibility of the managers of opposing teams to verify the game score during and after the game. Game books will be filled out using last names.

It shall be the responsibility of the home team manager to report the game results (including date, field, teams, league, outcome of the game and if the umpire was present), even if the game was not played, to the division standings person, the division chief umpire, and the away team manager via email within one week after the scheduled date of the game. If the game was called off by the chief umpire, the game results report need not be made. All rescheduling of games MUST go through the rescheduler.

3.1.4 Umpire The umpire may eject any player from a game without warning if, in the umpire's judgment, the player has committed a violation of sportspersonlike conduct. In particular, an umpire must eject any player who, in the umpire's judgment, is guilty of using unnecessary roughness. That player will be tried for a possible suspension as outlined in Section 3.4. Also, umpires should note in the Official Rules - Rule 8 Sec. 5 part c. Any decision concerning rules interpretations shall be the responsibility of the plate umpire.

3.2 Starting Times Game time is 6:00 PM for all games during the week. Weekend game times will be at 10:00 AM, 12:00 PM, 2:00 PM, 4:00 PM and 6:00 PM. Games scheduled on the weekend must finish by the starting time of the next game or else they will be called by the umpire. Games called because of time will be treated the same as a game called for any other reason, except that umpires will be paid for a full game. Games will be postponed due to field conditions only. Postponed games shall be rescheduled by the council member responsible for rescheduling. If, for any reason, a postponed game cannot be rescheduled prior to the conclusion of regular league play, that game shall be played subsequent to the conclusion of regular league play unless the division chief umpire has declared the season over. If a team refuses to reschedule a game because a loss would hurt their playoff chances the game will be declared a forfeit. This will be determined by the President.

If a team cannot field the minimum eight players by game time, they will forfeit the game. If a team fields a player who is not on their official roster, they will forfeit the game. It is urged that any violation of this rule, regardless of the outcome of the game, should be reported to the plate umpire, who in turn will submit a report to the president. If for some reason other than specified in the third paragraph a team cannot be fielded for a coming game, that team will forfeit the game. The team captain should notify the chief umpire and base umpire managers and the captain of the opposing team no later than one day before the game is scheduled. If both teams cannot

field the minimum of eight players, they will both suffer a loss. The loss will go on the official records.

Forfeit data will be collected on a division basis by the person responsible for standings/forfeits. If a team forfeits three games in a single season, then that team will be disbanded without refund immediately after the third forfeit, and they forfeit all their remaining games. The intended opponents of that team for the remaining games may have the fields for practice games. If a team begins a game with fewer than eleven players, and if an additional player arrives after the game has begun, the additional player may be inserted into the game. However, the insertion must be made at the end of the first half-inning which concludes after the additional player arrives, and the additional player must bat in the lowest spot in the batting order.

AT&T Bell Laboratories cannot be held responsible for any injuries sustained while playing softball. Players play at their own risk. If, during the course of a game, a team is reduced to fewer than the minimum number of players needed to field a team and if this reduction is due entirely to injuries, the plate umpire shall permit that team to continue play if, in the plate umpire's judgment, they still have a chance to win the game and its continuation would not produce a travesty of the game of softball. If during the continuation, the umpire judges that such a travesty is taking place, the umpire shall declare the game to be NO CONTEST and the team reduced by the injuries will forfeit. If both teams should be reduced, the game shall be declared NO CONTEST and both teams shall forfeit.

3.3 League Rules

3.3.1 Pitching Regulations The league will be a modified fast pitch league with rules the same as regular fast pitch with the below exceptions.

RULE 6 - Sec 4. THE PITCHER MAY USE ANY WIND-UP DESIRED PROVIDING:

- a. The first motion of the pitching arm after the start of the pitch must be backward. The pitcher must release the ball on the first forward swing of the pitching arm past the hip.
- b. The pitcher may not use a wind-mill, figure eight or sling shot type pitch nor make a complete revolution in the delivery. NOTE: A "sling shot" type pitch is defined as turning the body toward 1st and 3rd base.
- c. The pitcher may not have a stop or reversal of the forward motion of the pitching arm.
- d. The pitcher may not continue to wind-up after re- leasing the ball, nor make any motion to pitch without immediately delivering the ball to the batter.
- e. The pitcher may drop the arm to the side and to the rear before starting the backward swing.
- f. There is no penalty for the ball touching the hip in the forward swing.

3.3.2 Helmets The AT&T Bell Labs Holmdel Softball Club DOES NOT require wearing of helmets when batting or running bases. This rule is of particular importance to the A and C leagues whose umpires are hired outside AT&T and may have not be familiar with our club rules.

3.3.3 Spikes Spikes are not permitted. The umpire will automatically eject any player who is caught wearing spikes. Should a player be caught in violation of this rule a second time, the player will be suspended from league play for three games, in addition to the game from which the player is ejected. Dull, non-metal cleats are permitted.

3.3.4 Unnecessary Roughness No unnecessary or malicious roughness will be permitted in this league. It will be the plate umpire's responsibility to enforce this by calling out or ejecting any player from the game who the plate umpire feels is violating this rule. The umpire will report the ejection along with the pertinent information to the president the next working day. The president will convene a committee consisting of the executive board and the plate umpire to decide whether the player should be suspended. Since unnecessary roughness is a judgment call, it is not protestable.

3.4 Ground Rules At this time, the ground rules have not been determined due to the unstable conditions of all playing fields. When ground rules are documented, all managers will be notified.

3.5 Protests A protest must be lodged with the umpire by the team captain immediately following the protested decision. The umpire will acknowledge the protest by announcing that the game is being continued under protest.

A formal protest shall be submitted in writing to the league president within 24 hours, weekends excepted. This should contain all the essential facts involved in the situation and the rule(s) and section(s) of the Constitution which are claimed to have been misapplied and/or misinterpreted. The protest submitted to the president must deal with the same situation as that protested during the game. The plate umpire of the protested game shall also submit a written report of the protested situation stating the basis of the plate umpire's decision. This report shall be submitted within 24 hours after the game during which the protest was lodged, weekends excepted.

The league president will first decide if the protest should be reviewed. If so, the **MANAGER OF THE PROTESTING TEAM** is responsible for calling a meeting of the Executive Board (excluding the members from the division of the teams in question). along with the league president, will meet to decide whether or not the protest shall be allowed. This meeting must convene not later than two weeks following the protested game, and a majority of the Executive Board members, excluding representatives from the division of the teams involved, shall be present. If such a meeting is not held within two weeks of the protested game, the protest shall be disallowed.

The Executive Board, when convened to consider a protest, shall hear a formal statement by a representative of the team lodging the protest and a formal statement by the umpire(s) whose decision is in dispute. The representative of the team lodging the protest shall have the right to

rebut the statement of the umpire. The Executive Board will then, in closed session, decide whether or not the protest shall be upheld. The majority vote will decide. No member of either team involved in the protest shall be present when the balloting occurs, nor shall any team involved be permitted to vote. The president, or the temporary president if the regular president is either absent or a member of a team involved in the protest, shall vote only in the event of a tie, and may not abstain in such event.

When a protest is allowed by the Executive Board, the game affected will be replayed beginning with the situation where the protest occurred. The teams shall at the beginning of play, have as nearly as possible the previous lineups and any substitutions required by absence of the original players shall be in the corresponding order in the lineups by fielding position. If a majority of this gathering decide that no basis for a protest exists, the protest shall be disallowed and the game shall be recorded in the official standings. The only proper basis for protest is misinterpretation or misapplication of rules or penalties, or violations of eligibility. Highly technical protests or those which could have no effect on subsequent play or the final result of the game are to be avoided.

3.6 Rescheduled Games All requests to reschedule canceled games must be made within 2 weeks of the original date of the game.

3.7 To Cancel a Game The only person who can cancel a game is the chief ump, and only for unplayable field conditions.

4. DIVISION PECULIARITIES

4.1 A

4.1.1 Scheduling The pitching motion in the A Division will be as defined in the Official Softball Rules of the Amateur Softball Association of America under Rule 6 Pitching Regulations (Fast Pitch) with the exception that the pitcher may not use a windmill. Only one base umpire will be required for regular season.

4.2 B

4.2.1 Scheduling The pitching motion shall be governed only by ASA modified fast pitch rules. The following procedure will be instituted for team warm-ups. Instead of having each team warm up separately for 15 minutes, both teams will warm up together, alternating batters. If any two teams at any game wish to use the approach defined for the league, they may, provided they agree to do so beforehand and early enough so that the visiting team will know to show up one half hour before the game for their practice. The home team will use the first base side of the field.

4.3 C

4.3.1 Scheduling There will be no inter-subdivision play during the regular season.

4.3.2 Rules Any player shall be allowed to use any kind of normal baseball glove regardless of position. Each team may start with as many batters as desired; batters may be added to the end of the order only in the event they arrive late. A batter who is removed from the order may only reenter the game if he was removed for a substitute. He is no longer eligible to play the field or

bat if no substitution was made at the time of removal. Any batter reentering the game must be placed in such a way that at least one rotation of the batting order will be complete (from his last position in the batting order) before he bats again. Free substitution is allowed in the field provided any player used is part of the batting order.

4.4 D The D League will follow all of the official softball rules with the following exceptions.

1. All games are considered legal unless forfeited or postponed. There is NO minimum number of innings which must be played to make the game legal.
2. A team in D league cannot field more than 8 men on the field at any one time. If 10 players are on the field, then two must be women; if nine players are on the field then one must be a woman. If a team shows up with more than 8 men and no women, only eight men can field at any one time.
3. In addition to the above "8 men on the field" rule, a team that cannot field at least 1 woman and at least one man in their batting order will be assessed one (1) out for each pass through the batting order for as long as the situation exists.
4. All teams must field a catcher. If a team has only 8 players, one of the 8 fielders must be a catcher. If the opposing team is nice enough to supply a catcher, that is allowed.
5. The batting order may be expanded to include all players who show up for a game. Not all team members who show up must be in the batting order. However, any player who plays defense must also be in the batting order. In other words, we can have designated hitters, but no designated fielders. For example, a team shows up with 18 players. They don't all have to play. Those that play must be in the batting order at some time. What is also legal is that a team may start with 18 batters in the line-up, and end with 8.
6. Once a player is removed from the batting order, they are out of the game. For example, if a player has left temporarily when their turn at bat comes up, or is taken out for a pinch-hitter, they are gone. This rule may be waived in the case of injury, in which case a previously removed player may return to substitute for an injured player, but only with approval of both managers and the umpire.
7. The fielding team may use unlimited substitutions provided the new players are inserted at the beginning of the inning. Once the team has taken the field officially (after the first pitch of the inning), it may make no substitutions except to replace the pitcher or an injured fielder.
8. A pinch runner must be the offensive player who made the last out before the batter.
9. There is no stealing, leading from a base or bunting allowed.

10. The speed of pitches and the arc are up to the pitcher's discretion, however the umpire has the right to request the pitcher to slow down or reduce the arc. repeated inappropriate pitches can be declared "no pitches" or balls, at the ump's discretion.
11. Official rules state that if a batter with 2 strikes on him/her hits a foul ball, that's strike 3. D league waives this rule. The customary 4 balls is a walk and 3 strikes is an out is also usually suspended for players who haven't played much softball. The idea is to encourage hitting the ball and thereby being active in the game. Some umpires award a base on balls for 6 balls and a strikeout for 4 strikes. It is at the field umpire's discretion. Of course for a skilled player, the field umpire should be less lenient. (The field umpire may want to discuss this with the managers before the game. If the teams are D+ for example, they may wish to have 4 balls and 3 strikes as the base on balls and strikeout metrics).
12. The "Hot Dog" rule applies. This rule says that a skilled player at one position cannot overplay a ball and take the play away from a less skilled player at another position. For example, a very skilled shortstop is not allowed to play an infield pop up which is OBVIOUSLY the (less skilled) first baseman's ball. If the above play should occur, the field umpire should award the batter first base and warn the offending player (in this case the skilled shortstop). Be careful with this rule. The key is OBVIOUSLY.
13. The "Travesty" rule applies. In the event that the team at bat increases its lead by 10 runs in their turn at bat in any one inning, that inning ends at that point.
14. If an umpire ejects a player from the game, they can specify that the player leave the grounds. If the player hangs around to further abuse the ump, the ump can forfeit the game against the offending player's team if the player fails to leave within one minute.
15. If someone throws a bat so that it is potentially dangerous, that person should be called out. If the person repeats, then the person should be ejected from the game for safety reasons.