



**CONSTITUTION
AND
BYLAWS
2026
MGSA
HURT ROAD PARK
Information : 770-333-9675**

www.milfordgirlssoftball.org

**Park Location:
990 Hurt Road
Austell, GA. 30106**

**Mailing Address:
1671 SQUIRE DRIVE
MARIETTA, GEORGIA 30008**

MILFORD GIRLS SOFTBALL MISSION STATEMENT

TO ENHANCE THE GROWTH AND PARTICIPATION OF GIRLS SOFTBALL IN COBB COUNTY BY DEVELOPING HEALTHY COMPETITION IN AN ENVIRONMENT THAT IS ENJOYABLE AND SPORTING FOR ALL PARTICIPANTS REGARDLESS OF INDIVIDUAL ABILITY.

MILFORD GIRLS SOFTBALL ASSOCIATION
2026 CONSTITUTION AND BYLAWS

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SECTION 1

CONSTITUTION OF MILFORD GIRLS SOFTBALL ASSOCIATION, INC.

We the interested citizens of the Milford community, in order to advance the interests and development of girls in athletics, recreation physical fitness and the sport of softball and to provided activities for youth which promote good sportsmanship, honesty, loyalty, courage, self-discipline and respect, so that the youth, and adults participating, shall have the opportunity to learn and practice these principals and actions, hereby establish this Constitution for the Milford Girls Softball Association, Inc. Milford Girls Softball Association shall abide by Cobb county regulations regarding use of county facilities.

This organization is organized exclusively for charitable, and educational purposes, including, for such purposes, the Internal Revenue Code, or corresponding section of any future federal tax code.

No part of the net earnings of the organization shall inure to the benefit of, or be distributable to its members, trustees, officers, or others private persons, except that the organization shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purposes set forth in the purpose clause hereof. No substantial part of the activities of the organization shall be the carrying on of propaganda, or otherwise attempting to influence legislation, the organization shall not participate in, or intervene in (including the publishing or distribution of statements) any political campaign on behalf of any candidate for public office. Notwithstanding any other provision of this document, the organization shall not carry on any other activities not permitted to be carried on (a) by an organization exempt from federal income tax under section 501 (c) (3) of the Internal Revenue Code, corresponding section of any future federal tax code, or (b) by an organization, contributions to which are deductible under section 17 (c) (2) of the Internal Revenue Code, or corresponding section of any future federal tax code.

Upon the dissolution of the organization, assets shall be distributed for one or more exempt purposes within the meaning of section 501 (c) (3) of the Internal Revenue Code, or corresponding section of any future federal tax code, or shall be distributed to the federal government, or to a state or local government, for a public purpose. Any such assets not disposed of shall be disposed of by the Court of Common Pleas of the county, in which the principal of the organization is then located, exclusively for such purposes or to such organizations, as said Court shall determine, which are organized and operated exclusively for such purposes.

Article I. - Meetings

The General Membership meetings will be held in November and either April or May. All meetings will be announced at least 4 weeks in advance and posted at the Park, except emergency meetings. At all General Membership meetings, a quorum consists of all those present and voting.

ARTICLE II. –ADMINISTRATION OF AFFAIRS

The administration of the Milford Girls Softball Association (hereinafter MGSA) shall be provided by an Executive Board (hereinafter the Board) composed of the following elected officers: President or Co Presidents; 1st Division Vice President; 2nd Division Vice President; 3rd Division Vice President; 4th Division Vice President; 5th Division Vice President; Instructional Division Vice President; T- Ball Vice President; Secretary; Chief Players Agent; Equipment Managers (2) and At large positions if needed. It will also include those positions that are appointed: Concession Manager (s), Treasurer, Special Projects, Publicity Director, Tournament/Clinic Directors, Web Coordinator, etc.

ARTICLE III. - ELECTION OF OFFICERS

- A. MGSA officers shall be voted on by secret ballot by registered voters.
- B. Registered voters include parents and guardian of any registered player at of any registered player at MGSA. Any person 18 years & older who participated in any official capacity during the season in progress may vote upon board approval.
- C. The president will appoint an Election Committee, which will consist of at least three people.
- D. All nominations of interested persons wanting to be on the MGSA Board for the up coming year must be submitted to the board, 4weeks before the end of the season.
- E. In the event of a tie, the current board in place will decide the winner by majority vote.
- F. If anyone wishes to appeal the results of the election, they must do so in writing to the board within 30 days of the election or they lose the right to appeal.
- G. All new and elected officers will have the same duties and responsibilities during the fall season as they do in the spring.
- H. A special election may be held if the Board membership drops below 50%.
- I. For situations other than replacement of the entire Board, remaining members of the Board in office shall replace members (vacant position) by vote of the Board.

ARTICLE IV. - DUTIES AND RESPONSIBILITIES

- A. **DUTIES OF THE BOARD.** The Board, composed of all elected officials of MGSA, shall have sole authority to deal with the administration of affairs pertaining to the functioning of MGSA. These duties shall include the creation of all committees, which may be necessary to carry out MGSA policies. Only Board members who were appointed to their respective Board position or Board members who have been appointed to fill a vacated Board position will have a vote in decisions, except the office of President or Co- Presidents; which shall have only one vote if and only in the event of a tied vote. Only one vote will be allowed for each Board position, those positions being as follows: President or Co- Presidents; 1st Division Vice President, 2nd Division Vice President, 3rd Division Vice President, 4th Division Vice President, 5th Division Vice President, Instructional Division Vice President, T -Ball Division Vice President, Secretary, Treasurer, Chief Players Agent, and Equipment Managers. Any officer with three consecutive absences from regularly scheduled Board meetings or Board duties may be dismissed by two-thirds majority vote. Each Board member is responsible for 100 % participation and will serve as Official-on-Duty as scheduled by the 3rd Division Vice President.

- B. **DUTIES OF ELECTED OFFICERS.** The duties of the officers of MGSA are as follows:

1. **PRESIDENT AND / OR CO-PRESIDENTS.** To prepare an agenda and preside at all MGSA meetings; to represent the organization at all functions which serve to promote the purpose of the organization; to organize all necessary committees and to submit the proposed chairperson to the Board for approval; to promote the purpose and ideals of MGSA in both action and words; to schedule and coordinate all ceremonies and functions held by or for MGSA. Perform the duties of Insurance Coordinator for MGSA.
2. **1st DIVISION VICE PRESIDENT.** To perform all the duties of the President and or Co-President in his/her absence; to assist the President and or Co-President as requested and to act as Parliamentarian at all MGSA meetings; to coordinate the activities of all committees; to serve as players agents for the 1st Division; is responsible for recruiting coaches and to inform them of their expectations; responsible for recruiting players for your division; to assist in securing sponsors; to acquire all trophies and plaques as required by MGSA.
3. **2nd DIVISION VICE PRESIDENT.** To perform duties of Parliamentarian in the absence of the 1st Vice President to assist in securing sponsors; to serve as players agent for the 2nd Division; is responsible for recruiting coaches and to inform them of their expectations; responsible for recruiting players for your division; to assist the President in coordinating Closing Day Ceremonies;
4. **3rd DIVISION VICE PRESIDENT.** To supervise and coordinate field activities on home fields including arranging for attendance of Officials-On Duty at each game and scheduling Managers and assistant Coaches to clean the park and to do field preparation on Friday nights; to serve as players agent for the 3rd Division; is responsible for recruiting coaches and to inform them of their expectations; responsible for recruiting players for your division; to assist in securing sponsors; to assist the President in coordinating Opening Day Ceremonies.
5. **4th DIVISION VICE PRESIDENT.** To serve as players agent for the 4th Division: is responsible for recruiting coaches and to inform them of their expectations; responsible for recruiting players for your division; to assist in securing sponsors; to secure and allocate as many practice fields as required; to supervise and coordinate all activities at fields other than our home fields during the regular season.
6. **5th DIVISION VICE PRESIDENT.** To serve as players agent for the 5th Division; is responsible for recruiting coaches and to inform them of their expectations; responsible for recruiting players for your division; to assist in securing sponsors; to arrange for team and individual pictures to be made; to assist Tournaments.
7. **INSTRUCTIONAL DIVISION VICE PRESIDENT.** To coordinate and administer the Instructional Division; to assist the Chief Players Agents as necessary; to assist in securing sponsors; is responsible for recruiting coaches and to inform them of their expectations. Responsible for recruiting players for your division.
8. **T-BALL DIVISION VICE-PRESIDENT.** To coordinate and administer the T-Ball Division; to assist the Chief Players Agent as necessary; to assist in securing sponsors; is responsible for recruiting coaches and to inform them of them of their expectations; responsible for recruiting players for your division; to administer any tournament held in this division.
9. **SECRETARY.** To record and present copies for approval of all minutes of Board and General Membership meetings; to be responsible for securing, training, and scheduling score keepers to present on a weekly basis to the Chief Players Agent a record of scores of all games played; and to prepare and post notices of the date, time and place for General Membership meeting. To be the Sponsor Director insuring that each team has a sponsor; to meet with VP's of each division to collect money & information prior to ordering uniforms; for ordering sponsor plaques in the spring season and present the plaque to that sponsor at closing ceremonies.

10. **CHIEF PLAYERS AGENTS.** To actively promote interests in the organization's purpose among the eligible players in the community; to supervise assignment of all players to assure balance of ability among the various teams; to supervise and require close adherence to the schedule of activities posted; to schedule all games and organize and schedule a coaches training clinic to be conducted prior to a drawing of teams; to secure and schedule umpires for regular season and tournament games; to publish and distribute to all Managers a list of Managers and Assistant Coaches with their telephone numbers; to post standing of all teams in all Divisions on a weekly basis; to schedule games around the County school schedule when possible (i.e. graduation and school holidays.)

11. **EQUIPMENT MANAGERS.** To secure all playing equipment and uniforms used by MGSA at the direction of the Board, either by competitive bid or by direct purchase; to maintain, account for or distribute to Managers all equipment within the limits of MGSA that shall be needed; to record and present copies of playing equipment inventory at season's end.

C. **DUTIES OF APPOINTED POSITIONS.** The duties of the Board-appointed positions are as follows;

1. **CONCESSION OR CO- CONCESSION MANAGERS.** Concession or Co-Concession Manager shall be appointed to the Board to supervise the operation of the Concession at all MGSA function. This supervision shall include purchasing of all supplies by invoice; dispensing of supplies; securing workers; conducting and recording an inventory of all equipment and supplies at the end of the season; and accounting of all money from the concession stand, which shall be turned over to the Treasurer daily. These funds are to be counted and co- signed by the Concession Manager or Auxiliary Worker and the Official-On-Duty. No monies are to be left at the park overnight. Purchases for the concession stands will be paid by check from the Treasurer on accounts approved by the Board. Cash purchases for the bread or emergency supplies may be made form the \$200.00 start-up- fee. All cash purchases are to be accounted for by receipt. Any purchase for repair improvements in the Concession must have prior Board approval. The Board may hire a Concession Manager with a special job description and pay a reasonable amount determined by the Board based on the specific job description.

2. **TREASURER.** The Treasurer shall be appointed by the Board to be responsible for receiving all funds paid into the organization treasury; record, maintain and present for approval, a detailed account of all such funds' to disburse said funds to meet the legal obligations of the organization; to file Secretary of State renewal; to file any forms to the IRS; to annually present the organization; treasury record for audit to an audit committee appointed by the President; to be responsible for securing sponsors; to present a proposed budget for the new year at the October General Meeting ; and to provide copies of monthly Treasures Report, which should show all monies received and spent for the preceding month. All funds, including money use by the Concession Manager in operating the Concession Stand, shall be dispensed by check, signed by 2 of the 3 officers designated to sign checks. Itemized receipts must validate all money spent by MGSA must be validated by itemized receipts.

3. **SPECIAL PROJECTS DIRECTOR.** The Special Projects Director shall be appointed by the board to be responsible for the planning and scheduling of all fund raising projects as

directed by the board; to purchase required items for the fund raising projects; to distribute all fund raising items; to schedule dates and times to collect funds generated by fund raising projects; and as may be directed by the Board, to generate financial reports regarding each individual fund raising project.

4. **TOURNAMENT DIRECTOR.** The Tournament Director shall be appointed by the Board to be responsible for organization and implementation of all MGSA sponsored invitational tournament: to arrange for other invitational tournament play; to enter tournament teams in GSA, CAMSPORTS, USSSA, ASA, ISA, NSA, and /or GRPA tournaments as directed by the Board; to notify all Managers about dates and time of all tournaments; to schedule elected Board members to serve as duty officials at MGSA Tournaments.

5. **PUBLICITY DIRECTOR / WEB COORDINATOR-**The Publicity Director shall be appointed by the Board to be responsible for putting MGSA information before the general public through articles, websites and photographs in the news media; to devise posters and flyers for distribution to school and other outlets prior to registration. For maintaining existing MGSA website; give information to appropriate board member when necessary (email question, commented, etc.)

D. **DUTIES OF MANAGERS AND ASSISTANT COACHES,** The Managers and Assistant Coaches must show a positive attitude and strive to instruct the players in the basic fundamentals of softball which are running bases, batting, fielding, throwing, and an overall general knowledge of the game of softball. Managers and Assistant Coaches must show exemplary conduct both on and off the field and strive to instill in each Player the ideals of fair play and good sportsmanship; to assure that each Player is discharged to responsible adult after each practice or game; and to supervise the on-field activities of all Players assigned to his/ her particular team. All managers and assistant coaches must be ASA certified and undergo a background check given by ASA.

ARTICLE V. – BYLAWS COMMITTEES

A Bylaws Committee shall be appointed and approved by the Board at the August Board meeting each year. The Bylaws Committee will review the present Constitution and Bylaws of MGSA and, upon consultation with the Board and other MGSA members as it deems appropriate, will be presented at the November General Membership meeting of MGSA. Other amendments will be submitted from the floor at this meeting from any member of MGSA. Members of the Bylaws Committee may act in advisory or editorial capacity to achieve appropriate language for any submitted amendment.

During the November General Membership meeting of MGSA, all submitted amendments would be read for the second time and submitted for approval by MGSA. During this second reading only editorial changes will be accepted that do not affect the intent of the amendment. Passage of any amendments requires a two-thirds majority vote and once passed, all amendments are immediately binding on MGSA and its officers.

The Board, by two- thirds majority vote, may temporarily make exceptions to any of the rule and Bylaws between meetings of the General Membership. Any such exceptions to the Bylaws will be reported at the next General Membership meeting.

ARTICLE VI. - LIMITS OF LIABILITY AND INSURANCE COVERAGE

No player shall be allowed to participate in any MGSA activity until adequate insurance provisions are provided and the Board makes purification of this fact. Insurance coverage will begin no later than February 1st, and end no earlier than August 31st for the Spring Season. September 1st and end no earlier than January 31st for the Fall Season.

ARTICLE VII- ACCOUNTING PROCEDURE

The accounting of money shall be duly exercised by the Treasurer at the direction of the MGSA board. The Treasurer shall present the books to an audit committee appointed by the President no later than June 15 of each year. An audit may also be called by direct action of the Board if the need should arise.

ARTICLE VIII. - POLICY DECISIONS

All matters of policy must be considered and accepted by the Board and voted on by the General Membership with a quorum before being established.

ARTICLE IX. - IMPEACHMENT OF ELECTED OFFICERS

Impeachment of elected officers shall require a two-thirds vote of the entire Board. For impeachment proceeding brought against the entire Board, a General Membership meeting of 50 persons eligible to vote must be present. Impeachment shall require a two-thirds vote of the voting members present. For situations other than replacement of the entire Board, remaining members of the Board in office shall replace members (vacant Position) by vote of the Board. Officers who are replacement officers will be chosen from the available candidate of MGSA. This shall include the possibility of a Board member who is currently in an elected position being allowed to resign in order to be returned to another capacity.

ARTICLE X, - MISCELLANEOUS

- A. No advertisement shall be used in conjunction with any MGSA activity, which is in conflict with MGSA purpose and ideals.

- B. The MGSA player mailing list will be confidential.

- C. **The park colors are outlined as follows :**
 - Primary Colors : Navy and Forest/Hunter Green
 - Secondary Colors : Black, White, Gray, Florescent Green and Florescent Orange

SECTION 2

GENERAL BYLAWS OF MILFORD GIRLS SOFTBALL ASSOCIATION

ARTICLE, - REGISTRATION AND ELIGIBILITY

- A. REGISTRATION
 - 1. The territorial boundaries of the MGSA shall extend throughout Cobb County.

2. Registration of eligible Players shall begin on a date designated by the Board and shall close at least weeks prior to the first schedule game of the current season. After the close of registration the Division Chief Players Agents shall be responsible for team assignments and rating using a minimum of 50% of Managers/ Assistant Coaches from the affected Division as a rating committee.
3. At the time of registration, all first time MGSA players must submit a birth certificate and all players shall be furnished with the following:
 - a. Copy of the application form
 - b. Fund raising information. All players are expected to support the fundraiser.
 - c. Dates, time and place of all ratings.
4. The Board prior to the start of player registration will set registration fees and any concession deposits. **GENERALLY NO REFUNDED OF FEE WILL BE MADE AFTER ASSIGMENT TO A TEAM.**

Exceptions to rule 4 :

Note: The following exceptions do not apply to MGSA travel teams.

- a.) A full refund will be allowed if player can't play due to medical condition **prior to the start of the 1st practice.**
 - b.) A prorated credit for the next eligible season will be allowed if an injury or medical condition occurs in the **1st third of the season.**
 - c.) A full refund will be allowed if a player experiences an unexpected residential move more than 30 miles of Hurt Road Park **prior to the start of the 1st game.**
5. After the close of registration, players wanting to play will be put into a player's pool, players will be put on a team with uneven numbers; remaining players will be placed on a team by a random drawing. The registration cut-off shall be set by the Board.
 6. The MGSA Constitution and Bylaws will be made available to everyone registering via the MGSA's website.
 7. All Board Members are required to pay one half (1/2) of set registration fee. Managers and Assistant Coaches, approved by the Board prior to the rating are required to play one half (1/2) of set registration fee. **Any Board member, Manager or Assistant Coach with an outstanding balance from the previous season, will not be eligible for a discount of current season. Any Manager or Assistant Coach that habitually missed meetings and clinics from the previous season will forfeit their discount for the current season.**
 8. The Board prior to the start of player registration will set a late fee.

B. ELIGIBILITY

1. To be eligible to participate in the MGSA, each Player regardless of race, color, creed, or religion should:
 - a. Possess good general health. The parent will give this approval at the time of registration.
 - b. Reside or attend school within the territorial boundaries of Cobb County. An exception will be made for non- County residents for registration only after all reasonable efforts to register Cobb County residents have been exhausted. An

- additional \$25.00 fee will be required (by the County) for non- County residents.
- c. Players must be at least 4 years of age by January 1st of the current playing year. The only exception is if the parent of the player agrees to coach the team of the player younger player. **(Note : The parent must meet the criteria outlined in the Responsibilities section of the Article II - Selection of Managers And Their Responsibilities section)**

ARTICLE II. - SELECTION OF MANAGERS AND THEIR RESPONSIBILTIES

A. MANGER SELECTION

1. Each team shall have a Manager, Assistant Coach, Managers and Assistant Coach will be approved by Board and given priority as follows:
 - a. First Choice- Approved Managers or Coaches returning to the same Division as the preceding season or year.
 - b. Second Choice- Approved Managers or Coaches returning to a different Division.
 - c. Third Choice- Newly approved Managers or Coaches.
 - d. Any conflicts will be decided by seniority first and date of request second. Seniority is rank based on years either coaching or serving on the Board of MGSA.
2. Managers or Assistant Coaches who sponsors and manages or coaches a team may receive their sponsorship. Sponsor may select their Manager or Assist Coach by providing a written request on their letterhead to the MGSA.
3. All Board members of MGSA may coach a team if no conflict of interest can be shown and if the Board by majority votes so agrees.
4. The Manager may select his/her Assistant Coach with the approval of the Board. Any Assistant Coach thus selected and approved will be expected to actually serve in this capacity in team practices and be present and coach in a majority of his/her team's game. Managers and Assistant Coaches found in violation of this rule will be subject to sanction by the Board and possible loss of coaching.
5. Managers and Assistant Coaches are required to have an information sheet on file with the Division Chief Players Agent. Information sheet can be obtained from the Division Chief Players Agent.
6. Minimum age for Managers or Assistant Coaches of any Division must be at least 16 years of age as of Opening Day of the current playing season. Minimum age for the T-Ball Division is unlimited, as long as they have experience in playing, with the requirement that a responsible adult attend all practices and game. Exceptions for Managers or Assistant Coaches will be at the discretion of the Board.
7. All Managers and Assistant Coaches will be required to attend the coaches' certification classes provided by the county each year or to complete certification through ASA.
8. All Coaches are required to have a background check. (A background check is performed via ASA as part of the coach certification.)

9. At the end of each season, the Vice President of each division will conduct a parent's coach evaluation that will be used to determine which coach will be allowed to coach the following season.

B. RESPONSIBILITIES

1. Managers and Assistant Coaches are required to attend Opening and Closing Day ceremonies (unless playing in an approved tournament) and to keep Players and their parents informed as to dates and times for all MGSA functions. Managers will encourage all Players on his/her team to attend Opening and Closing Day ceremonies.
2. Managers and Assistant Coaches are required to attend called coaches meeting, ratings, and team selection meetings. **Any Managers and/or Assistant Coaches that habitually misses meetings and clinics will forfeit their discount for the following season.**
3. Managers and Assistant Coaches are required to abide by the Constitution and Bylaws of MGSA
4. Managers and Assistant Coaches are required to abstain from alcoholic beverages at any MGSA function, such as team parties, etc.
5. Managers and Assistant Coaches are required to clean the park and do field preparation on Friday nights as scheduled by the 3rd Division Vice President. This is in accordance with Cobb County Parks and Recreation guidelines.
6. All Managers will be required to post a \$100.00 deposit on equipment issued by MGSA. Deposits will be refunded when all equipment is returned.

ARTICLE III. –CONDUCT OF OFFICERS, COACHES AND PLAYERS

A. OFFICERS AND COACHES

1. Any members of MGSA, players or officers found to be the focal point of a lawful or governmental investigation may be suspended until the investigation has been completed.
2. Any manager or coach that is ejected from a MGSA game, by an umpire or a board member **will automatically be suspended for the team's next game.**
3. Any member of MGSA, players or officers found guilty of conduct unbecoming a member, for example fighting, name calling, or taunting will be punished by reprimand suspension or expulsion by the decision of the Board. In the event of such conduct the following procedures shall apply:
Upon evidence of misconduct by an officer or adult member of MGSA, the President or Co- Presidents shall appoint a committee consisting of at least a majority of the Board to hear said evidence. The Board shall call the individual involved to appear before said committee within three days or as soon as possible for appropriate action
In the event any elected office or Manager becomes ineffective by moving, resigning, or failing to comply with the responsibilities outlined in the constitution or elsewhere in these Bylaws, the Board shall, under the authority of the Constitution and within the bounds stated elsewhere in these Bylaws, by two thirds majority vote select a replacement.

B. PLAYERS

1. Members of the Board upon evidence of misconduct of any player shall notify the Manager of the team of which the player is a member within 24 hours of the

misconduct becoming known. The said Managers shall then appear in the capacity of an advisor with the players before at least a majority of the Board within three days for appropriate action.

2. A Manager may suspend a Player from a game by notifying the Division Vice President or the Official-On-Duty in writing of the reason for the suspension. If possible, this notification will be given at least on day prior to the game from which the player is suspended. Reason for suspension including, but are not limited to unexcused absences from practice, tardiness to games or practice, not being in proper uniform, or improper behavior of player during practice or games.
 3. If the Division Chief Players Agent or the designated Official-On-Duty for the game either allows or disallows a Manager's grounds for suspension both the Manager and the player being suspended have the right within 24 hours to ask the Division Vice President to review the decision.
 4. A player who is suspended must be on the bench during one full game before she is allowed to play again.
 5. Upon receipt of a second suspension on any one player The Division Chief Players Agent shall submit the suspension request as received to the Board for the determination of continued eligibility of the player.
 6. Any player attending Wednesday night church service will be excused from practice on Wednesday; other church activities are excusable when the player gives advance notice to Manager.
At the Manager's discretion, a player who goes on vacation must attend one practice before participating in an upcoming game.
- C. For Division playing in outside leagues they will **also** be governed by those league rules.

ARTICLE IV, - SCHEDULING

A. SCHEDULES

1. Spring season scheduled games of the MGSA shall begin in March and end in May. Practice will begin at least three weeks before regular season. All teams in the same Division shall be schedule for the same number of games during the regular season.
The regular season schedule will be changed for weather, acts of nature, school or church activities that would prevent a team from fielding the minimum number of players, or for any function approved by the Board. All requests for these approved scheduled changes must be made in writing to the Division Chief Players Agent within ten days prior to that game.
2. Scheduled weeknight games will be played between the hours of 6:00 pm and 11:00 pm. In case of a tie, games which exceed the assigned time of the second night game (normally 7:45 pm) the first game will be allowed to continue to a conclusion. Should this result in a later start than one hour and 15 minutes before park curfew; the next game or games would be rescheduled for a later date.

If any untied games continue until 11:00 pm, the game would be called a regulation game if four or five innings have been played (ASA, GSA, ISA, USSSA or GRPA rules).

No inning in an untied game will be allowed to start after one hour and 15 minutes of playing time.

Official time will be kept by an automatic timing device set by scorekeeper at the beginning of the game as indicated by the umpire. The operation of the time clock will be supervised by the Official-On-Duty.

3. Saturday games, which are tied, will be allowed to continue to a conclusion. Should the length of the time to finish a tied game result in a severe delay of the next rescheduled game, and transmitted through the rest of the day causing a delay in the later games, these games would commence at whatever time the preceding game had ended.
As is the same with weeknight games, Saturday games delay for ties or any other reason would not commence later than one hour and 15 minutes before park curfews. If a game is still tied at 11:00pm, it will be rescheduled at a later date for completion. Regularly scheduled games may begin early, provided both opposing Managers are in agreement.
4. Under adverse weather or field conditions the Official-On-Duty will be consulted for a binding decision on whether a game should be played. Should a game be canceled on any given day, it will not be rescheduled for the same day. If lightning is in the area, the Official-On-Duty will suspend play of the game.
5. For Divisions playing in the park, at the end of the regular season. If a tie occurs for first place in the standings, a single elimination game will be played between the teams that are tied to determine order of final standings. The Board has the option of modifying the playoffs if necessary based on available time at the end of the season.
6. At the discretion of the Division Chief Players Agent, games may be scheduled on Wednesday or Sunday. Effort will be made to schedule games within each division so that opponents are played consecutively, and each team will play once during the week and once on Saturday.
7. To determine the team or teams to be entered in a tournament (i.e., Coke Classic), if the overall standing place teams in at tie, a one game tie breaker will be played as scheduled by the Division Chief Players Agent if possible, otherwise it will be decided by head to head record, or if tied, runs scored minus runs allowed. The standings shall be determined at the end of day prior to the day teams have to be submitted to the county for participation in the Coke Classic, and will be the best overall records, regardless of rainouts, etc. All entrance fees will be paid by MGSA. Maximum number of teams from each division will be entered by space availability.
8. ASA's or Interleague Park's run rule will be used when determining the mercy rule. **If those rules are not available then the following rule will be used : If a team is ahead by 20 runs after 3 innings, 15 after 4 innings, or 10 after 5 innings, the game will be called at that point.**

- B. Outside league play.
 - 1. In Divisions playing outside the park, the win-loss record between MGSA teams in that division only will determine the 1st place MGSA team.
 - 2. Schedules for teams playing outside park will be played based on the rules of the leagues they are in.

ARTICLE V. ALL-STAR TOURNAMENTS TEAMS

- A. Three weeks prior to the last regular season spring game, each division will submit a nomination to the Board for a Tournament Team Manager. This selection will be at the direction of the Division VP and the Division Chief Player Agent. The selection will be by the Division managers and require a 2/3 majority for nomination. The Board will have tie breaking responsibility and final approval of all Tournament Team Managers. All Assistant Tournament Team Coaches should be selected from the current spring season.
- B. The 25 top-rated players will be selected by vote of the Division Managers in each division three weeks prior to the last regular season game to play on MGSA Tournament Teams. This selection will be at the direction of the Division Chief Player Agent. The Tournament Manager will then select a maximum of 15 players per tournament team from these top 25 selections.

If the Tournament Team Manager feels it is in the best interest to select a player who was not among the top 25, but was submitted and among those listed to be voted on, he/she may do so with a maximum of 25 will become an alternate. In the event a player cannot continue to play through the entire tournament season, each alternate must be contacted to fill vacancies before any player on the list originally submitted is contacted.
- C. No player will be allowed to play on a tournament team other than in his or her own division, unless approved by Board.
- D. All tournaments may be entered at the discretions of the Board, provided that there is no conflict of binding agreement, which would result as a consequence of participation. Tournaments of a limited invitational nature are to be considered for their positive impact on MGSA.
 - 1. No Manager or Assistant Coach of a tournament team will, under any circumstance, make or demonstrate an attitude contrary to this position. Should such circumstances arise, the Manager or Assistant Coach may, at the discretion of the Board, be removed from the coaching position. Should such circumstances arise, the Manager or Assistant Coach may, at the discretion of the Board, be removed from the coaching position, should the Board think this action is necessary.
 - 2. If a player is selected for the tournament team and declines, she is then not eligible to play for any other MGSA tournament team. This rule may be waived if a Manager/ Assistant Coach's daughter would rather play for her father/ mother's team on approval of the Board.
 - 3. Only players who have participated in regular season played for at least 50 % of games with MGSA are eligible for tournament team for that division only.

4. Any Manager or Assistant Coach not abiding by the above rules will be immediately suspended from tournament coaching. At the discretion of the Board, any Manager or Assistant Coach may be reinstated.
5. Official tournament team uniforms will consist of a jersey. The player shall provide appropriate softball pants or shorts, socks and rubber cleats shoes. All players will be uniformly dressed by team and will have the MGSA logo or the word "MILFORD" on the uniform **and/or** visors/hats. All uniforms must adhere to the park colors outlined in item C, Section 1, Article X. Managers will be responsible for the election of and arranging for the purchase of softball pants or shorts by the parents of the players. The MGSA Equipment Manager will assist each team with the purchase if desired.
6. In Divisions where there are too few teams to select as above, the Division Vice-President will decide how tournament teams will be selected. Fast pitch may play tournaments with regular teams.
7. Any Additional team of any division for tournament play must be approved by the Board,

ARTICLE VI. - GENERAL RULES: MISCELLIANEOUS

- A. There will be no regularly scheduled meeting during the softball season. At any meeting a quorum call shall be considered valid if the following conditions are met:
 1. For a General Membership meeting of MGSA, a quorum consists of all those present and voting.
 2. For electoral meeting, 50 person eligible to vote is minimum attendance,
 3. For Board meetings, a majority of active board members must be attendance.
 4. For committee meeting, a majority of the members must be in attendance
 5. To serve on the board as an **elective board position**, you must :
 - a) Be a parent or legal guardian of at least one MGSA player playing in fall or spring season.
 - b) Be a person that has no child in the program but a genuine commitment to MGSA's Mission Statement, and community. Must not have a registered child in another non MGSA program that conflicts with a team or program offered at MGSA.
 6. Any officer of MGSA who exceeds his/her authority as outline in these Bylaws may be made to show cause as to why such authority was exceeded. Penalty for same to be assessed by the Board.
- B. Any member of MGSA may petition the Board to call a meeting of the General Membership during the season. The President and/or Co- Presidents shall call such a meeting when it is required by at least 4 members of the Board.
- C. All Board members, as defined in the Constitution, Article IV, Paragraph A of Section 1, shall be required to serve as Official-ON-Duty as scheduled by the 3rd Vice President. In the event that a Board members is unable to serve as scheduled, it shall be that Board member's responsibility to secure another Board

member as his/her substitute and to inform the 3rd Vice President of the substitute.

- D. An Official-On-Duty will be on duty each night and on Saturdays during the Spring and Fall season. The Official-On-Duty will be at the park 45 minutes prior to the first game to assist and prepare the fields for play, install electronics, turn on the lights and perform any other necessary functions as needed. Lining of the fields is the responsibility of each team as directed by the 3rd Vice President.
- E. General decisions may be rendered by the Official-On-Duty on game regulation that may be questioned by a Manager or an umpire. The Official-On-Duty must interpret the Bylaws on the spot. The Official-On-Duty may suspend any Manager or Assistant Coach for infractions of MGSA Bylaws. Such hearing must be held prior to the next scheduled game of the suspended Manager or Assistant Coach.
- F. Any individual with a family member playing for MGSA may not umpire in that same age Division at MGSA, with the exception of the T-Ball Division. Must have approval of both Managers before game.
- G. No Person can serve as Division Vice President in the same Division as their daughter is presently playing.
- H. A player will receive gift after 10 years of playing consecutively at MGSA. (**Exceptions** : If the player had to play for her high school team. The player could not play due to an injury. The player's parent has continued serving on the board or coaching staff during the player's absence.)

SECTION 3

GENERAL TEAM FORMATION BY-LAWS

ARTICLE I. – TEAM STRUCTURE

- A. GENERAL TEAM INFORMATION
 1. The number of teams in each Division will be determined by the number of eligible players.
 2. Each team will consist of 12 players to be assigned to each team depending on the total registrations of each division.
 3. There will be a maximum of 2 pre-assigned players per team (the only exception will be sisters). The only players pre-assigned to any team are the Manager's and Assistant Coach's daughters or at the written request of a sponsor, the sponsor's daughter. All Assistant Coaches must be selected by the Manager and approved by the Board before the draft or 48 hours prior to the draft. All Assistant Coaches selected by Managers after the draft, must be approved by the Board before the 1st game. No player will be assigned to any team due to transportation problems. Exceptions to the pre-assigned player rule can be modified at the discretion of the Board prior to rankings.
 4. All players will be drafted by teams from the pool registered players. All players will be rated at the beginning of the season according to the following: running; throwing; fielding; batting; and previous playing experience. All players will be awarded a

numerical equivalent, which shall be used as the basis for rating. The number of required rating will be equal to the number of teams in that division.

5. If a player has a legitimate grievance against being on a team with a particular manager. The grievance must be expressed in writing at the time of registration. After the draft no other grievance will be considered. If the Board decides that a grievance is not acceptable, the player will be given the choice of staying on the team to which the player was originally assigned or withdrawing from MGSA.
6. Player positions or batting orders are entirely at the discretion of the team Manager and Assistant Coach.
7. In the event, there is no time to schedule a tryout for a player rating as described in #4, the Chief Player Agent, the Division VP and Division coaches can select teams via a committee that will insure all teams are competitive and equalized.

B. RATINGS

1. Ratings will be done by all the team managers for that division. If the manager is not available, his/her coach or other designated person can rate the players. If a designated substitute is not available, the board will designate someone to rate. All players will have a rating sheet in the event that a player does not make the ratings or make up ratings, each coach will have the option of rating her on past performance.
2. All players will be rated for spring and fall according to the following: running: throwing; fielding: batting; and previous experience. For the draft players will particular skills such as pitching, defensive or power hitting will be noted.
3. After the ratings are complete, the Chief Players Agent and a committee he/she chooses to rank all the players will review them. At the team draft, the managers of that division will have the opportunity to review the ranking and modify if at least 2/3 of the managers of that division will have the opportunity to review the ranking and modify if the least 2/3 of the managers agree.
4. At the end of both spring and fall seasons each manager will rate all of their players for hitting and fielding, with notations for special skills. The chief players Agents in determining the following season's rankings may use these.

C. TEAM DRAFT CONDITIONS:

Definition: A pre-assigned player will be defined as a player that has been assigned to a specific Manager before the Player Draft, i.e., a Manager's daughter, an Assistant Coach's daughter, or a Sponsor's daughter. A sister becomes a pre-assigned player after a specific Manager has selected her sister. No more than two pre-assigned players may be assigned prior to the start of the draft.

1. The Player Draft, directed by the Division Vice President, will be held. All Division Managers, as well as the Division Chief Players Agent, will attend. In the absence of a Manager, the Division Chief players Agent will serve as acting Manager. Final adjustments made to the ranking list at this time will be very limited, and only done by approval of the Division Vice-President and two-thirds (2/3) of the Managers. When the Division Vice President and two-thirds (2/3) of Managers approve that the players have been optimally ranked, the ranking list will be set.

D. THE TEAM DRAFT AS FOLLOW:

1. As determined by the number of teams, the final ranking list will be divided into rounds, i.e. the same number of players in each round, as there are teams.

If it is determined that a Manager will have more than one pre-assigned player in a round, the lower rate pre-assigned player will be moved down to become the highest rated player in the next round, and the original highest rated player in the next round will be moved up to become the lowest rated player of the higher round. This will be noted, as it will determine the affected Manager's player selection in the next round (see Special Condition #1 BELOW).

2. A pool draft number will be created which contains the same number of draft numbers as there are teams. Managers that have a pre-assigned player in the 1st round will be assigned a draft number that is the same as the ranking of their pre-assigned player in that round. Managers that have a pre-assigned player in the 2nd Round, and do not have a pre-assigned player in the 1st Round will be assigned a draft number that is the inverse of the ranking of their pre-assigned player in that round. (If there were 8 teams, the inverse of 1 would be 8, 2 would be 7, 3 would be 6, 4 would be 5, 5 would be 4, 6 would be 3, 7 would be 2, and 8 would be 1). In the event that that the inverse number is already taken, the Manager will be assigned the next draft pick after that number. Each of those draft numbers will be removed, and then all other Managers will draw a number from the remaining draft numbers.
 3. Managers will then select players from the 1st or any subsequent round in the order of their draft numbers. If a Manager has a player that is pre-assigned to him/her in the current round, he/she must select that player in that round. Managers who do not have pre-assigned player in the round may select any available (not pre-assigned) player from any round.
 4. Managers will then select, in the reverse order of the 1st Round for the 2nd or any subsequent round.
 5. Managers will continue to select players by round until all round have been selected, reversing the order of selection in each round. For each round, they may select from the current or any subsequent round.
- E. RULES GOVERNING SPECIAL CONDITIONS:**
1. If a Manager has two pre-assigned players in the same round of the final ranking, and one of them was moved down, **he/she will have last selection in the round following his/her lower ranked player.** After that selection, his/her selection order returns to what it would have been in the next round had this condition not occurred.
 2. If a Manager has two players that are both ranked 1st or 2nd in the 1st and 2nd Rounds, he/she will have the last selection in the 3rd Round. After that selection, his/her selection order returns to what it would have been in the next round had this condition not occurred.
 3. If a Manager has three players that are ranked 1st or 2nd in the 1st, 2nd and 3rd rounds, he/she will have the last selection in both the 4th and 5th rounds. After that selection, his/her selection order returns to what it would have been in the next round had this condition not occurred.
 4. If more than one Manager is required to have the last selection in a round, due to (1), (2), and / or (3) above, the Manager with the lowest (numerical) draft number will have the last selection, the Manager with the next lowest draft number will have the next to last selection, etc.

5. If a Manager is required to have the last selection in a round but can't because he/she has a more highly ranking pre-assigned player. After that selection, his/her selection order returns to what it would have been had this condition not occurred.
6. If a Manager selects a player who has a sister in a subsequent round, he/she must select the sister in the subsequent round after which his/her selection order returns to what it would have been in the next round had this condition not occurred.
7. Any player that has not been rated or ranked must be picked randomly out of a hat. That player may not be drafted by any team.
8. Trading of players after the last selection is made, must be done within one (1) hour from the end of the draft, and before leaving the draft meeting. All trades must be approved by the Division Vice President.
9. Any dispute that cannot be settled by the Managers will postpone the draft until the Division Vice President, Division Chief Players Agent, and President can meet and settle.

F. DIVISION STRUCTURE BY AGE:

1. The T-Ball Division will consist of players who will be four (4) but not more than six (6) prior to January 1st.
2. The Instructional Division will consist of players who will be seven (7) but not more than eight (8) prior to January 1st.
3. The 1st Division will consist of players who will be nine (9) but not more than ten (10) prior to January 1st.
4. The 2nd Division will consist of players who will be eleven (11) but not more than twelve (12) prior to January 1st.
5. The 3rd Division will consist of players who will be thirteen (13) but not more than fourteen (14) prior to January 1st.
6. The 4th Division will consist of players who will be fifteen (15) but not more than sixteen (16) prior to January 1st.
7. The 5th Division will consist of players who will be seventeen (17) but not more than nineteen (19) prior to January 1st.

ARTICLE II. - GAME REGULATIONS

NOTE : If our park is participating in the It's For The Girls, IFTG Inter-Park league, then all rules below will be superseded by the IFTG rules located on our website under "Forms -> Handouts".

A. GENERAL MGSA GAME REGULATIONS

1. Required officials for each game shall consist of an umpire (preferably 2, a plate umpire and a base umpire) and 2 scorekeepers (one from the home team and one from the visiting team).
2. Fifteen-minute grace periods will be allowed for the first game only or games played on Monday through Friday evening. Game time is forfeit time on all games played on Saturday or Sunday between two MGSA teams.
3. A team must maintain eight players through out the game. A team Unable to field eight players at any time must forfeit the game. If an additional player shows up, she must immediately be placed in the batter position unless otherwise suspended (See Bylaws, Article IV, Paragraph B.2). If a team starts a game with ten players and subsequently

- loses a player for any reason except a medical condition or injury and has no legal substitute, then that batting position in the batting order will become an automatic out.
4. All Managers are required to schedule every present registered player assigned to their team to play at least two complete consecutive innings of every regulation six or seven inning game. Any player who is present and does not start the game must start the next game. In 1st Division each player must play one half of a game on defense. In 2nd and 3rd Division each player must play 2 defensive innings and at least one inning at bat in a complete game. Exceptions to this rule will be allowed for the 5th division which exception shall be determined by a meeting of division managers and the Board as to whether the MGSA rules or rules of an outside association will be used for inter-league play. Failure to comply will result in the forfeiture of the game by the offending Manager.
 5. Each team will be supplied with catchers' helmet, chest protector, leg guards, throat protector, and an adequate number of practice balls. (T-Ball teams will also be provided a Tee.)
 - a. Each player regardless of position shall wear an adequate softball glove.
 - b. The catcher shall be required to use a catcher helmet, and a chest protector. 1st Division and older must wear leg guards. Refusal to wear the helmet will be an automatic forfeit.
 - c. Every player is required to wear chin straps on all helmets.
 6. A player shall not participate with a cast.
 7. Official uniforms consist of a jersey provided by MGSA, appropriate softball pants or shorts. And rubber-creat athletic shoes provided by the player. Metal cleat athletic shoes will be allowed by 3rd Division players and above. All players will be uniformly dressed by team, when possible. Managers will be responsible for the election and arranging for the purchase by the parents of player's softball pants or shorts. Hats and other ASA approved head wear do not need to match in MGSA games.
 8. Bats Slinging- At the discretion of the home plate umpire, a player may be ruled out or ejected from the game on the first offense.
 9. No watches, ring, bracelets, necklaces, dangling or hoop-type earrings will be allowed. Hair clips will be allowed if made of rubber or fabric.
 10. Only the team member, coaches and a team parent, listed on the official team roster prepared by the Division Chief Players Agent will be allowed on the player bench at coach's discretion. Temporary substitutes for a Manager or Assistant Coach will be allowed on a game-by- game basis. Permanent changes must be approved, by the Board.
 11. The official ASA softball rule book for the current year, will be used to govern all rules for play except for changes adopted by MGSA at the discretion of the Board.
 12. All players present for each game will be placed in the batting order throughout the game in all Divisions.

B. MILFORD T-BALL GAME RULES

The T-Ball Division will exist primarily for the purpose of beginning instruction. No standings or game scores will be kept. Interleague Park players ages 12 & Up will be allowed to assist in the T-Ball division only under the direct supervision of an adult. Interleague Park players ages 16 & Up will be allowed to coach a T-Ball team.

1. There will be 100% participation of all players on the team in all games.

2. The regulation game will consist of 6 innings, with a 1 hour time limit per game. The inning being played at the end of the limit will be completed and constitutes the final inning.
3. The team coaches will serve as the umpires.
4. Runners may advance to the next base if they are more than halfway to the next base (hash mark) when time is called by the umpire. The lead runner will determine the placement of the runners.
5. The pitching rubber will be set 40 feet from home plate with an 8 foot diameter circle around it.
6. The bases will be 55 feet apart with a 6 foot hash mark halfway between each of the bases.
7. An arc 8 feet in diameter will be drawn in front of home plate from the foul lines. Any batted ball that stops or is fielded within the arc is considered foul unless caught by the pitcher, which shall be considered an out.
8. When an offensive player is ruled out, she must vacate the base and return to the dugout. **(Continue encouraging the players, but help them understand the game by vacating the base.)**
9. The batter will be given 5 attempts to hit the ball. The T-Ball batter will have an option of hitting off the tee or getting live pitches. The batter will be allowed any combination of 5 attempts. For example. (2 Live pitches and 3 off the Tee, 3 live pitches and 2 off the Tee, 5 live pitches, 5 off the Tee and so on). If the ball is not batted legally within 5 attempts, the batter will be declared out.
10. T-Ball division pitcher must stand in the circle until the ball is hit and leave the field opposite of the play.
11. There will be a maximum of 5 infielders. The outfielders must play behind the base paths. No fielders can play in the base paths.
12. Infielders may not play closer than 3 feet in front of the baseline, and no further than the grass line. The outfielders must start each at bat one step into the infield from the grass until the ball is hit.
13. While on defense, 2 coaches may be in the outfield behind all players in the grass. One of the 2 coaches can stand in foul territory in the infield next to his/her dugout.
14. An inning will consist of all players batting once.
15. A ball that is hit into play will remain in play until the ball is either thrown or carried into the pitcher circle. **Note : A player must be present in the circle if the ball is thrown into the circle to stop play.**
16. When the last batter bats, the ball must get to home plate or get the last batter out to end the inning.
17. On an overthrow to any base, the base runner(s) may advance 1 base only at the runner's risk.
18. There will be no catcher's position in the T-Ball Division.
19. Players arriving after the start of the game must be added to the end of the lineup.
20. The defensive player must use an overhand throw or an underhand throw when attempting to throw the offensive player out. A defensive player should not intentionally roll the ball to a base to throw the offensive player out. If the ball is intentionally rolled to the base, the offensive player will be ruled safe.

C. MILFORD INSTRUCTIONAL DIVISION GAME RULES

8U- General Rules:

- A. In the 8U-C division there will be no bunting or stealing
- B. Time (dead ball) will be called when the ball is returned to the infield and is held in front of the lead runner or the lead runner stops on her own.
(Note: Throwing the ball to the pitcher in the pitcher circle will not stop the play if the lead runner is still running.)
- C. Infielders may not play closer than 3 feet in front of the baseline, and no further than the grass line. The outfielders must start each at bat at least one step into the grass until the ball is hit.
- D. While on defense, 2 coaches may be in the outfield behind all players in the grass. One of the 2 coaches can stand in foul territory in the infield next to his/her dugout.
- E. A maximum of three (3) outs or five (5) runs will constitute an offensive inning for a one hour and 10 minutes game time. In an effort to allow maximum participation and playing time, even if the home team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached. **Exception** –
After one hour and twenty minutes and a team is mathematically eliminated, the option to continue or end the game is given to the team that has been mathematically eliminated.
- F. There will be a maximum of 10 defensive players on the field. If a team starts with 8 players, the coach has the option of deciding which defensive position to vacate.
- G. The player/pitcher must have at least 1 foot in the pitching circle on either side of the adult/pitcher, at the time the ball is being pitched.
- H. On an overthrow to **1st base only**, the base runner(s) may advance 1 base only at the runner's risk. If an additional attempt to throw the base runner out at 2nd base after the initial overthrow of 1st base results into another overthrow of 2nd base, the runner can continue until the ball is in front of the runner or the runner stops on her own.

8U- Rules:

- I. Batters will be pitched to by an adult pitcher from the offensive team from the 35 foot mark.
- J. Each batter will receive 5 pitches or 3 strikes
- K. All balls pitched to a batter shall count as a pitched ball.

- L. Pitches for strikes will be assessed; either called, swinging or hit foul, and accrue in the pitched ball count.
- M. Pitches for non-strikes (balls) will not be assessed in the count, but will accrue in the pitched ball total. There will be no walks
- N. The final coach pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out.
- O. A 3rd strike foul entitles the batter to another pitch until the ball is put in play or a non-strike is thrown.

- P. There will be no limit on the number of fouls allowed to a batter on/after the 5th pitch.

- Q. Pitches with excessive arc will not be allowed and will be called at the home plate umpires discretion. Home plate umpire will issue one warning before the following rules are applied:
 - 1. If a batter hits a ball with excessive arc in fair territory, it will be considered a dead ball and will count toward the pitched ball count. The defensive team will have the option of taking the result of the batted ball or having the batter return to home plate and bat again.
 - 2. If the 5th pitch has excessive arc and the batter hits the ball in fair territory, the batter will be ruled out
 - 3. If the 5th pitch has excessive arc and the batter hits the ball in foul territory, the batter will be ruled out.

- R. When the ball is hit into play, the coach pitcher must avoid all contact with the ball and all defensive players.
 - 4. If the coach pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop, the ball shall be declared dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count, and the batter is awarded another pitch.
 - 5. If, in an umpire's judgment, interference by the coach pitcher is intentional, then the batter is out, all runners will return to the base they occupied when the pitch was made.
- S. If a batted ball hits the adult pitcher, the ball is dead and the girl must hit again as if nothing happened.
- T. The adult pitcher must exit the field in the opposite direction of the defensive play or an out may be called

8U- STARTING OF GAMES – TIME LIMITS Rules

- A. All teams must be ready to play at the scheduled start time. Failure to be ready to play will result in forfeiture.

1. Both teams will have a fifteen (15) minute grace period for the first game of the day. There will not be a grace period for any subsequent games. As soon as the both teams has a legal number of players, eight (8), the game will start.
 2. The subsequent games shall start at the scheduled start time, or after the previous game has completed, whichever comes first.
- B. Games are limited to one hour and thirty minutes (70 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (6) inning game for 8 & Under shall be played if time hasn't expired.

D. MILFORD 10U/12U PLAYING RULES

CLASS "C"

CLASSIFICATIONS

- A. Each of the Class "C" teams shall play by ASA Rules, with the exceptions and/or additions of the following playing rules, which shall apply.

EQUIPMENT

- A. All equipment must be ASA approved.
- B. Home team will provide two (2) new softballs at the start of the game.
- C. ASA approved safety bases, including a double bag at first base, will be used in all games
- D. All players shall wear chinstraps and facemasks on their batting helmets. Chinstraps and facemasks shall be correctly attached and secure to their batting helmet and worn anytime the player is on the field as an offensive player.

UMPIRES

- A. Only ASA certified Umpires should be used by the Umpire Associations.
- B. Two (2) ASA Umpires shall be provided for all games. If two (2) umpires are not present within twenty (20) minutes after the scheduled start time, the game will be played with one (1) umpire.
- C. This is an Instructional League. Therefore, umpires are encouraged to provide feedback. After time has been called by an umpire, an umpire should inform the player and coach as to the infraction. It is the umpire's decision to determine if a team has gained an advantage. If the umpire determines that a team has gained an advantage as a result of the infraction, the umpire may return all offensive players to the base they occupied when the pitch was made and replay the pitch, or enforce the rule regarding the violation.

STARTING OF GAMES – TIME LIMITS – TIE GAMES – RAIN DELAYS

- C. All teams must be ready to play at the scheduled start time. Failure to be ready to play will result in forfeiture.
3. **Only the visiting team** will have a twenty (20) minute grace period for the first game of the day. There will not be a grace period for any subsequent games. As soon as the visiting team has a legal number of players, eight (8), the game will start.
 4. The subsequent games shall start at the scheduled start time, or fifteen (15) minutes after the previous game has completed, whichever comes first.
- D. Games are limited to one hour and thirty minutes (70 minutes) of playing time. There will be no new inning started after 1 hour and 20 minutes (80 minutes) of play. A full seven (7) inning games shall be played except as specified in Section V11, Paragraph B-1, B-2. Tie games shall continue until a winner is determined or for a maximum of one (1) hour and 45 minutes (105 minutes). The one hour and 45 minute mark will be a hard stop and the game will end at that point. If the game is still tied after one hour and 45 minutes, the game will be recorded as a tie.
1. An eight (8) run lead after the completion of five (5) innings of play shall constitute a game regardless of time.
 2. A maximum of three (3) outs or three (3) runs will constitute an offensive inning for the first four innings or one hour of game time. All innings after that point will have a maximum of eight (8) runs per each half inning. This is considered an open inning. In an effort to allow maximum participation and playing time, even if the home team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached. **Exception** – After one hour and twenty minutes and a team is mathematically eliminated, the option to continue or end the game is given to the team that has been mathematically eliminated. (See interpretation at end of rules.)
 3. The official starting time shall be determined by the plate umpire and recorded in the official score book of the home team. The expiration of time shall be determined by the home plate umpire.
 4. At the end of one (1) hour and the end of that completed inning, or at the end of the 4th inning, the umpire shall declare the remainder of the game “Open” until the one hour and thirty minute (90 minutes) time limit is reached, 7 innings are complete, or the eight (8) run rule (Section V11, Paragraph B-1) is declared.
- E. In the event of a rain delay where two (2) or more games are scheduled, the first (1st) game shall be continued after the delay until one hour and thirty minutes (90 minutes) of playing time has elapsed, with the same rule governing ties as specified in Section V11, Paragraph B. The second (2nd) game shall be played at the conclusion of the first game if the lateness of the hour permits, however, **in no case shall the second game start after 9:00P**. If the first game cannot be resumed within 45 minutes, the game will be cancelled and rescheduled. The second game will be played as scheduled if weather and field conditions permit.

MISCELLANEOUS

A. Number of Players

1. 10U teams must be comprised of ten (10) players if available. If not, the game may be played with eight (8) players and will be considered a regulation game. As soon as the eight (8) players are available within the twenty (20) minute grace period of the first scheduled game, the game must start. If a player leaves the game for any reason, other than injury, after coming to bat, reducing the lineup to nine players if the team started with ten players, or eight players if the team started with nine players, an automatic out will be taken at her place in the batting order.
 2. 10U Division may not have more than ten (10) defensive players on the field at a time.
- B. The batting order shall consist of all the players on the team roster. **All Team Members must play a minimum of two (2) consecutive innings on defense.** This rule may be waived in the event a player does not attend practice regularly or if there is a disciplinary problem. If all of the players on the roster are NOT going to participate, the manager must notify the opposing manager and the Plate Umpire. In case of injury, a player may be removed from the game at any time.
- C. In the 10U Division only, the Look Back Rule is NOT in effect.
- D. In the 10U Division only, the Infield Fly Rule is NOT in effect.
- E. In the 10U Division only, the Dropped 3rd Strike Rule is NOT in effect.
- F. In the 10U Division only, base runners may only advance one base per pitch/steal attempt.
- G. In the 10U Division only, base runners may not steal home and cannot advance to home on a passed ball.
- H. In the 10U Division only, a batter can only bunt when the pitcher is pitching.
- I. In the 10U Division only, on an over throw to 1st base the runners can only advance one (1) base.
- J. Managers are responsible for the conduct of their Coaches, Players and Spectators at all times.
- K. At the discretion of the Manager and/or Coach on offense, the On-Deck Batter shall be allowed to stand in the On-Deck Circle behind the batter, regardless of which dugout the offensive team occupies.

10U-C Pitching Rule Modification:

- A. Player pitchers will pitch from 35’.
- B. The center of the pitching circle will be at 40’ and have an eight (8) foot radius.
- C. The player pitcher will be allowed 5 pitches only. (Exception – See examples below)
 1. All balls pitched to a batter shall count as a pitched ball. (See examples below)
 2. Pitches for strikes will be assessed, either called, swinging or hit foul, and accrue in the pitched ball count.
 3. Pitches for non-strikes (balls) will not be assessed in the count, but will accrue in the pitched ball total. There will be no walks.
 4. The 5th pitch is considered the final pitch unless the batter has a 2 strike count. With a 2 strike count, the player pitcher will be allowed another pitch. See Examples 3 & 4 below.

5. If the batter has not struck out, has not been hit by a pitched ball, or has not put the ball into play in fair territory within 5 pitches, a coach pitcher will replace the player pitcher. (Exception – See Ex. 3 & 4 below)
6. The player pitcher will then assume a "pitcher's helper" position to the left or right of the coach pitcher and must have at least one foot in the circle, the player pitcher may NOT stand behind the coach pitcher. The coach pitcher must start the pitch with both feet inside the circle.
7. The coach pitcher will be allowed pitches equivalent to the number of strikes remaining for the batter. (See examples below) The final coach pitch must be put in play or hit foul. If neither circumstance is met, the batter is declared out.
8. A 3rd strike foul against the coach pitcher entitles the batter to another pitch until the ball is put in play or a non-strike is thrown. If neither circumstance is met, the batter is declared out.
9. A batter who is hit by a pitch from a player pitcher is entitled to 1st base. A batter who is hit by a pitch from a coach pitcher is not entitled to 1st base.

Example 1 - Player pitcher throws 5 pitches - 0 strikes, 5 non-strikes. After the 5th pitch, a coach pitcher replaces the player pitcher and may throw up to 3 pitches. (Exception A.8. above)

Example 2 - Player pitcher throws 5 pitches - 1 strike, 4 non-strikes. After the 5th pitch, a coach pitcher replaces the player pitcher and may throw up to 2 pitches. (Exception A.8. above)

Example 3 - Player pitcher throws 5 pitches - 2 strikes, 3 non-strikes. With this count, the player pitcher is allowed another pitch. A 3rd strike foul against the player pitcher allows another pitch until the ball is put in play, a non strike is thrown, or the batter is struck by a pitch. If none of these circumstances are met, the coach pitcher will replace the player pitcher.
(See Rule A.8. & A.4. above.)

Example 4 - Player pitcher gets a 2 strike count. The player pitcher continues up to 6 pitches, or the ball is put in play, or the batter is struck by a pitch. A 3rd strike foul accrues in the pitch total until the 5th pitched ball. A 3rd strike foul against the player pitcher allows another pitch until the ball is put in play, a non strike is thrown, or the batter is struck by a pitch. If none of these circumstances are met, the coach pitcher will replace the player pitcher. (See Rule A.8. & A.4. above.)

Example 5 - Player pitcher throws 5 or fewer pitches - 3 strikes, 2 or fewer non-strikes, or the ball is put in play, or the batter is struck by a pitch, the coach pitcher does not participate.

- A. When the ball is in play, the coach pitcher must avoid all contact with the ball and all defensive players.
 1. If the coach pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop, the ball shall be declared dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count, and the batter is awarded another pitch.
 2. If, in an umpire's judgment, interference by the coach pitcher is intentional, then the batter is out, all runners will return to the base they occupied when the pitch was made.
 3. When the ball is hit the coach pitcher must exit the field on the opposite

side of the field. All stealing and bunting rules as outlined above apply during coach pitch. If, in the judgment of the umpire, the actions of the coach pitch intentions are deemed to give unfair advantage to the offense, then the play shall be nullified and all runners will return to the base they occupied when the pitch was made. The pitch will accrue in the pitch count. Multiple offenses shall cause the coach pitcher to be removed from pitching for the remainder of the game.

Run Rule interpretation from Section IV, Paragraph B, Section 1.

If, after 5 complete innings, or 4-1/2 with home team ahead by 8+ runs, or if they go-ahead by 8 runs that score in bottom of 5th, game over by run rule, regardless of time, (7-B.1). If after 4+ innings, visiting team is ahead by 9+, and 1:20 hits during the inning, the home team is then mathematically eliminated since they can only score 8; we want to allow the game to continue the 1:30 of game time, to allow maximum playing time (7-B.2). The EXCEPTION is to clarify that continuing relative to 7-B.2 (only) is the sole option of the losing home team; they can walk away if they wish (the winning team can't force them to keep playing), or they can request to keep playing if they wish.

ARTICLE III. – PROTESTS

- A.** One, and only one. Manager or Assistant Coach will be permitted on the playing field for a question concerning a call.
- B.** The Manager of the team must notify the plate umpire of his desire to protest a rule interpretation immediately following the questioned decision and prior to the next pitch being delivered. The game umpires and the official –On-Duty will hear the protest, during which time the clock will stop, and make a decision on it prior to any further playing the game. The protest must be settled within a ten-minute time period and the decision of the game umpire and the Official-On – Duty is final and binding on all parties to the protest. The game will precede from this point. No written protest may be filed.

SECTION4

TRAVEL TEAMS BYLAWS

ARTICLE I. STATEMENT OF PURPOSE

Milford Girls Softball Association is offering travel teams in several different age groups primarily to give those girls who demonstrate the ability, an opportunity to play softball at a level above the recreational level. Another purpose of forming quality travel teams is to retain players in our community who are seeking travel softball teams.

ARTICLE II. MANAGERS & ASSISTANT COACHES

A. MANAGER & ASSISTANT COACHES SECTION

1. Each team shall have a Manager, and at least one Assistant Coach.
2. Managers who would like to manage a travel team will need to make their intentions known to the Vice President for that age group so that it can be brought to the board for approval.
3. The board will not approve the formation of a travel team if it is the opinion of the board that the team does not have enough experienced players in key positions to form a competitive team.
4. Keeping the girl's best interest in mind, the Board will select the Travel Team Managers, as well as rank the other approved Managers. Factors considered in the selection and ranking of Managers, includes but is not limited:
 - A. MGSA coaching seniority
 - B. Experience
 - C. Knowledge of the Fast Pitch game
 - D. Ability to teach fundamentals
 - E. Ability to field competitive teams
 - F. Ability to command respect
 - G. Sportsmanship on the field
 - H. Past record for dependability
 - I. Excellent rapport with players
 - J. Ability to retain Players from year to year
 - K. Organizational skills
5. Managers may pick their Assistant Coaches. The Board has the authority to disapprove an Assistant Coach.

ARTICLE III TEAM STRUCTURE

A. GENERAL TEAM INFORMATION

1. All travel team's fees, player's playing time, player selection process and choice of tournaments are all determined by each travel team's coach..

B TEAM RESPONSIBILITIES

1. All travel teams must wear the park's colors outlined in item C, Section 1, Article X, and be uniformly dressed with the MGSA logo or the word "MILFORD" on the uniform **and/or** visors/hats.
2. All travel teams are responsible for paying for each players' portion of the park's insurance.
3. All travel teams must work the concession stands, non-profit, during one weekend for the recreational league.

4. All travel teams must submit to MGSA any age waivers granted to his/her team in writing and signed by the softball association coordinator.