

# 2024 THIENSVILLE BALLPLAYERS ASSOC BYLAWS

## 1. REGISTRATION

- A. Registration fees shall be as follows:
  - a. Team entry fee is \$500.00
  - b. Team will forfeit all games in which an ineligible player participates.
  - c. **\*\*\*TUESDAY NIGHT MENS OVER 30:** Every team is allowed to have as many players under the age of 30 on the team but only 3 players under 30 are allowed on the field at one time.
  - d. If requested by a member of the League Board, a player must show ID to prove identity.
  - e. A player must be a minimum of 16 as of the first **SCHEDULED** game with parental signature.

## 2. RELEASES

**THIS NO LONGER APPLIES**

## 3. BALL ADOPTION

- A. .52 CORE, 300 compression in-seam ball is the official ball for all leagues. All home teams will supply a ball or forfeit the home team advantage.

## 4. BATS

- A. The ASA bat list of non-approved bats will preside. The Board has the right to modify this list.. If that bat is used again, the game will be halted, the player ejected and the game will result in a forfeit.

## 5. LENGTH OF GAME

- A. Seven (7) innings
- B. No new inning will start after 55 minutes of play, except in the case of a tie, play will continue until the tie is broken.
- C. Games will start at 6:30, 7:30, 8:30 and 9:30.
- D. In an event of a tie after the last inning, a runner will be placed on 2B and there will be one(1) out. Game will continue until the tie is broken.**

## 6. PROTESTS

- A. The umpire must be notified immediately at the time of the offense.
- B. All protests must be made in writing to the League Director and the TBA President within 48 hours.
- C. The League Board will examine and vote on all protests. The League Board shall consist of the officers and the player representatives.
- D. No game can be protested on a judgment call.

- E. The TBA President reserves the right to reject any protest that, in his judgment, has no effect on subsequent play or final outcome of the game.

## 7. IN THE EVENT OF A TIE

- A. In the event of a tie (s) at the end of the season, the following procedure will apply
  - 1. 2 team tie
    - a. Head to head playoff
  - 2. Multiple team tie (to determine bye if an odd number of teams, or to determine "seeding" if an even number of teams are tied)
    - a. Head to head record vs teams involved in tie-- #1 Criteria
    - b. Total score margin (+/-) in games involving teams tied--#2 Criteria
    - c. Coin flip--#3 Criteria
- B. There will be no time limit.
- C. League Board will determine the TIE BREAKING schedule.

## 8. AWARDS

- A. \$150.00 will be awarded to the first place team and \$100 will be awarded to the second place team.**

## 9. POSTPONEMENTS

- A. Player reps shall rule if the field is in playing condition. Managers should call the number given to them at the beginning of the season after 5:00 p.m. for field conditions.
- B. The umpire shall rule if play is interrupted for any reason due to poor weather, field conditions, etc.

## 10. OFFICIAL ASA RULES

- A. Official softball rules shall prevail except as modified below.

**RULE:** Team uniforms are optional

**RULE:** There must be eight (8) players per team to start play. A 10 minute grace period will be allowed. Failure to have 8 players ready to start will result in forfeiture. A forfeit fee of **\$20.00** be accessed and **must be paid before the team is eligible to play again.**

**RULE:** There will be open substitution. No player may bat unless all other players in the lineup have batted since the last up at bat. No player may run for more than 1 player and himself in any one inning.

**RULE:** Players or Managers guilty of unsportsmanlike conduct, profanity, being under the influence, excessive baiting toward the official, other players, or spectators, may be ejected. Ejection from a game will automatically constitute suspension from that players next scheduled game. Two ejections during the season, not necessarily in the same league, will constitute suspension for the rest of the current season. Any player charged with hitting, shoving or pushing an umpire will be banned from further participation in this league for the rest of the season and the following full season.

## 11. SPECIAL RULES

- A. Any team caught with ineligible players shall forfeit all games played up to that point of the season. The ineligible player will be suspended for a period of 1 year (starting at the time of the infraction) and the Manager suspended for 1 year (starting at the time of the infraction) from the Association. See Rule 1 for definition of ineligible player.
- B. All fair balls hit past the ends of the outfield fence shall be a ground rule double.
- C. There will be no warming up, playing catch, pepper, etc over the walkways or in the vicinity of the concession stand.
- D. No smoking on the playing field or in the dugout. **Also, no alcoholic beverages are permitted in the dugouts.**
- E. Home runs shall be called if the ball hits the scoreboard on a fly.
- F. The team that hits a home run, as in over the fence out of the park shall be responsible for retrieving the ball.
- G. **WEDNESDAY NIGHTS:** The first substitute runner shall be the last batted out. If there are no outs in the first inning, you are not allowed a substitution runner.
- H. **TUESDAY NIGHT MENS OVER 30:**
  - 1. Multiple open substitution is allowed, except that the players under 30 only run for themselves, no one else.
  - 2. If there is a player in question, the opposing Manager will have the questioned player show proof of age to the umpire. The umpire will write down the players name and date of birth on the score sheet after he has verified the date of birth. If for some reason, the player doesn't have a driver's license on him, then they will need to prove their age to the League Director before the next scheduled game.
- I. All leagues will use a mat for strikes. If the ball lands on the plate or the mat, it will be called a strike. The umpire will still call the height of the pitch, based on a 6' to 12' limit.
- J. Metal spikes are not allowed in any of the Thiensville leagues.
- K. **HOME RUN RULE: There is a 5 home run (over the fence) limit per team per game. After the 5th home run (over the fence) it will result in an out for each subsequent home run. NEW RULE: Team has the option to buy 2 additional home runs for \$10 but this must be decided before the first pitch. Money is to be given to the umpire prior to the start of the game.**

### **GAME TIME CHANGES AND FORFEITS:**

**\*\*ANY CHANGES OF THE GAME TIME OR FORFEITS MUST GO THROUGH THE LEAGUE DIRECTOR. THE LEAGUE DIRECTOR WILL THEN CONTACT THE OPPOSING MANAGER.**

**\*\*IF A TEAM HAS TO FORFEIT, THEY MUST CALL THE LEAGUE DIRECTOR AT LEAST 24 HOURS IN ADVANCE TO AVOID BEING CHARGED THE FORFEIT FEE OF \$20.00**

**LEAGUE DIRECTOR:**

**PAM PIEL 414-687-6813**