

**2009**  
**AURORA AREA GIRLS SOFTBALL ASSOCIATION, INC.**  
**(AAGSA)**

**BY-LAWS**

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**AURORA AREA GIRLS SOFTBALL ASSOCIATION, INC.**  
**(AAGSA)**

**BY-LAWS**  
(Revised 10/06/08)

**I. THE ASSOCIATION**

- A. The Association** shall be known as the Aurora Area Girls Softball Association, Inc. and shall be referred to, here and after as “The Association”.

1.0 It’s Board of Directors who shall make a final determination on all disputed matters shall administer the affairs of the association.

**B. Board of Directors (Board)**

1.0 The board shall consist of a President, Vice President, Secretary, Treasurer, (1) Minor League Player Representative, (1) Major League Player Representative, (1) Junior League Player Representative, (1) Bantam League Representative, (1) League Player Representative, Immediate Past President and the Umpire in Chief.

1.1 Qualifications and Duties of the Board of Directors and Officers

- a.) The **President** shall be elected to a (2) year term commencing in the fall of even numbered years. The President will call and preside at all meetings, select and appoint the Umpire in Chief, subject to Board approval, appoint all committee members and define committee duties and objectives. The President shall be responsible for the day-to-day operation of the league.
- b.) The **Vice President** shall be elected to a (1) year term in the fall of each year. The Vice President shall assist the President in the day-to-day operation of the league and shall assume responsibility in the absence of the President.
- c.) The **Secretary** shall be elected to a (1) year term in the fall of each year. The secretary shall keep the minutes of all Board meetings and handle all necessary correspondence pertaining to the operation of the Association.
- d.) The **Treasurer** shall be elected to a (1) year term in the fall of each year. The treasurer shall keep complete records of moneys received and expended by the Association for audit.
- e.) The **(U8) Bantam League Player Representative** shall be elected to a (1) year term in the fall and is responsible for coordinating the teams within the Bantam league and distributing supplies. This representative also assists the President in the day-to-day operations of the Bantam League.
- f.) The **(U10) Minor League Player Representative** shall be elected to a (1) year term in the fall and is responsible for coordinating the teams within the minor league and distributing supplies. This representative also assists the President in the day-to-day operations of the Minor League.

- g.) The **(U12) Major League Player Representative** shall be elected to a (1) year term in the fall and is responsible for coordinating the teams within the major league and distributing supplies. This representative also assists the President in the day-to-day operations of the Major League.
- h.) The **(U14) Junior League Player Representative** shall be elected to a (1) year term in the fall and is responsible for coordinating the teams within the junior league and distributing supplies. This representative also assists the President in the day-to-day operations of the Junior League.
- i.) The League **Player Representatives** shall be elected to a (2) year term commencing in the fall of the even number years. These representatives shall be in charge of all personnel for the teams.
- j.) The **President appoints the Umpire in Chief**. The Umpire in Chief is responsible for scheduling and supervising the umpires for all leagues.
- k.) The **Immediate Past President** shall assist the newly elected President as necessary in the transition period and in the day-to-day operations of the league. He/She may cast a vote on all Board business and related issues.

C. **Board Meetings** are called by the **President** to conduct business of The Association.

## II. TEAMS AND PERSONNEL

### A. Leagues

- 1.0 The **(U8)** Bantam Instructional League shall consist of girls ages 7-8. All players shall reach their 7<sup>th</sup> birthday on or before December 31<sup>st</sup> of that year, and no player shall reach their 9<sup>th</sup> birthday before December 31<sup>st</sup> of that year.
- 1.1 The **(U10)** Minor League shall consist of girls ages 9-10. All players shall reach their 9<sup>th</sup> birthday on or before December 31<sup>st</sup> of that year, and no player shall reach their 11<sup>th</sup> birthday before December 31 of that year.
- 1.2 The **(U12)** Major League shall consist of girls ages 11-12. All players shall reach their 11<sup>th</sup> birthday on or before December 31<sup>st</sup> of that year, and no player shall reach their 13<sup>th</sup> birthday before December 31<sup>st</sup> of that year.
- 1.3 The **(U14)** Junior League shall consist of girls ages 13-14. All players shall reach their 13<sup>th</sup> birthday on or before December 31<sup>st</sup> of that year, and no player shall reach their 15<sup>th</sup> birthday before December 31<sup>st</sup> of that year.
- 1.4 AAGSA supports only those activities associated with its regular season, playoff and ALL-STAR games.

### B. Players

- 1.0 All players shall pay a Board determined registration fee for the season. **Non-residents of the FVPD must pay the \$25 NR fee (determined by the FVPD).**
- 1.1 Every player must be registered before practicing.
- 1.2 Every player must return a waiver to the manager before being issued a uniform or playing in a game.

- 1.3 The Player Representative will be responsible for placing all players on a team roster.
- 1.4 Players will be placed by blind draw, with the following exceptions.
- a.) Pitchers moving up will be rostered to a team in need of a pitcher. This shall be done by blind draw when more than one pitcher and/or team is involved.
  - b.) Sisters shall be rostered on the same team, unless otherwise requested by their parents.
  - c.) Girls rostered in a previous season, who quit, must return to the original team if in the same league.
  - d.) Team managers will be allowed to have his/her daughter on their team and each team is allowed (2) coaches, with their daughters automatically placed on that team. *The two coaches daughter's slots will be considered used up as long as those players remain on the team, even if the parent no longer coaches.*
- 1.5 Once rostered, a player can only play within that league for the team she is rostered. A player will always remain on that team with the following exceptions.
- a.) A parent manages another team.
  - b.) A personality conflict exists between the manager and player, and both agree to the transfer. A Player Representative must approve the transfer.

**C. Managers and Coaches**

- 1.0 All managers shall be appointed by the League Player Representative, with Board approval.
- 1.1 Managers will select their own coaches and scorekeepers.
- 1.2 All teams should have at least one woman either as manager, coach or scorekeeper present at each game.
- 1.3 Managers and coaches may be removed by the Board for cause.
- 1.4 Managers must sign a **Coaches Conduct Form** and shall be responsible for the behavior of their coaches, players and spectators.
- 1.5 Managers must complete, in its entirety, a **mandatory** background check form. Managers must pass this background check. Failure to complete this form will result in immediate dismissal by the Board.

**D. Umpires**

- 1.0 IHSA certified umpires shall be used whenever possible.
- 2.0 Umpire Pay
- a.) Uncertified umpires, \$35 per game.
  - b.) Certified umpires, \$45 per game. \$80 per double-header.

- 3.0 Umpire in Chief shall be paid 10 times the certified umpires pay per game.

### **III.RULES**

#### **A. General rules that apply to all leagues**

- 1.0 Except for the noted exceptions, current IHSA fast pitch rules apply.
- 1.1 A roster sheet must be given to the opposing manager or scorekeeper (5) minutes before each game.
- 1.2 A team shall field (9) players, but may play with (8). Any team not able to field (8) players within (15) minutes of the scheduled starting time shall forfeit the game.
- a.) A team playing with (8) players will record an out when the 9<sup>th</sup> position in the batting order comes to bat.
- 1.3 The team listed last on the schedule is the home team and will occupy the 3<sup>rd</sup> base dugout.
- 1.4 The home team shall keep the official score.
- 1.5 The home team is responsible for placing 2<sup>nd</sup> and 3<sup>rd</sup> bases.
- 1.6 The visiting team is responsible for placing 1<sup>st</sup> base and the pitching rubber.
- 1.7 Distance between bases for (U8) is 60 feet, (U10) Minors is 60 feet.  
The Distance between bases for (U12) Majors, and (U14) Juniors is 60 feet.
- 1.8 Pitching distances for the (U8) Bantams is 34 feet, (U10) Minors is 34 feet, and pitching distance for the (U12) Majors, and (U14) Juniors is 40 feet.
- 1.9 The umpire will call the player out for throwing the bat after one (1) warning.
- 1.10 Extra clothing to protect players from bad weather may cover uniforms.
- 1.11 Players, whose team is at bat, must wear helmets at all times on any portion of the playing field.
- 1.12 Batters in (U14) Juniors, (U12) Majors and (U10) Minors must wear helmets with protective facemasks. This rule does not apply to (U8) Bantam Instructional League.

#### **B. Curfews, Ties, Etc.**

- 1.0 No new inning shall start 1 hour and 45 minutes after the start of the game for (U10) Minors, (U12) Majors and (U14) Juniors. The umpire is the official timekeeper. Bantam games end 1 hour and 30 minutes after the start time.
- 1.1 If after 7 innings a tie occurs, extra innings will be played within the time limit. If the time limit expires and the score is tied, the game will be recorded as a tie.

a.) III-B-1.1 is suspended for playoff games. Playoff games are played until a winner is determined.

1.2 Suspended games will be resumed at the point suspended.

1.3 An official game is (5) complete innings or (4.5) innings if the home team is leading.

1.4 All make up games will be played as scheduled by the Association President. If not played, the game shall be forfeited.

**C. Protests**

1.0 Protests shall be made on rule interpretation only. No protest of a judgment call is allowed.

1.1 All protests shall be submitted in writing to the Association President within (48) hours of the conclusion of the game.

1.2 The Protest Board will rule on all protests.

a.) The Protest Board will consist of the Association President, the Umpire in Chief and the League Player Representative.

1.3 There will be a \$45 cash fee for protests to be submitted with the written protest. It will be refunded if the protest is upheld.

1.4 A neutral board member that is present shall resolve protests during playoffs.

**D. (U8) Bantam League deviation from IHSA fast pitch rules**

1.0 Teams must include every player present in the batting order. No player may bat a 2<sup>nd</sup> time until every player has batted.

a.) Players arriving after the game has begun will be added to the end of the batting order.

b.) If the player arrives too late to bat, the team will not be in violation of the rule.

1.1 Each player must play at least (2) innings in the field for a (4) inning game.

1.2 Each player must play at least (3) innings in the field for a game of more than (6) innings, unless, said player arrives at the game with less than 6 innings remaining.

1.3 Pitchers may not pitch more than (3) innings or (9) outs per game.

a.) Pitching changes shall be reported to the opposing team.

1.4 Unlimited defensive substitutions are allowed. Players may enter, leave and return to the game at any time. Defensive changes will be reported to the opposing team.

1.5 Violation of the rules 1.0 through 1.4 shall be cause for forfeiture of the game.

1.6 A player removed from the game for illness or injury may not return for (2) full innings, or 12 outs.

- 1.7 Base runners may not steal home.
- 1.8 The infield fly rule does not apply.
- 1.9 Drop 3<sup>rd</sup> strike rule does not apply. In drop 3<sup>rd</sup> strike, the batter is called out, and runners may not advance.
- 1.10 LIMITED (5) RUN RULE – No team may score more than (5) runs in an inning. After the 5<sup>th</sup> run in the inning, the team at bat goes to the field.
- 1.11 Coach Pitch/Umpire: The coach will pitch after the pitcher pitches (4) balls, until batter has hit the ball.
- 1.12 Coaches are to ump from behind the pitcher and are not to coach in any manner. *DO NOT CONFUSE THE DEFENSE!*
- 1.13 The (U8) Bantam Instructional League will use an 11-inch soft centered ball.

**E. (U10) Minor League deviation from IHSA fast pitch rules**

- 1.1 Teams must include every player present in the batting order. No player may bat a 2<sup>nd</sup> time until every player has batted.
  - a.) Players arriving after the game has begun will be added to the end of the batting order.
  - b.) If the player arrives too late to bat, the team will not be in violation of the rule.
- 1.2 Each player must play at least (2) innings in the field for an (4) inning game.
- 1.3 Each player must play at least (3) innings in the field for a game of more than (6) innings, unless, said player arrives at the game with less than 6 innings remaining.
- 1.4 **Pitchers may not pitch more than (3) innings or record more than (9) outs per game.**
  - a.) Pitching changes shall be reported to the opposing team.
  - b.) This rule will be enforced for rain-out and play-off games.
- 1.5 Unlimited defensive substitutions are allowed. Players may enter, leave and return to the game at any time. Defensive changes will be reported to the opposing team.
- 1.6 Violation of the rules 1.0 through 1.4 shall be cause for forfeiture of the game.
- 1.7 A player removed from the game for illness or injury may not return for (2) full innings, or 12 outs.
- 1.8 Base runners may steal 2<sup>nd</sup> and 3<sup>rd</sup> Bases, however, they may not steal home.
- 1.9 The infield fly rule does not apply.

- 1.10 Drop 3<sup>rd</sup> strike rule does not apply. In drop 3<sup>rd</sup> strike, the batter is called out, but runners may advance at their own risk. A runner on third base may not score.
- 1.11 LIMITED (5) RUN RULE – No team may score more than (5) runs in an inning. After the 5<sup>th</sup> run in the inning, the team at bat goes to the field.
- 1.12 (15) RUN RULE – The game shall end anytime after 4 ½ innings if the home team leads by 15 runs.
- 1.13 UMPIRE NO-SHOW – Within (10) minutes after the starting time the scheduled umpire is not present, one (1) or two (2) substitute umpire(s) may be selected from the spectators. Managers of both teams must mutually agree upon substitute(s).
- 1.14 The (U10) Minor League will use an 11-inch ball.

**F. (U12) Major and (U14) Junior League deviation from the IHSA fast pitch rules.**

- 1.0 Teams must include every player present in the batting order. No player may bat a 2<sup>nd</sup> time until every player has batted.
  - a.) Players arriving after the game has begun will be added to the end of the batting order.
  - b.) If a player arrives too late for a turn at bat the team will not be in violation of the rule.
- 1.1 Each player must play at least (1) inning in the field for a (4) inning or less game.
- 1.2 Each player must play at least (2) innings in the field for a game of more than (4) innings, unless the player arrives at the game with less than (4) innings remaining.
- 1.3 **(U12) Pitchers may not pitch more than (4) innings or record more than (12) outs per game. (U14) Pitchers may not pitch more than (5) innings or record more than (15) outs per game.**
  - a.) Pitching changes shall be reported to the opposing team.
  - b.) This rule will be enforced for any rain-out games or play off games.
- 1.4 Unlimited defensive substitutions are allowed. Players may enter, leave and return to the game at any time. Defensive changes must be reported to the opposing team.
- 1.5 Violation of the rules 1.0 through 1.4 shall be cause for forfeiture of the game.
- 1.6 A player removed from the game for illness or injury may not return for (2) full innings, or 12 outs.
- 1.7 MODIFIED (5) RUN RULE – Teams are limited to (5) runs in the first (4) innings **except** play continues after the (5<sup>th</sup>) run has scored until a dead ball situation occurs, and any additional run(s) scored on the play are also counted. After the (5<sup>th</sup>) run in the (1<sup>st</sup> through 4<sup>th</sup>) innings is scored, the team at bat goes to the field. After the 4<sup>th</sup> inning there is no limit to how many runs a team can score in the inning.
- 1.8 (15) RUN RULE – The game shall end anytime after (4 ½) innings if the home team leads by (15) runs, or after (5) innings, if the visiting team is leading by (15) runs.

**G. Field Decorum**

- 1.0 The actions of players, managers, coaches, scorekeepers, umpires and league officials must be above reproach.
- 1.1 Managers shall be responsible for keeping their coaches, players and spectators from shouting or making derogatory comments to umpires and opposing players. **Use of profane language by any team personnel will NOT be tolerated.**
- 1.2 Managers and coaches must not be on the field of play during a live ball situation unless coaching a base (with the exception of Bantam Lg. Coach-Umpire).
- 1.3 Team personnel may not use tobacco in any form while in the dugout or on the playing field. They will refrain from the use of alcoholic beverages prior to the game, or in any park locations during or after the game.
- 1.4 Only the manager shall be allowed to discuss rule interpretation with the umpire.
- 1.5 Violation of the FIELD DECORUM Rules will not be tolerated and will be cause for automatic ejection from the game. **Each parent must sign a Parental Conduct Form distributed by the League.**
- 1.6 Ejection from (3) games will result in dismissal by the League Board.

**IV.PLAYOFFS AND ALL-STAR GAMES**

**A. There will be a tournament at the end of the season for all (U10) Minor, (U12) Major and (U14) Junior league teams.**

- 1.0 For (U10) Minor (U12) Major and (U14) Junior Leagues, **teams will be seeded according to final records, irrespective of final division standings.**

**B. The Board shall have control over rostering and scheduling of the ALL-STAR games.**

- 1.0 All Star games will be played in the (U10) Minor, (U12) Major and (U14) Junior Leagues.
- 1.1 All Star teams shall consist of (3) girls from each team when there are (10) teams or more in a league. All Star teams shall consist of (4) girls from each team when there are less than 10 teams in a division.
- 1.2 All-Stars election process is determined by the team managers.
- 1.3 Girls playing on traveling teams are eligible for the All-Star team or game.

**V.AMENDMENTS TO THE BI-LAWS**

**A. Section I & V of the By-Laws can only be amended by a majority of the Association at the annual Association meeting.**

**B. Section II, III and IV of the By-Laws can be amended by the board at any time.**