

**BY - LAWS**

**OF THE**

**DANBURY INDUSTRIAL  
SOFTBALL LEAGUE**

**FEBRUARY, 1968**

**REVISED**

**MARCH 10, 1976**

**JANUARY, 24, 1977**

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**MARCH 13, 2003**

**MARCH 15, 2004**

**MARCH 1, 2006**

**MARCH 2, 2016**

## **DANBURY INDUSTRIAL SOFTBALL LEAGUE**

### **Article I — ORGANIZATION AND OBJECTIVE**

This organization known as the "Danbury Industrial Softball League" (DISL) shall be incorporated, shall be referred to herein as the "League", and shall operate within the contained by-laws.

Amendment to these by-laws shall be read or posted at least one week in advance and shall be passed by the majority of those attending the next meeting.

The League's objective and purpose shall be:

To stimulate a greater interest in the game of softball and to further sportsmanship, friendship and competitive spirit between the various Industrial Plants and other organizations of the City of Danbury.

### **Article II — OFFICERS**

The management of the League shall be under the direction of the Officers. The Officers shall consist of President, Vice-President, Treasurer, Secretary, and Division Co-coordinators.

### **Article III — ELECTION OF OFFICERS**

- 1) Candidates for office shall be placed in nomination by the Nominations committee and by any team representative at the regular scheduled meeting in August. Each nomination must be seconded by another team representative. After nominations are closed, no further nominations may be made, except to replace a nominee who withdraws his name prior to the election at the September.
- 2) Nomination for the office of President and Vice-President shall be made jointly (as a slate) and shall be voted for as a slate. Nomination for the office of President and Vice-President may not be made separately.
- 3) The election of officers shall be held at a regular scheduled League meeting before following season. The vote shall be by voice or by secret ballot if there is any opposition.
- 4) A majority (at least 51%) of those eligible to vote is required to elect all Officers.

### **Article IV — TERM OF OFFICE**

The term of each elected office shall be for one (1) year.

### **Article V — DUTIES OF THE OFFICERS**

- 1) **President:** The President shall preside at all the meetings of the League. He shall countersign all disbursements of the League. He shall oversee the operation, actions, and decisions of all committees. He may be a member of each of these stated committees.
- 2) **Vice-President:** The Vice-President shall perform all the duties as determined by the President. If the Presidency is vacated, the Vice-President will assume the office with full Presidential power and responsibilities.

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- 3) Treasurer: The Treasurer shall collect all monies due the League and issue receipts for same, keeping regular accounts. He shall have available for each team representative a full balance sheet at the first League meeting in January. The Treasurer shall exercise a general control over all financial affairs of the League and with the President shall countersign all disbursements approved by the elected officers. All disbursements are to be made by check.
- 4) Secretary: the Secretary shall keep all minutes of the meeting and conduct all correspondence of the League. He will read or distribute to each team representative the minutes of the previous meeting at every regular League meeting.
- 5) Division Coordinators: The Division Coordinators shall oversee the activities of their assigned division.

#### **Article VI — LEAGUE ADVISORS**

Any member of the League may be appointed by the Executive Committee in the capacity of advisor with full voting power provided a majority of the Executive Committee so approves.

#### **Article VII — EXECUTIVE COMMITTEE**

The Executive Committee shall consist of the President, Vice-President, Treasurer, Secretary, Division Coordinators, Executive Vice-President (if Appointed), and any other League Advisors.

#### **Article VIII — DUTIES OF THE EXECUTIVE COMMITTEE**

The Executive Committee shall determine the annual budget, dues and fees, and define the structure of the League as to the organization, number of teams that can be handled each year, and the number of games each team is to play.

The Executive Committee shall also appoint an Umpire In Chief prior to the start of the season: appoint an Executive Vice-President and/or League Advisors of it so chooses.

In order for decisions to be binding, two-thirds of a quorum must vote in favor. A quorum shall be defined as two-thirds of the Executive Committee.

If the President and Vice-President both resign, the Executive Committee shall assume responsibility for the operation of the League.

#### **Article IX — UMPIRE IN CHIEF**

The Executive Committee shall appoint the Umpire in Chief. It is his responsibility to assign an approved umpire to each League game and he must receive Executive Committee approval.

#### **Article X — OFFICER'S SALARIES**

No Officer shall receive any monetary reward for his services.

#### **Article XI — COMMITTEES**

The President shall appoint all committees and he shall announce the names of the Chairman at the February meeting. Examples of these committees are as follows:

Rules, Appeals, Schedule, Awards, and Nomination Committees

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## Article XII — RULES COMMITTEE

The Rules Committee shall use the Amateur Softball Association (A.S.A.) rulebook as a guide and shall recommend ultimate League approval all exceptions to these rules, and each year it shall make a set of ground rules for each field. A copy of these ground rules shall be furnished to each team representative and the umpiring staff prior to the start of the season. The following are the rules that take precedence over the A.S.A. rulebook:

- 1) The waiting period of one week shall be waived for approving amendments to these by-laws that pertain to A.S.A. rule exceptions covered by this article.
- 2) Teams may use an 11<sup>th</sup> and 12<sup>th</sup> batters as Designated Hitters (DH). These DH's may take the field at any time and the fielder he replaces becomes the DH. The batting order must remain the same.
  - A) A team may start with 12, 11, 10, or 9 players. If a player leaves the game due to injury, his spot in the line-up becomes an out for the remainder of the game. Injuries may reduce a team to no less than 9 players.
  - B) A team can go from 12 players to 11, and 11 players to 10 due to an ejection, but cannot fall below 10 players. If a team falls below 10 players due to ejections, the result will be a forfeit.
- 3) Players are required to use only all-purpose shoes or sneakers. No metal or vinyl covered metal spikes, or street shoes are allowed. Players found wearing metal spikes will be ejected without warning.
- 4) Runners may not leave their bases until the ball is hit by the batter or they will be out except:
  - A) If runners leave their bases before the ball reaches home plate, they are out.
  - B) If the batter swings and misses, and the runners leave their bases, they are out.
  - C) If a runner steps off a base when the ball is dead, he is not out.
- 5) All bases are movable. Once a sliding base runner touches a base safely, he is safe unless he attempts to advance to the next base, at which time he is in jeopardy until he safely touches that base.
- 6) First base is a double safety base. The batter/runner must touch the **ORANGE** part of the double base when a batted ball remains on the infield whether or not a defensive player touches it. If in the judgment of the umpire, the batter/runner touches the white part of the double base while running to first he will be called out. The only time the batter/runner may touch the white part of the double base when running to first is when the ball has left the infield or to avoid a collision. The only time a defensive player can record an out by touching the orange base is when he is avoiding a collision with the batter/runner.
- 7) A team may start with 9 players. The 10<sup>th</sup> position becomes an out. A player coming late may enter the game in the 10<sup>th</sup> spot in the batting order only. Once the game starts, the 11<sup>th</sup> and 12<sup>th</sup> positions cannot be added. The 10<sup>th</sup> player may enter at any time during the game but first he must report to the scorekeeper and the umpire.

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- 8) The use of courtesy runners will be allowed. Two courtesy runners will be allowed and they will be the last recorded out. The last player who is declared out by the umpire will now become the runner if one is needed. If no one has been called out yet, the last batter in the line-up will be the courtesy runner. Two courtesy runners may be utilized as many times as needed.
- 9) The 3<sup>rd</sup> strike foul rule shall be in effect.
- 10) If a team is losing by 12 or more runs and they have completed the 5<sup>th</sup> inning or later, the game shall be awarded to the team ahead.
- 11) Violation of the re-entry rule results in the use of an ineligible player. An ejection of the ineligible player shall be declared when the violation is brought to the attention of the umpire by the offended team.

#### **Article XIII — APPEALS COMMITTEE**

The Appeals Committee shall consist of at least 3 persons knowledgeable in the rules of softball and having no interest in the outcome of the Committee's decision. Any team protesting a decision shall notify the umpire involved immediately after the decision is made, but in no event can a team protest a decision after the first legal or illegal pitch is thrown subsequent to the decision. Any protest shall be made in writing to the League President and must refer to the specific rule to which the appeal is made. The protest must be accompanied by either a check for \$10.00 made payable to D.L.S.L. or cash. Said funds will be forfeited if the Appeals Committee does not uphold the protest. This written protest, along with the umpire's written version of the incident, shall be submitted by the President to the Appeals Committee for deliberation. Decision concerning protested games shall be announced at regular monthly League meetings.

#### **Article XIV — SCHEDULE COMMITTEE**

The Schedule Committee will work out a playing schedule and shall reschedule rained out and postponed games. Cancellation or further rescheduling of games must have the approval of the President. At the conclusion of the regular playing season, the committee shall schedule a League play-off. All schedules made shall be approved or disapproved by the President of the League.

#### **Article XV -- AWARDS COMMITTEE**

The Awards Committee will be responsible for the determination of all awards to be made by the League in accordance with the Executive Committee's budget for the year.

#### **Article XVI — NOMINATIONS COMMITTEE**

The Nominations Committee will solicit persons interested in being Officers for the League, and will present their names in nomination to the membership for election of various offices during the August meeting.

#### **Article XVII — APPLICATION FOR MEMBERSHIP**

The membership of the League shall be open to all industrial and other organizations, provided the Executive Committee accepts them.

- 1) The number of new teams that may be granted membership shall be limited in number. Their consideration for membership will depend on the Executive Committee's decision.

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- 2) Any new teams desiring membership shall submit an application in writing to the President of the League no later than the second league meeting of the year in which they would like to play, and shall accompany said statement with a check for the amount of one hundred dollars (\$100.00) payable to the Danbury Industrial Softball League. The \$100.00 will be applied toward the entry fee should the team be selected for membership. If the team is not accepted, the money will be refunded.
- 3) New teams gaining membership in the League will be required to make an additional payment of fifty dollars (\$50.00) for maintenance of the lights at Rodgers Park. This assessment will be made only once.
- 4) New teams will serve one-year probation and will then be voted on as active members the following year. New teams, for the first year, will not be allowed to vote.

#### **Article XVIII — TEAM MEMBERS AND ROSTERS**

Rosters will be limited to 25 players. Rosters close at Midnight of the first Friday in June and complete rosters, including name, address, and phone numbers of each player must be handed in by this time. Each team must submit a team roster prior to the March meeting. Failure to do so will result in the team forfeiting each game until a complete roster is submitted.

Team members shall be classified as of the following:

- 1) Full time employee:

A full time bona fide employee shall be one who works for the sponsor of the team at least 30 hours per week, and remains in the employment of the company for at least 90 days. A subcontractor does not constitute a full time employee.

- 2) Non- Residents:

Non-Resident players must reside in a town that is less than a toll call from Danbury. Examples include but are not limited to the following towns: Bethel, Brookfield, Brewster, Georgetown, New Fairfield, New Milford, Newtown, Redding, or Ridgefield.

No player under sixteen (16) years of age shall be included on any roster, nor is eligible to play in the League.

Team managers shall be responsible for the eligibility of all players on their rosters.

#### **Article XIX -- MEETINGS**

Meetings must be held at least once a month during the season, the date and time to be decided by the Executive Committee. No League meeting shall be considered valid if less than fifty percent (50%) of the League representatives attend. Any team not represented at a League meeting shall be fined ten dollars (\$10.00).

The President may call a special meeting if the need arises.

#### **Article XX -- TEAM REPRESENTATIVES**

A team representative shall be a person who is appointed by that team to act as their team representative at League meetings. Only one person may represent a team and vote on League matters at any team meeting. No individual will represent more than one team.

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## **Article XXI — FEES**

The Executive Committee on the basis of the annual budget shall establish annual fees. Entrance fees must be paid in full to the Treasurer on or before the March meeting. Any financial obligations owed by a team from prior years must also be paid in full on or before the March meeting. Failure to make these payments in full prior to the due date will result in the team being expelled from the League.

## **Article XXII — FORFEITURE**

The following shall constitute forfeiture:

- 1) Unable to field nine (9) eligible players at game time, there are no forfeit times.
- 2) When one or more players are not uniformed properly.
- 3) If in the umpire's decision, one or both teams exhibit un-sportsman like conduct.

Any team forfeiting more than two (2) games, under rules one and two above, shall be expelled from the League and will not receive any financial re-imburement.

If a team forfeits out of the League, the wins and loses already incurred from the expelled team will stand as valid. Any remaining games scheduled after the forfeited team has been expelled shall be declared a win to those teams the expelled team was to play.

Individual statistics for all games played by the expelled teams will be valid and included in official league statistics.

## **Article XXIII — UNIFORMS**

Required uniforms shall consist of the following:

1. Shirts of the same style, coloring, lettering with Arabic numbers of contrasting colors at least 6 inches high. Each player MUST have a different number from his or her teammates.
2. Shirts MUST be tucked into the pants at all times.
3. If a shirt vest is worn, it is required that all players must wear matching, same color shirts underneath.
4. Pants may be long or short and must be of the same color. Players from the same team can wear either long or short pants as long as they all are the same color, and are ball pants (i.e., no cut offs, gym shorts, etc.) with the styles matching (i.e. stripes/piping must be the same for both long and short).
5. Caps are optional, solid or mesh is acceptable and can be any color. They do not need to match, but must be a ball cap.
6. Socks must be worn and be either black or white unless the whole team wears the same color such as yellow or red.
7. Socks and stirrups must try to touch the bottom of long pants.
8. Stirrups (if worn) must be of the same color and style.
9. Sliders (optional) must be of the same color and style if shorts are worn.

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10. In case of cold weather, covering may be worn with the umpire's approval. You may be asked to show a proper uniform to the umpire.
11. NO jewelry is allowed. This includes earrings and watches. Other jewelry such as wedding bands, medic alert items will be at the umpire's judgment.
12. Shoes can be any color, absolutely no metal or vinyl covered metal spikes or street shoes.

If an umpire has any questions about whether a part of a uniform is too faded, the Executive Committee must look at the uniform in question.

If any one member of the players on the playing field, including the DH's is out of uniform, that player will be disqualified.

New teams will be allowed 30 days from the beginning of the season to become properly uniformed.

At no time shall uniform shirts be covered on the playing field, with the exception of a pitcher using a warm-up jacket or with the approval of the umpire in the case of cold or inclement weather.

#### **Article XXIV — EQUIPMENT**

Regulation equipment according to the A.S.A. rulebook must be used. The League will determine the official ball. This will be the only ball allowed in League play. Each team must furnish to the umpire two (2) new balls prior to the start of the game. If additional balls are needed, the home team is to supply the first, the visiting team the second, etc. All bats must be approved by the A.S.A. and the D.L.S.L. No triple wall, titanium, OR 100% composite bats are allowed. However, bats that have a composite handle are acceptable.

#### **ALTERED BATS**

Altered bats of any kind are not allowed for use in the League. Examples of altered bats: taking a bat and changing its characteristics to make it appear to be one that is on the list of bats that are allowed to be used in the League and/or tampering with a legal bat to enhance its performance.

The penalty for using such a bat will be:

- 1) Ejection of player found using said bat.
- 2) Permanent expulsion from the League at the Board of Directors' discretion.
- 3) Any player refusing to hand a suspected Altered bat to an umpire or League Official for inspection will also be subject to expulsion from the league at the Board of Directors' discretion.

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## ILLEGAL BATS

Illegal bats are not allowed for use in the League. Illegal bats are those, which are deemed unsafe. A list of illegal bats will be made available to anyone who requests one and will be handed out before the start of the season.

The penalty for using such a bat will be:

- 1) Ejection of the player as soon as he enters the batters box with the illegal bat from the game he is playing in, plus his team's next played game.

## Article XXV -- EXPULSION

If at any time a member team acts in such a manner to harm the League's reputation, any team representative at a League meeting may place a motion for expulsion of said team. Ratification by 75% of the member teams shall mean expulsion from the League. Any team(s) expelled for any reason may re-apply as a new team in the following years.

## Article XXVI --- UMPIRES

The umpires shall enforce all the League and A.S.A. rules to the best of their ability. An umpire may and should suspend any player from any League game for un-sportsman like conduct. The umpire shall not be required to hear any grievances except from the team manager. If a player, coach, or manager persists in arguing with an umpire, the umpire shall warn him at least once, after which he may dismiss him from the game. Any player, manager, or coach ejected from a regular season game will be suspended from the next two (2) regular season games his team plays. Any player, manager, or coach ejected from a play-off game may not participate in the remainder of that game but he is not suspended from future play-off games. Ejected individuals must leave the playing area.

If a game is protested, the umpire shall advise the scorekeeper of the exact time of the protest so that it may be noted on the official score sheet and also make a written report of the incident and submit it to the League President. In turn the President will submit it to the Rules/Appeals Committee for consideration. This report must be submitted within 48 hours from the completion of the protested game. When a game is played under protest, the umpire and opposing team manager must be notified at the time of the protest, except where the ineligibility of a player is not discovered until later.

## Article XXVII -- GENERAL

All by-laws shall be applicable to the League as a whole and will not apply to any individual conference or division.