

Golden Seniors Softball Club of Sacramento



GOVERNING RULES (Revised March 2017)

Club Information Number
(916) 491-1721

Golden Seniors Softball Club

Governing Rules

March 2017

Table of Contents

<u>Title</u>	<u>Page</u>
Playing Rules	2
Rules of Play; Playing Field; Substitutes; The Game; Uniforms and Equipment; Appeals, Protests and Disciplinary Actions.	
Specific Rules for Leagues 1 and 8.....	10-12
Specific Rules for League 7	12
Standing Rules	14
Applications; Code of Ethics; Draft Policy and Procedure; Disciplinary Actions and Procedures; Board Member Duties; League Commissioner Duties.	
By-Laws	26
Membership; Dues and Fees; Meetings; Officers; Elections; Board Member Duties; Committees; Fiscal Year; By-Law Changes.	
Certification of By-Laws	34

Golden Seniors Softball Club

PLAYING RULES

March 2017

SECTION 1: GENERAL RULES

1.1 Senior Softball USA (SSUSA) rules will apply unless superseded by a specific GSSCS Club rule.

1.2 The Club's Playing Rules are developed by the Club Rules Committee (CRC). The chair of the CRC is appointed by the Board. The Club Commissioner is a de-facto member and provides liaison to the Board. The membership of the CRC is outlined in the Club By-Laws (Article VII Section 1) but the chair of the CRC may appoint additional members as needed or appropriate. The CRC reviews previous editions of rules, accepts written proposals from members and submits proposals for new rules and rule changes to the Board for approval. Once the rulebook is printed, any subsequent changes must have official Board approval and must be promulgated in writing to all affected league commissioners and managers before taking effect.

1.3 Club members have the responsibility to actively support and participate in club activities (practices, games, meetings and special functions). Club members agree to have and maintain health insurance coverage. The Club is not liable for any injuries that may occur during travel to or from, or during any club activity.

1.4 Code of Ethics: Members and participants in club activities will abide by the Club's By-Laws, the Standing Rules, the Playing Rules as well as the Club's Code of Ethics (which are stated in the Club's Standing Rules 2.6). During games, members will accept the decisions of umpires and team managers. Players will avoid bodily contact and acts that could cause injury to anyone. Members are forbidden to direct abusive or profane language at club officials, umpires and fellow members. Smoking in the dugout or on the playing field or drinking alcoholic beverages during a game is prohibited. Facility managers may have additional or more stringent rules. **PENALTY:** immediate ejection from the game.

1.5 Managers will monitor the conduct of their team members and have primary responsibility for controlling player behavior and mitigating strife. Managers are responsible for imparting rules and rule changes to their players.

1.6 Dugout areas are limited to playing and non-playing team members, substitutes, batboys and club officials with proper jurisdiction.

1.7 Draft Policy and Procedure: Before each new season of softball, the Club will conduct drafts for each League. Each year, new teams will be formed to begin the new season of play. The objective of the draft process is to achieve balance and parity among the teams in each League. The details of the Club's draft policy and draft procedures can be found in the Club's Standing Rules 8.0

1.8 Player Trades: Anytime following the draft meeting, a trade may be completed between two teams in a League provided BOTH PLAYERS, BOTH MANAGERS AND THE LEAGUE COMMISSIONER agree on the trade. The goal of these trades, are to create and/or maintain parity among the teams and to facilitate greater team harmony.

1.9 The Club maintains an answering machine telephone (916) 491-1721 which has recorded information on field conditions. The messages give instructions during inclement weather or other hazards.

SECTION 2: RULES OF PLAY

2.1 DEFINITIONS

- A. Plate:** The strike mat or the strike zone which will be 23 inches by 42.5 inches.
- B. Base or Bag:** interchangeable for 1st, 2nd, and 3rd bases.
- C. Batboy:** Persons to aid play as allowed by the concurrence of all managers.
- D. Batter:** Offensive player at home plate.
- E. Board:** The Club's Board of Directors, elected by the Club members.
- F. Club:** The Golden Seniors Softball Club of Sacramento (GSSCS).
- G. Club Officials:** Playing or non-playing elected/appointed/ hired officials, e.g. the Board, Commissioners, team managers, Safety Chairperson, umpires, etc.
- H. Club Rules:** By-Laws, Standing Rules and Playing Rules.
- I. Rating:** Measure of ability/performance and/or draft history, determined by Club officials.
- J. Runner:** Offensive player on or advancing between bases.
- K. Courtesy Runner:** A player replacing a base runner on base.

2.2 THE PLAYING FIELD

- A. Batter/Runner running toward 1st base:** Once reaching the halfway point between home and 1st, the batter must remain in foul territory until touching 1st base. **PENALTY:** Batter is OUT for interference if there is a play and the ball passes 1st ahead of the batter.
- B. Double 1st base:** Defensive players must touch the white section of the base which is in fair territory. **PENALTY:** If, in the umpire's judgment, the defensive player obstructs the batter/runner by touching the orange bag, the runner will be called SAFE.

- C. Home Plate Safety Zone:** A diagonal line drawn from the 20 foot commitment line on the 3rd base line to a point 8 feet from home plate along the scoring line. **PENALTY:** If, in the umpire's judgment, the runner interferes with the defensive player within the triangle on an imminent play at home or the runner touches home plate, the runner will be called out.
- D. Batter's Box:** There are no defined lines for the batter's box. A batter is OUT for touching home plate or the mat at the same time he is hitting the ball.
- E. Outfield Limits:** Outfielders must be standing no closer to home plate than 150 feet until the ball is hit. Landmarks, such as light poles, may be identified as marking the 150-foot line. A manager may appeal to the home plate umpire to request the call either before the pitch or after the play or the umpire may make the call without an appeal.
PENALTY: Violation by any player on the team, will result in the batter being awarded 1st base and runners advance on base if forced. Before the base is awarded and the runners advance, the manager of the team batting will be given the option to refuse the award of the base. This would allow the batter to continue the "at bat".

2.3 OFFENSE/DEFENSE

- A. Force Plays:** Initial attempts of runners reaching 2nd and 3rd bases are force play outs. Tags are permitted but not required.
- B. Overrunning a Base:** Legally rounding a base with the intention of advancing OR running past and losing contact with a base when returning to it is considered overrunning. A defensive player must tag a runner not in contact with the base to record an out. **NOTE:** Runners are permitted to SLIDE, DIVE, ROLL or CRAWL back to an over-run base, but not when advancing to a base.
- C. Running through a base:** If running through, runners MUST run wide and avoid the fielder(s). As much as possible, runners should run to the OPPOSITE side from the throw. Runners are safe when touching ground, even with or beyond the base, before a fielder either contacts the base with the ball or tags the runner.
- D. Runners running-through must return and re-touch the base before advancing.**
EXCEPTION: Runners over-running 1st base may advance without re-touching the base.
NOTE: Umpires judge whether a runner has over-run (rounded) or run-through a base. Failure to re-touch is an appeal play.
- E. Runner interference:** Runners MUST avoid colliding with a defensive player, especially at bases. (See previous rule). If interference prevents a 2nd or 3rd out, the umpire may call one or more advancing runners out.
- F. Fielder Obstruction:** Fielders must avoid blocking a runner unless they are in process of fielding a ball. **PENALTY:** Runner is awarded extra base(s).

G. Tag at home plate: After a runner has passed the 20 foot commitment line, defenders may not tag the runner. **PENALTY:** The run scores and the ball remains live.

H. Infield Fly: Runners on base when the umpire calls “Infield Fly” may advance at their own risk.

Section 3: PLAYERS & SUBSTITUTES

3.1 Maximum/Minimum: The full complement of fielders is ten (10). Teams must field a minimum of nine (9). At least seven (7) players must be team members. **PENALTY:** Forfeit loss of game.

3.2 Batting Order: All team members available to play must be on the line-up card and remain in the batting order. Once the game starts, the batting order may not be changed.

X-REF: Players leaving the game rule **3.5** below.

3.3 Minimum playing time: All team members, including managers, must be in the line-up and must play defense at least three (3) innings. See exceptions below. **PENALTY:** Upon protest, forfeiture loss of game.

EXCEPTIONS:

- a. Late arriving player entering the game after the 3rd inning and players leaving the game for any reason. **NOTE:** *Late-arriving player(s) shall be inserted into the game and line-up for substituted player as soon as available. If a team starts game with less than a full complement of players (10 or 11 players based on league), late arriving player(s) are to be added at bottom of batting order.*
- b. In games in which a team does not play a full seven innings on defense, the manager will not be in violation if the player could have played the required minimum innings on defense had they played the full seven innings.
- c. The manager and any injured player may elect not to be in the line-up and therefore will not bat or play defense but may manage and/or coach bases.
- d. In games where more than 11 players on a team are available to play on defense, the team manager may elect to play less than three innings on defense to allow additional playing time for other players. When this happens, the team manager may bat in the lineup.

3.4 Managers will NOT encourage or direct a player to miss or not participate in a game. Penalty: Illegal substitution and forfeiture loss of the game.

3.5 Players leaving the game: Regular team members may leave a game for a legitimate reason (e.g., injury, illness, personal/family emergency) and they will be bypassed in the batting order with NO penalty. Once bypassed in the batting order, they may not re-enter the game. They may be replaced by substitutes. **X-REF:** *Substitutes Rule 3.7 below.*

3.6 Playing Sponsors: Sponsors, who play, should be members of the team they sponsor, if possible.

3.7 Substitutes: Teams fielding less than a full complement of players may use substitutes. The maximum number of substitutes assigned to any team is three (3). Substitutes may play **any** defensive position, bat last in the line-up and are limited to a single. Any runners on base are limited to one (1) base advance. Substitutes may serve as courtesy runners. **EXCEPTION:** New Club members, playing their first year in the Club, who are on the waiting list, are exempt from the above restrictions unless they had previously refused to play for a specific team.

3.8 Potential substitutes must register with the scorekeeper before each game and be assigned by the scorekeeper through a random draw. A waiting list player signed up for any League always has priority over a rostered player from that League or another League within the Club.

EXCEPTION: *The managers scheduled for the 1st game may prearrange for a league player substitute if LC confirms there are no waiting list players available.* **X-FER:** 3.7 - Substitutes

3.9 Substitutes from other Leagues: Leagues may interchange substitutes provided LC confirms there are no waiting list players or substitutes available within that league and the league's age requirements are met. Substitutes may play any defensive position, bat last in the line-up and are limited to a single. **X-FER:** 3.7 - Substitutes

3.10 Post Season Substitutes: Players on the league waiting list or team members of eliminated teams have first priority to substitute in post-season play. If none are available, members of other leagues may substitute provided league's age requirement are met. The LC or Club Commissioner must approve such substitute assignments, assuring the substitute(s) are rated lower than the missing team member(s). **X-FER:** 3.7 - Substitutes.

3.11 Replacement of players; temporary and permanent: As soon as it is known to the manager that a player will miss or has missed two (2) or more consecutive games, the manager is required to request a replacement player. **PENALTY:** If the manager fails to request a replacement player, the League Commissioner, through the Player Agent, is authorized to assign a temporary replacement player, from the waiting list in chronological order, without the manager's concurrence.

3.12 Games missed without notifying manager: If a player misses two (2) or more games without notifying the manager in advance, the manager should take action to determine the reason, and may request a replacement player if the player fails to honor this commitment.

3.13 The League Commissioner, through the Player Agent, is authorized to assign replacement players from the waiting list on a chronological basis. Initial assignments must be temporary so as to evaluate the waiting list players' ability before a permanent assignment is made.

The League Commissioner is encouraged to make adjustments among waiting list players to maintain balance and parity among the teams in the league.

3.14 No Waiting List Players: When there are no members on the waiting list and a team has lost a player permanently who was a 1st or 2nd round draft selection, the team manager may recruit a new player who will be permanently assigned to that team. If a team loses a player permanently, who was selected in the 3rd round or lower, the manager may recruit a new player to be a temporary assignment so as to evaluate the ability of that player before a permanent assignment is made.

3.15 Permanent Replacements Players: The main objective of the LC in making permanent assignments is to maintain balance and parity among the teams throughout the league as much as possible. Before making a permanent assignment, the LC should obtain the concurrence of the assignment from a majority of the team managers in that League. This concurrence should not unreasonably be withheld.

3.16 A replacement player must have been assigned to that same team for three or more regular season league games to become eligible for post-season assignment as a team member.

NOTE: Substitute requirements are more liberal.

Section 4: THE GAME

4.1 Regulation games consist of seven (7) innings (time permitting); or if called by the umpire shall be regulation if five (5) or more complete innings have been played, or if the home team has scored more runs after the completion of at least four and one-half (4-1/2) innings.

A. **Flip Flop Rule:** Will be mandatory in games with a 10-run differential in favor of the visiting team at the start of the “open inning”.

4.2 Time Limits: All night leagues (3, 4 & 5) will limit play to one hour and ten minutes. No new inning may begin after 1 hour of play. Day leagues (2 and 6) will limit play to one hour and 25 minutes. No new inning may start after 1 hour and 15 minutes. There is NO time limit for league championship games. Post-season games will continue until a winner is declared. Forfeiture occurs five (5) minutes after the scheduled start time or completion of the previous games, whichever is later.

4.3 The Club and League Commissioners will make every effort to re-schedule cancelled games or makeup dates.

4.4 Scoring Restrictions: No more than five (5) runs may be scored in any inning except the final “open” inning. All games will start extra innings (time permitting) with a runner on second. This designated runner is the player with the last completed at-bat, *or if injured, preceding batter*. This designated runner may not be replaced by a courtesy runner until reaching 3rd base.

4.5 Tie-Breakers: If any teams have the same record at the conclusion of league play, the following criteria will be used to break all ties to determine seeding in playoffs:

- A. Head to Head results between tied teams;
- B. Aggregate least runs scored against between tied teams;
- C. Aggregate run differential;
- D. Coin Toss

4.6 Pitching:

- A. Starting and relief pitchers are allowed a maximum of five (5) warm-ups in their first respective innings only. Pitchers are allowed (time permitting) a maximum of three (3) warm-up pitches in subsequent innings. Infielders are allowed a maximum of one (1) warm-up throw during permitted pitcher warm-ups. Umpires may suspend warm-ups after the 2nd inning if, in the umpires judgment, slow play will reduce the number of innings to be played.
- B. The strike zone is the mat and home plate (23-inches wide by 42.5-inches long). The pitched ball must travel a minimum height of six (6) feet and a maximum height of twelve (12) feet *from the ground* and strike, on initial impact, any part of the home plate or mat. NO argument is allowed on the judgement ball/strike calls. **PENALTY:** Warning is made for the 1st offense. Ejection for the 2nd offense.
- C. Pitchers may give one intentional walk per batter per game without penalty. An umpire may declare a walk intentional if, in his judgement, the pitcher's intent is not to throw a strike. **PENALTY:** Batter awarded 2nd base and all runners advance 2 bases regardless if forced situation or not.

4.7 Batting:

- A. A team may not exceed one (1) over-the-fence home run MORE than the opposing team. Subsequent over-the-fence home runs are ruled singles and *base runner(s)* advance only if forced.
- B. Batters must take position within ten (10) seconds after the umpire calls "play ball". Batters, touching any part of home plate with the body while hitting a pitch, are called OUT.
- C. Players in position to hit are not allowed to have a non-approved bat. **PENALTY:** The batter will be called out and ejected from the game.

4.8 On-Base Situations:

- A. Courtesy Runners (CR) are limited to running once per inning. A CR may run every inning if needed.
- B. Any runner, except a courtesy runner, may be replaced by another at any time on any base, except for the international tie-breaker runner, who starts at 2nd base. **X-REF:** Injury rule overrides.
- C. Managers are authorized to designate courtesy runners, but only when requested to do so by a runner.
- D. Substitutes may serve as courtesy runners.

Section 5: UNIFORMS AND EQUIPMENT

5.1 Umpires are responsible for using an alternate (Flip Card) scoreboard if the scorer is not able to use the electronic board.

5.2 Safety equipment, including AED and CPR gear, is required to be placed adjacent to and accessible to the field(s) during play. The game may not proceed without the equipment being present and in working order.

5.3 Bats: Only bats approved by the ASA may be used in GSSCS games. In 2012, ASA approved the use of bats with the rating of 1.21 for Senior Play only. These have become known as the “hot bats”. Bats with this rating, or below, are legal for use in GSSCS games. (One exception is the grey colored MIKEN Ultra...this bat is not allowed for use in ASA Senior Play or in GSSCS games.)

5.4 Official Softballs:

- A.** A yellow optic ball is preferred for both men’s and women’s play and shall be a regular, smooth-seamed, flat-surfaced, pebble-textured or dimple-textured ball with concealed stitches.
- B.** Men shall use a 12-inch ball with a COR of .44 and a compression rating of no more than 375 psi.
- C.** Women shall use a 11-inch ball with a CORE of .47 and a compression rating of no more than 525 psi.

5.5 During play, all players must properly wear official, club approved uniforms consisting of a jersey and cap (worn bill forward), bucket hat or visor. **Note:** Baseball caps, bucket hats or visors are optional and if worn must be club issued with club’s logo. Waiting list players serving as substitutes are allowed to wear an alternate jersey. The Board may approve waivers for health reasons, but alternative headgear should be dark in color.

5.6 Pitchers are required to use protective face masks (per SSUSA rules) and are encouraged to wear other protective gear. **Note:** It is recommended pitchers wear additional protective safety gear.

5.7 Red caps are issued to certified safety officials. Yellow caps are issued to umpires. Umpires may also wear ASA/SSUSA garb. White caps are issued to managers. Managers are responsible to designate the (acting) manager not wearing a white cap to the umpire.

Section 6: APPEALS, PROTESTS, DISCIPLINARY ACTIONS

6.1 Only a team manager may file an appeal or a protest.

6.2 Appeals and protests must relate to one or more specific rule violations. Umpire judgment calls are not subject to appeal or protest.

6.3 The manager must formally announce to the umpire and scorekeeper (if assigned) that a game is under protest as soon as the incident occurs or is discovered prior to the end of the game. The manager must file a written protest to the league commissioner within 48 hours of the end of the game.

6.4 The league commissioner will render a decision on a written protest within 7 days.

6.5 League commissioners having a conflict of interest (i.e. member of affected team) must immediately refer the protest to the Club Commissioner for a ruling.

6.6 The Club Commissioner will render a decision within 7 days of the referral.

6.7 Should a protesting manager wish to appeal the Commissioner's ruling, the manager may then file a written appeal with the Board of Directors. The Board of Directors will conduct an investigation, hold a hearing and render a decision by the end of the next scheduled Board meeting. The ruling of the Board of Directors is final; there is no further appeal.

6.8 Players subject to disciplinary action may request a hearing to be conducted by league officials. Appeals may then be referred to the Club Commissioner and the Board for action.

6.9 Any player may request an umpire call "time out", but only an umpire may call "time out".

6.10 Only team managers may dispute calls and disputes must be based on rules, not judgments. **PENALTY:** Umpires may warn a player or manager who is ruled to be improperly continuing a dispute. Failure to heed such a warning may result in ejection.

6.11 Umpires must notify the LC and Club Commissioner of all ejections and the actions which led to the ejection, as soon as possible. The umpire may voice an opinion as to whether further disciplinary action should be taken.

6.12 The scorekeeper is required to keep the official record of the schedules, lineups, plate appearances and team scores. The scorekeeper may provide information on these matters only if asked. NOTE: Rules are under the authority of the umpires and league commissioners.

Section 7: SPECIFIC RULES FOR LEAGUES 1 AND 8

7.1 Courtesy Runners: A courtesy runner (CR) may substitute for a *base runner* if the player is not able to run the bases. Any player, including substitutes, may be used as a CR and may only run once per inning and can be used as many times as needed during a game.

A. NON-RUNNING PLAYER (NRP): Managers may list on the line-up cards no more than three (3) non-running players who may have a CR from home plate. A NRP may be any player. Once a game begins, no change in the designation of NRP's is allowed. Exception will be made for an injury to another player after the game begins. Extend 3rd base line through batter's box and CR starts behind the line.

B. When NRPs bat, the CR and all runners on-base, may advance one (1) base only.

- C. Courtesy runners from home, or on base, may only run once per inning, may be replaced at any time (including on 2nd base during tie-breaker) and used as many times as needed during a game.
- D. Courtesy runners on base, when it's their turn to bat, may be replaced by another CR without penalty.
- E. Any player, including substitutes, may be used as a CR.

7.2 Outfield Limits: Outfielders may not position themselves on the infield dirt until the ball is hit. If a 150 line is available, outfielders must remain behind this line until the ball is hit.

7.3 Maximum/Minimum Players: The full complement of team fielders is eleven (11) players. Teams must field a minimum of ten (10) players. At least seven (7) players must be team members. *X-FER: 3.7 – Substitutes.* **PENALTY:** Forfeit loss of game.

7.4 Eligible Substitutes: Managers should first contact the league commissioner/player representative for the availability of substitutes. If a substitute is not available from the waiting list, a player from a bye team or L7 may be assigned. Substitutes from the bye team must be from an equal or lower draft round than the absent player. L7 substitutes must be at least two draft rounds lower than the player from L1 they will be replacing. League age restrictions will apply to substitutes.

- A. **Post Season Substitutes:** Players on the league waiting list or team members of eliminated teams have first priority to substitute in post-season play. If none are available, members of other leagues may substitute provided league's age requirement are met. The LC or Club Commissioner must approve such substitute assignments, assuring the substitute(s) are rated lower than the missing team member(s). *X-FER: 3.7 - Substitutes.*
- B. If the regular starting pitcher is not available, a "substitute" pitcher may be used with the agreement of the opposing team's manager. Batting restrictions for substitutes will apply.

7.5 Minimum Playing Time: NRP's may play as little as 1 inning on defense if they request. Managers may choose NOT to be in the lineup and may play less than three (3) innings on defense.

7.6 Maximum Playing Time: L1 and L8 will limit play to 1 hour and 30 minutes. No new inning may begin after 1 hour and 20 minutes. There is NO time limit in league championship games. *X-REF: Time Limits, Rule 4.2.*

7.7 Bats: L1 and L8 will not use the "hot bats" approved by ASA for senior play. Bats on the ASA non-approved list will not be allowed.

7.8 Walk Rule: Each team manager in L1 will designate three players on their team, who when walked a second or subsequent time, will be awarded 2nd base. This award of second base will be caused by either an "intentional walk" or a walk generated by four called "balls" by the umpire. Any runners on base will advance only if forced. **EXCEPTION:** This rule does not apply in L8.

7.9 Base Paths: L1 and L8 will use 65-foot base paths.

7.10 Home Plate Safety Zone: A diagonal line for running wide of home plate will be drawn from the 20-foot commitment line on the 3rd base line to a point 8-feet from home plate along the scoring line. **PENALTY:** If, in the umpire's judgment, the runner interferes with the defensive player within the triangle on an imminent play at home or the runner touches home plate, the runner will be called out.

Section 8.0: SPECIFIC RULES FOR LEAGUE 7

8.1 Courtesy Runner: Once a batter reaches first base, a courtesy runner (CR) may substitute for the runner if the player is not able to run the bases. Any player, including substitutes, may be used as a CR, and only run once per inning and can be used as many times as needed during a game.

8.2 Outfield Limits: Outfielders may not position themselves on the infield dirt until the ball is hit. If a 150-foot line is available, players must remain behind this line until the ball is hit.

8.3 Maximum/Minimum Players/Substitutes: The full complement of fielders/players is eleven (11). Teams must field a minimum of ten (10) players. At least seven (7) players must be team members. **X-FER:** 3.7 – *Substitutes*. **PENALTY:** Forfeit loss of game.

8.4 Maximum Playing Time: League 7 will limit play to 1 hour and 30 minutes. No new inning may start after 1 hour and 20 minutes. There is NO time limit in league championship games. **X-REF:** *Time Limits, Rule 4.2*.

8.5 Bats: League 7 will not use the "hot bats" approved by ASA for senior play. Bats on the ASA not approved list are not allowed.

8.6 Walk Rule: Each manager in League 7 will designate three players on their team, who when walked a second or subsequent time, will be awarded 2nd base. This award of 2nd base will be caused by either an "intentional walk" or a walk generated by four called "balls" by the umpire. Any runners on base will advance only if forced.

8.7 Base Paths: League 7 will use 65-foot base paths.

8.8 Home Plate Safety Zone: A diagonal line for running wide of home plate will be drawn from the 20-foot commitment line on the 3rd base line to a point 8-feet from home plate along the scoring line. **PENALTY:** If in the umpire's judgment, the runner interferes with the defensive player within the triangle on an imminent play at home or the runner touches home plate, the runner will be called out.

Section 9.0: ADMINISTRATIVE

9.1 The Safety Cart: At Howe Park, the “home team” on diamond #1 will retrieve the Safety Cart and place it in the vicinity of the diamonds. The late game “home team” on diamond #1 will return the Safety Cart to the Howe Park Office.

Golden Seniors Softball Club

STANDING RULES

March 2017

1.0 Authorization of Standing Rules

Standing Rules authorized by **Article V, Section 5.B** of the Club's By-Laws can be adopted or changed by the Board of this organization through a majority vote.

2.0 Membership Application

The Club's membership application shall be submitted to the Club's Player Agent. All applications for membership will be dated and initialed as they are received.

2.1 All League eligibility will be based upon the application receipt date on a "first come, first served" basis.

2.2 Each year, the Board will establish a due date for applications. If the renewing Club member's application is received by that date, the member will be eligible for inclusion in the draft of each league they requested on their application as long as full payment accompanies the application.

2.3 A Club application is not complete until and unless the applicant signs the application and submits the application to the Club's Player Agent along with the applicable dues and fees. Should the application be received without a signature, the Player Agent will return the application to the applicant for their signature. Should the application be received without the applicable dues and fees, the application will be "in suspense" until the Player Agent either receives the full amount or establishes a payment plan with the applicant.

2.4 By submitting a signed application for Club membership, the applicant agrees to the Club's Release and Waiver policy as well as the Club's Code of Ethics which are printed on the membership application each year.

2.5 The Club's Release and Waiver reads as follows:

I, hereby, assume full responsibility for the risk of injury and/or consequences for participating in games of the Golden Seniors Softball Club of Sacramento.

I render the GSSCS officers, directors, commissioners, managers and all members and sponsors harmless in the event of any injury or illness I may incur while participating in Golden Seniors Club games and activities.

2.6 Club Member Code of Ethics:

Each Club member shall follow the Club's Code of Ethics which is printed on the Membership Application each year. Failure to follow the Code of Ethics may subject the Club member to disciplinary action which is further outlined by these Standing Rules.

The Code of Ethics reads as follows:

As a member of the Golden Seniors Softball Club, I agree that I will conduct myself as a gentleman/lady at all times and that when participating in Club activities I will:

1. Abide by the Rules and By-Laws of the Club as well as the decisions of Club Officials.
2. Accept the decisions of the umpires and my team manager.
3. Avoid bodily contact that may cause injury to myself or others.
4. Refrain from publicly degrading fellow Club members and umpires.
5. Never direct abusive or profane language at an official or fellow Club members.
6. Control the use of alcoholic beverages so as not to offend anyone or to cause adverse criticism of the Club.

2.7 Club membership renewal applications will be mailed to Club members who are on the roster at the end of the previous year. To remain a Club member, the signed renewal application must be submitted to the Club's Player Agent each year. Failure to return the renewal application will be cause for removal from the Club's membership roster. Removal from the Club's roster may impact "continuous membership" for the purpose of establishing Life Membership eligibility.

3.0 League Eligibility

Eligibility for a League sponsored by the Club is determined by age. Each year the Board may adjust the number of Leagues, the age requirements for those Leagues as well as the time and location where each League is played. The Board may approve special exemptions to eligibility requirements when petitioned by an applicant or a Club member.

3.1 League L1, on Monday mornings, is reserved for men 70 and over and for females 65 and over.

3.2 League L2, on Tuesday mornings at 9AM, is reserved for men 60 and over and females 55 and over.

3.3 League L3, on Tuesday nights, is reserved for men 50 and over and females 45 and over.

3.4 League L4, on Wednesday nights, is reserved for men 60 and over and females 55 and over.

3.5 League L5, on Thursday nights, is reserved for men 50 and over and females 45 and over.

3.6 League L6, on Tuesday mornings at 10:30AM, is reserved for men 60 and over and females 55 and over.

3.7 League L7, on Monday mornings at 11:00AM, is reserved for men 70 and over and for females 65 and over.

3.8 League L8, on Tuesday mornings at 9:30AM, is reserved for men 75 and over and for females 70 and over.

4.0 Field Rental Contracts

All contracts for the rental of softball fields shall be in writing and approved by the Board of Directors before the regular season begins. The Club's President is authorized to sign these contracts as the Chief Executive Officer of the Club.

5.0 Tryouts for New Club Members

Before the draft, all new members shall be invited to attend tryouts (if they are scheduled). An attempt will be made to rate the player's ability before assigning them to a team. If that is not possible, a player may be assigned to a team as a temporary replacement to determine their ability.

6.0 Team Member Responsibility

A Club member's acceptance to play for a team shall be considered a contract between himself, the Club and his fellow team members. This requires the member to make their best attempt to attend all scheduled games and to follow the rules of the Club and each softball facility.

6.1 If a team member has absences due to health, injuries, work **or** other personal issues, the team member shall notify the team manager. A replacement or substitute player will be assigned to the team until the team member can return to that team.

6.2 A player, who is absent from two league games (need not be in succession) and who fails to notify his manager at least 24 hours before the game(s), may be removed from his team's roster and placed on the League's waiting list. The decision to remove the team member rests with the team manager, who must submit a written request to the League Commissioner setting forth all the relevant facts. The League Commissioner will discuss the request with the Club Commissioner and the Player Agent for a final decision.

6.3 Smoking in the dugout, on the field or in any other non-smoking area, is prohibited. The automatic penalty is immediate ejection from the game. Repeated offenses may be cause for suspension or other disciplinary action.

6.4 Alcohol or non-prescribed drugs are not allowed in the area where games are played. Alcohol may not be consumed in the dugout, in the stands or on the field. The automatic penalty is immediate ejection from the game. Repeated offenses may be cause for suspension or other disciplinary action. Facility managers may have additional or more stringent rules. Violation of facility rules threatens the Club's position at the facility.

7.0 Member Change Request

Once a Club member has submitted an application or has been assigned to a team, the member may request a change to their status.

7.1 If a member has submitted their application to the Player Agent but wants to modify the information or the League requests on the application, the member must contact the Player Agent to request the change.

7.2 If a Club Member wishes to change Leagues, once the season has begun, the member may submit the request to the Player Agent who will confer with the two League Commissioners. The Club member will be placed on the new League's wait list.

7.3 If a Club member wishes to change teams within a League, the member must inform the team manager and the League Commissioner. The LC will arrange a trade. If a trade is not possible, the player will be placed on the League's wait list until the LC can arrange an assignment to a new team.

7.4 If a Club member wishes to resign from the Club, the member must inform his team manager (who will inform the LC) as well as the Player Agent. If the member wants a refund of Club dues and League fees, the request must be made in writing to the Player Agent. Any refund will be pro-rated by the Player Agent who will request the Club Treasure to issue a refund.

8.0 Draft Policy and Procedure

Before each new season of softball, the Club will conduct drafts for each League. Each year, new teams will be formed to begin the new season of play. The objective of the draft process is to achieve balance and parity among the teams in each League.

8.1 The League Commissioners will coordinate and schedule the draft meetings with the team managers, the Club's Player Agent and the Club Commissioner. Other Club officials may attend the draft meeting to help with logistics and clarify procedures. These draft meetings are usually held toward the end of February but can be held later if necessary. Draft meetings may not be held sooner. Draft meetings are confidential. Only those actively participating in the draft meeting may attend.

8.2 The Player Agent is responsible for producing the list of draft eligible players in each League. This list will contain those Club members who have met the Club's eligibility criteria, have paid the required fees and who have filed their application in a timely fashion.

Once the draft meeting is scheduled for a League, the Player Agent will provide the LC with a list of players who are eligible for the draft in that League. The LC will distribute that draft list to the team managers in the League prior to the draft meeting. If a player is not on the draft list provided by the Player Agent, the player may not be drafted.

8.3 If a manager will be absent from the draft meeting, the manager may appoint someone to draft in their place. The appointee can be an assistant manager or a playing member of the League. If the appointee is a playing member of the League and not an assistant manager, the appointee will be in the open draft subject to being drafted by any manager. If drafted by another team, the appointee will complete the draft for the absent manager.

8.4 If a Manager fails to attend the scheduled draft meeting and has not appointed a replacement, the League Commissioner and Player Agent will resolve the situation to the best of their ability. Whoever is assigned to draft for the absent Manager will remain in the open draft, subject to being drafted by any team.

8.5 At the beginning of the league draft meeting, the LC, club commissioner and team managers will address several issues before the draft process begins. The group will discuss and vote on these issues. A majority vote of the team managers will determine the course for the League. *ALL PLAYING MEMBERS WILL BE RATED.* The rating may occur before or after the draft by either the managers or league commissioner. Club Commissioner has final decision on player rating.

8.6 If the team managers decide an assistant team manager will not be pre-selected, the team manager may select an assistant from those members who are drafted on the team. A team manager is not required to appoint an assistant manager.

8.7 The team managers will "draw" to determine which team drafts first, second, etc.

8.8 The draft sequence will follow a serpentine pattern around the board used to record the selections. This sequence will proceed for the number of rounds it takes to fill each team or until the number of eligible players is exhausted.

8.9 The Player Agent will control the confidential list of special requests by Club members. Should a player be selected in conflict with their special request, the Player Agent will inform the group an alternate must be selected. The Player Agent may not reveal why this conflict exists. If the Player Agent does not attend the draft meeting, another Club official will control the confidential list.

8.10 Trades will only be allowed at the completion of the Draft and ONLY if approved by the League Commissioner and a majority **vote** of the Managers.

8.11 The draft sequence list is confidential. It will be recorded for the purpose of the LC and the Club Commissioner to be used in determining appropriate replacement players. The sequence will not be published and will not be revealed by team managers.

8.12 Sponsors may be assigned before or after the draft.

8.13 Following the draft meeting, team managers may contact the players they drafted to inform them of their selection.

9.0 Player Trades Anytime Following the Draft Meeting

Due to unforeseen circumstances during the season, a trade may be completed between two teams in a League provided BOTH PLAYERS, BOTH MANAGERS, **and** the LEAGUE COMMISSIONER agree. The goal of these trades is to create parity among the teams and to facilitate greater team harmony.

10.0 Disciplinary Actions and Procedures

Disciplinary action will be taken against a Club member who violates the Club's By-Laws, Code of Ethics, or any other Club rule. Repeated violations or extreme misconduct may result in the termination of Club membership and expulsion from the Club.

10.1 A team manager, League Commissioner or Club Commissioner may reprimand a player in writing for committing any violation of Club rules.

10.2 The team manager or umpire may eject a player from a game for misconduct or rule violations at the time the infraction occurs. This ejection does not constitute an automatic suspension from any subsequent games. Only a majority vote by the Board may suspend a member from play or any Club activities. (Reference 10.4 below)

10.3 When a player is ejected from a game, the action must be reported to the League Commissioner and the Club Commissioner. The specific circumstances surrounding the ejection must accompany the report. This report from the team manager or the umpire may include a recommendation of suspension. Based on this report, the LC or the Club Commissioner may recommend the Board take further action beyond the ejection.

10.4 Based upon the circumstances surrounding an ejection, misconduct or the report of a rule violation, the Board may impose any or all of the following penalties. All actions taken by the Board shall be in writing and a record thereof maintained in the Club Files.

- A. **SUSPENSION:** A Club member may be suspended from all club activities, including games and Club meetings, for not more than three (3) weeks. When this type of suspension occurs, a written statement of the reasons for the suspension must be provided to the Club member. This written statement must also include a warning that subsequent violations can result in expulsion from the Club.
- B. **EXPULSION:** A Club member may be expelled from the Club under extreme or repeated circumstances. Their membership will be terminated and they may not participate in any further Club activities. When the Board takes this action, the Club member must be provided a written statement explaining the reasons for the expulsion.

10.5 A Club member, who has been suspended from the Club, is not eligible to play on any League team for the duration of the suspension.

10.6 No refund of dues shall be made to a member who has been suspended or expelled.

10.7 A Club member may appeal any action taken by Club officials or the Board pursuant to the above paragraphs. The appeal must be received in writing by the Board within seven (7) days of the action taken. The Board will reply in writing within fourteen (14) days of the appeals receipt. A member, who has been expelled, may request that his appeal be handled under the same terms as stated in Article III, Section 6 of the Club By-Laws.

10.8 A club member who has been expelled from the Club may re-apply for Club membership in a subsequent year. That application will be subject to approval by the Board.

10.9 A Club member, who has a grievance against another Club member, may submit the grievance in writing to the Board for adjudication. The Board may choose to resolve the grievance or to delegate the response to any Club official. The Board shall reply in writing to a member who files a grievance, within fourteen (14) days of its receipt, unless the grievance is deemed frivolous or vindictive. If the Board believes this is the case, the member filing the grievance will be so notified by the Board.

11.0 Duties of the Club's Player Agent

In addition to the duties outlined in the Club's By-Laws, the following also applies to the position of Player Agent.

11.1 The Player Agent is responsible for the design, distribution, and receipt and processing of annual membership applications.

11.2 The Player Agent has authority to determine the effective date of Club membership of each member and the placement of members into annual drafts for each League.

11.3 The Player Agent shall provide each League Commissioner with the official draft list and safeguard the rights and privileges of each Club member during the draft process.

11.4 The Player Agent shall maintain a waiting list of members, by League, of players not yet assigned to a team. That list must be shared with the League Commissioner who makes the actual team assignments.

11.5 The Player Agent shall maintain liaison with the Club Treasurer and forward all dues and fees to the Treasurer in a timely manner.

12.0 Duties of the Club Commissioner

In addition to the duties outlined in the Club's By-Laws, the following also applies to the position of Club Commissioner:

12.1 The Club Commissioner may appoint, with Board approval, assistant commissioners.

12.2 The Club Commissioner may appoint, with Board approval, a League Commissioner for each League. The Club Commissioner monitors and supervises the activities of each LC and shall arbitrate disagreements with or appeals of a LC decision/ruling.

13.0 League Commissioner Authority

The League Commissioner (LC), will head assigned league and supervise the team managers in that league. The LC shall determine the number of teams, number of team members and the number of defensive positions to be played on each team. *The LC will maintain a dated log of all temporary and permanent player assignments.*

13.1 The League Commissioner shall appoint a Team Manager for each team in the League. Team Managers, who served the previous season and want to continue to manage, shall be re-appointed unless removed for cause by the League Commissioner and by vote of the Board.

13.2 Each League Commissioner shall consult with the team managers annually to recommend which umpires will be used in the League.

13.3 The LC may arrange meetings with managers and umpires to resolve League specific issues.

13.4 The League Commissioner and team managers may rate the umpires at the conclusion of the season or more often, if necessary. The LC will record the ratings will review all comments and ratings with the Head Umpire for the Club. The Head Umpire will review this information with each individual umpire to enhance their umpiring abilities.

13.5 The LC controls the League's wait list and has a responsibility to utilize members on the wait list to fill team vacancies. The wait list is confidential and contains the available Club members, who were not drafted by a team or have come off a team to be placed on another team. Members on the wait list are waiting to be assigned to a team in the League. Club members from the League's wait list will be assigned to teams whose team roster has been depleted through injury, vacations, illness, trades, transfers, resignations, etc.

13.6 The LC will monitor each team's roster to ensure the team is at full complement.

- A.** The LC may assign a member from the wait list as a temporary substitute or "sub". The LC may assign a sub when a team roster is depleted for a period of not more than 2 weeks caused by an absence due to injury or vacations, etc. When the LC assigns a temporary sub, the skill level of the sub will not be considered. The LC will assign the subs in chronological order (first come, first served). The LC will insure the subs re-instatement to the wait list upon the return of the player who was absent.
- B.** The LC may assign a member from the wait list on a permanent basis as a "replacement" player. When a team loses a player for the balance of the season, the LC may replace that player permanently. When the LC assigns a permanent replacement player from the wait list, the replacement player's skill levels may be considered. The LC will try to replace the missing player with a member from the wait list whose skills are similar to the player who is missing.
- C.** The LC may assign a member from the wait list as a replacement player for a period greater than 2 weeks due to an extended injury, vacation, illness, etc. The LC may make every effort to match skill levels but if no player on the wait list has the same skill level, the LC will assign a player on a chronological basis. When the missing player returns to the team, the LC will re-instate the replacement player to the wait list.
- D.** The LC has the authority to assign temporary or permanent players from the wait list without team manager concurrence. The goal of the LC is to ensure balance and parity among the teams in the League and to utilize the members on the wait list.
- E.** The LC is encouraged to make temporary team assignments from members on the wait list. This will allow the League to assess the abilities of those on the wait list.

14.0 Replacement Players

When it becomes necessary to replace a team member who will be absent for more than 2 games, a replacement player, with similar abilities, will be assigned from the wait list to fill the team vacancy. The LC will determine which member from the wait list will be assigned.

14.1 A replacement player, once assigned to a team, may play any position on the field and may bat in any position in the batting order. The replacement player assumes the role of a "regular" team player.

14.2 If a replacement player with similar abilities is not available on the wait list, the LC is authorized to assign a member from the wait list in chronological (first come, first served) order. The LC must confer with the Club Commissioner before this assignment is made.

14.3 Replacement players may play only in the Leagues in which they are registered.

14.4 A replacement player must have been assigned to that same team for three or more regular season League games to become eligible for post-season assignment as a team member. **NOTE:** Substitute requirements are more liberal.

15.0 Substitute Players

When a number of team members will be absent from a team for a short period of time due to vacations or short term injuries, it may be necessary to utilize Club members on a temporary basis to enable the team to play with a complement of 10 or 11 players based on league. A substitute player or sub is a short term solution for a team which needs to fill their roster.

15.1 A substitute player, when assigned to a team temporarily, may play any defensive position, bat last in the line-up and are limited to a single. Any runners on base are limited to one (1) base advance. **EXCEPTION:** New Club members playing their first year in the Club, who are on the waiting list, are exempt from this restriction (and may also serve as a courtesy runner) unless they had previously refused to play for a specific team unless they had previously refused to play for a specific team. A team may not use more than three (3) substitutes.

15.2 Regular Season Substitutes: *Potential substitutes must register with the scorekeeper before each game and be assigned by the scorekeeper through a random draw. A waiting list player signed up for any League always has priority over a rostered player from that League or another League within the Club. **EXCEPTION:** The managers scheduled for the 1st game may prearrange for a league player substitute if LC confirms there are no waiting list players available. **X-REF:** Playing Rules 3.8*

15.3 Substitutes from other Leagues: Leagues may interchange substitutes provided LC confirms there are no waiting list players or substitutes available within that league and the league's age requirements are met. Substitutes may play any defensive position, bat last in the line-up and are limited to a single **X-REF:** *Playing Rules – 3.9*

15.4 Post Season Substitutes: Players on the league waiting list or team members of eliminated teams have first priority to substitute in post-season play. If none are available, members of other leagues may substitute provided league's age requirement are met. The LC or Club Commissioner **must** approve such substitute assignments, assuring the substitute(s) are rated lower than the missing team member(s).

16.0 Team Players

16.1 The full complement of fielders on a team is ten (10) players. Teams must field a minimum of nine (9) players. At least seven (7) players must be team members. **PENALTY:** forfeit loss of game.

16.2 All team members available to play must be on the batting line-up card and remain in the batting order. Once the game starts, the batting order may not be changed.

X-REF: Players leaving the game in Playing Rule 13.5 below.

16.3 All team members, including managers, must be in the **batting** line-up and must play defense at least three (3) innings. **PENALTY:** Forfeiture loss of game and one game suspension of the manager. 2nd violation results in replacement of the manager, who remains on the team.

EXCEPTIONS:

- A. Late arriving player entering the game after the 3rd inning and players leaving the game for any reason. **NOTE:** Late arriving players are inserted into the batting order and the field to displace substitutes as soon as available.
- B. In games in which a team does not play a full seven innings on defense, the manager will not be in violation if the player could have played the required minimum innings on defense had they played the full seven innings.
- C. The manager and any injured player may elect not to be in the line-up and therefore will not bat or play defense but may manage and/or coach bases.
- D. In games where more than 11 players on a team are available to play defense, the team manager may elect to play less than three innings on defense to allow additional playing time for other players. When this happens, the team manager may bat in the line-up.

16.4 Managers will NOT encourage or direct a player to miss or not participate in a game. **PENALTY:** Illegal substitution and forfeiture loss of the game.

16.5 Regular team members may leave a game for a legitimate reason (injury, illness, personal/family emergency) and they will be bypassed in the batting order with NO penalty. Once bypassed in the batting order, they may not re-enter the game. They may be replaced by a substitute.

16.6 Sponsors, who play, should be members of the team they sponsor, if possible.

16.7 As soon as it is known to the manager that a player will miss or has missed two (2) or more consecutive games, the manager is required to request a replacement player. **PENALTY:** If the manager fails to request a replacement player, the LC, through the Player Agent, is authorized to assign a replacement player, from the waiting list in chronological order, without the manager's concurrence.

17.0 Life Members

The following members shall be granted LIFE MEMBERSHIP in the GSSCS, if they meet or exceed the following criteria:

- A. They are 80 years of age and have completed ten (10) consecutive years of membership.
- B. They are 75 years of age and have completed fifteen (15) consecutive years of membership.
- C. Special consideration as approved by the Board and Club members at a General Membership meeting.

18.0 Club Donations

The Board must obtain prior approval from the membership of any donations made by the Club. Such donations are limited to \$100.

19.0 Club Bereavement Policy

19.1 When a wife or close relative of a Club member dies, the Sunshine Chairman shall send a sympathy card to the Club member/family on behalf of the Club.

19.2 When a Golden Seniors Club member dies:

- A. The SUNSHINE CHAIRMAN shall send a sympathy card to the widow/family.
- B. The TREASURER shall send a \$100 Dollar memorial to the family or charity/church of family's choice.
- C. At the Club's General Membership Meeting a brief obituary will be read, concluding with a moment of silence.
- D. If informed in time, a message stating the date and time of services may be on the ANSWER MACHINE.
- E. The spouse will be notified that she/he will continue to receive the DUGOUT CHATTER and PICNIC TICKETS FREE (unless the Club is notified otherwise).
- F. If a Club member dies before the season starts, the family will receive a full refund of the player's dues, if applicable.

Golden Seniors Softball Club

By-Laws

March 2017

ARTICLE I

Section 1. The Club: The Golden Seniors Softball Club of Sacramento will be referred to in these By-Laws as ‘the Club’.

Section 2. The Board of Directors: The Club’s elected Board of Directors will be referred to in these By-Laws as “the Board”.

Section 3. Office: The office of the Club, for the transaction of its business, is located in the county of Sacramento, California.

ARTICLE II

Section 1. Objective: To provide seniors, male or female, the opportunity to play in an organized slow pitch softball league and to participate in any other activity sanctioned by the Club. The age and gender of the players for each league will be determined by the Board.

ARTICLE III

Section 1. Membership:

- A. Any male who will be fifty (50) years of age by December 31st of the playing year and any female who is forty-five (45) years of age by December 31st of the playing year and resides in the greater Sacramento area may apply for membership in the Club.
- B. All applications for membership are subject to approval by the Board.

Section 2. Rights and Privileges: Unless otherwise restricted in these By-Laws all members shall be eligible to hold office, vote and participate fully in all Club activities. The property rights, interests and privileges of each member shall be equal.

Section 3. Dues and Fees:

- A. Members of this Club are subject to the annual payment of dues and fees. The amount of Club dues and League fees shall be established in a budget that is prepared by the Club Treasurer, approved by the Board and presented to the general membership at the January General Membership meeting for approval.

B. A member may be designated as a life member upon recommendation by the Board and affirmation by two-thirds of the members voting. A NON-PLAYING life member shall have all the privileges and responsibilities of other members except the payment of dues. A PLAYING life member shall have all the privileges and responsibilities of other members and fees will be established in accordance with Section 3, A. above.

C. All dues and fees shall be payable in a manner prescribed by the Board.

Section 4. Non-liability of Members: No member of this Club shall be personally liable for debts, obligations or liabilities of the Club.

Section 5. Honorary Members: Honorary members may be elected by unanimous vote of the Board. Honorary members will not pay dues and will not have any voting rights at club meetings. Honorary members may not hold office or be assigned as an active player.

Section 6. Termination: Any member may be expelled for good cause upon charges brought by any member, providing such member is given an opportunity to be heard in his/her own defense in a hearing before a committee appointed by the Board. Said committee may hear testimony or information from any source it deems relevant and is not bound by the rules of evidence in reaching its conclusion. Said committee will report its recommendations to the Board for their action. A terminated member may re-apply for membership in future fiscal years subject to any conditions outlined for their action at the time of termination and approval by the Board.

Section 7. Resignation: Any member may resign at any time by sending a written letter of resignation to any member of the Board.

Section 8. Insurance: The Club does not provide medical or life insurance to its members.

ARTICLE IV

Section 1. General Membership Meetings: General Membership Meetings of Club members shall be held at least 6 times a year at a time and location designated by the Board. Notice to the membership is required for holding or canceling such meetings.

Section 2. Special Meetings: Special meetings may be called by the Board or by petition of 10% of the membership. Advance notice must be given to at least 50% of the membership specifying the time, place and nature of business to be transacted.

Section 3. Quorum: At all special or general membership meetings a quorum shall consist of all members present.

Section 4. Voting Rights: All regular and lifetime members have equal rights and one vote on each item submitted to the membership. Voting shall be by voice, show of hands or ballot. Proxy votes are not permitted.

Section 5. Opinion Polls: The results of opinion polls or surveys of the membership must be reported back to the membership at a General Membership meeting, in the Club newsletter, through group emails or via the club website.

Section 6. Conduct of Meetings:

- A. Meetings shall be presided over by the President. The Secretary shall act as secretary of all meetings.
- B. Meetings shall be governed by Robert's Rules of Order insofar as such rules are not inconsistent with the Articles of Incorporation, By-Laws or Standing Rules.

ARTICLE V

Section 1. Officers/Directors: The governing and management of the Club, except as otherwise provided in the Articles of Incorporation, By-Laws, Standing Rules or resolution of the membership, shall be vested in and controlled by a Board of seven directors, who shall be officers and members of the Club. If an Officer/Director at any time ceases to be a member of the Club; he/she shall thereby cease to hold office.

Section 2. Term of Office: The term of office of each Officer/Director shall be twelve months beginning immediately after the September General Membership meeting.

Section 3. Elections:

- A. An election for each Officer/Director shall be held at the August. Notice of such election shall be made prior to the July meeting. Names of candidates will be presented at the July meeting. Nominations from the floor must be made at the July meeting, one month prior to the election, along with other candidates. Nominations from the floor need not be seconded, but must be accepted by the nominee.
- B. An unopposed slate of candidates may be adopted by acclamation of the members present. If there are two or more candidates for an office, a secret ballot shall be taken and the candidate receiving the most votes shall be elected.

Section 4. Officer/Director Vacancies: Whenever an Officer/Director vacancy exists, the Board may make an interim appointment to serve until the next general membership meeting at which time an election will be held to fill the unexpired term.

Section 5. Duties of the Board of Directors:

- A. The Board shall meet as necessary to conduct the business of the Club. Each Board Meeting must have a quorum of four directors present in order to transact any Club business. Electronic polling of the Board to achieve a quorum may be used to conduct Club business. Electronic polling of the Board between scheduled Board meetings may be used to expedite decisions on some issues.
- B. The Board shall conduct, manage and control the business affairs of the Club; execute contracts and establish rules and regulations; all in a manner consistent with the Articles of Incorporation, By-Laws, Standing Rules or the resolution of the membership.
- C. The Board is prohibited from over spending any approved budgetary line item by more than five hundred dollars without approval from the membership.
- D. New budget line items must be presented to the membership for approval before funds can be expended for those line items.

ARTICLE VI

Section 1. Officers of the Club:

There shall be seven officers, who shall also serve as members of the Board of Directors: President, 1st Vice President, 2nd Vice President, Secretary, Treasurer, Club Commissioner and Player Agent.

Section 2. Duties of the President:

- A. The President shall be the Chief Executive Officer of the Club and shall in general, subject to control of the Board, supervise and control all of the business affairs of the Club.
- B. The President shall insure compliance with the Articles of Incorporation, By-Laws, Standing Rules and the resolutions of the membership.
- C. The President shall serve as the presiding officer at all meetings of the membership and the Board.
- D. The President shall serve as ex-officio member of all committees.
- E. The President is authorized to sign service contracts on behalf of the Club.

Section 3. Duties of the 1st Vice President:

- A. The 1st Vice President shall, in the absence of the President, assume the duties of the President. The 1st VP shall advise and consult with the President and assume any other duties assigned by the Board.
- B. The 1st Vice President shall be responsible for overseeing and directing the solicitation of sponsors and collection of sponsor contributions.

Section 4. Duties of the 2nd Vice President:

- A. The 2nd Vice President shall in the absence of both the President and 1st Vice President assume the duties of the President. The 2nd VP shall assume any other duties assigned by the Board.
- B. The 2nd Vice President shall oversee and direct the purchase of uniforms and equipment.

Section 5. Duties of the Secretary:

- A. The Secretary shall keep the minutes of meetings of the membership and meetings of the Board.
- B. The Secretary shall duly give all notices required by law or these By-Laws.
- C. The Secretary shall keep on file the Articles of Incorporation, By-Laws, Standing Rules and minutes of the meetings. The Secretary shall be the custodian of these and all other Club records.
- D. The Secretary shall conduct official correspondence of the Club and perform any other duties assign by the Board of Directors.

Section 6. Duties of the Treasurer:

- A. The Treasurer shall be the custodian of all Club funds and deposit them in a depository designated by the Board of Directors. The Treasurer shall disburse such funds with the approval of the Board of Directors or the membership. The Treasurer shall prepare a Club financial statement for the President or the Board on request.
- B. The Treasurer shall maintain adequate records of all income and disbursements and have on file receipts for all transactions. These records shall be open to any Club member. The Treasurer will insure tax returns and regulatory requirements are filed in a timely fashion.
- C. The Treasurer shall cooperate fully in an annual audit of his accounts by a committee appointed by the membership.
- D. The Treasurer shall issue and sign all checks, which must also be countersigned by the President or a duly authorized Board member.

Section 7. Duties of the Club Commissioner:

- A. The Club Commissioner shall govern the rules of play as established and enforce adherence to such.
- B. The Club Commissioner shall appoint League Commissioners, subject to approval by the Board of Directors.
- C. The Club Commissioner shall act as the Club liaison to the head umpire and head scorekeeper/statistician. The Club Commissioner shall supervise and coordinate their activities to ensure adherence to club policy and rules.
- D. The Club Commissioner is responsible for the development of the regular season and playoff game schedules for each league. Following Board approval, the Club Commissioner shall coordinate and distribute those schedules to the league commissioners.

Section 8. Duties of the Player Agent:

- A. The Player Agent shall be in charge of all matters relating to the club membership process and is the official Club liaison with the membership.
- B. The Player Agent shall provide each league commissioner with the official draft list and safeguard the rights and privileges of each club member during the draft.

Section 9. Removal of an Officer:

An officer of this Club may be removed under the same terms as stated in Article III, Section 6 of these By-Laws. Should a Club Officer be accused of behavior deleterious to the Club, the Board shall refer the allegation to a committee, appointed by the Board, to investigate the allegation. The committee may hear testimony or receive information from any source it deems relevant and is not bound by the rules of evidence in reaching its conclusions. The committee will report its conclusions and make a recommendation to the Board for their action. The Board may vote to remove the Officer from their elected position based upon the findings of the committee. The Board may also vote to expel the officer from membership in the Club through the same action.

Section 10. Compensation:

All officers shall serve without compensation except that they shall be reimbursed for necessary expenses incurred on behalf of the Club.

ARTICLE VII

Section 1. Committees:

The following committees may be appointed by the President.

- A. **Planning Committee** – shall recommend current and future functions of the Club (budget, future growth, etc.).
- B. **Playing Rules Committee** – shall establish league playing rules subject to approval of the Board. This committee will normally be composed of representatives from all Leagues including LCs, team managers and the Club’s head umpire.
- C. **Standing Rules Committee** – shall recommend standing rules. These rules shall not conflict with the Articles of Incorporation or the By-Laws.
- D. **Entertainment Committee** – shall establish and conduct all social functions of the Club.
- E. **Sunshine Committee** – shall remain informed on the status of all ill or injured members and send suitable cards. Shall recommend flowers or donations and perform other duties assigned by the Board.
- F. **Nominating Committee** – Shall be elected or appointed in April. The committee shall select one or more candidates for each office and present them at the July **general** meeting.
- G. **Audit Committee** – Shall consist of three members appointed by the membership at the January general membership meeting. They shall audit all books and records of the Treasurer and make their report at a subsequent meeting.

Section 2. Ad Hoc Committees:

Ad Hoc committees may be appointed by the President with approval of the Board.

ARTICLE VIII

Section 1. Miscellaneous Provisions:

Without explicit authorization from the Board, no members, officer or agent of this Club may act as liaison, use the Club name or bind the Club in any manner.

Section 2. Fiscal Year:

The fiscal year of the Club shall be twelve months beginning 1 October and ending 30 September.

Section 3. Club Equipment:

All Club equipment issued, loaned or made available for the use of club members remains the property of the Club and must be returned upon termination of membership.

Section 4. Waivers:

Each member, by signed agreement in their application, shall indemnify and waive all liability of the Club.

Section 5. Checks:

In the absence of the Club President or Treasurer, a duly authorized Board Member may countersign Club checks.

ARTICLE IX

Section 1. Appointments:

The following may be appointed or replaced by the Board or as otherwise designated:

- A. Sponsor Coordinator** – shall be responsible and delegated authority by the 1st Vice President to assist in obtaining the renewal of current sponsors and in soliciting and enrolling new sponsors.
- B. Assistant Treasurer** – shall, during the absence of the Treasurer, perform all duties of the Treasurer except serving as a member of the Board. **The Assistant Treasurer** shall perform any other duties assigned by the Board.
- C. Assistant Secretary** – shall during the absence of the Secretary, perform all duties of Secretary except serving as a member of the Board. The Assistant Secretary shall perform any other duties assigned by the Board.
- D. Parliamentarian** – shall interpret the Articles of Incorporation, By-Laws, Standing Rules and all questions of parliamentary procedure referred to the office. The Parliamentarian shall serve as a non-voting advisor to the Board. At the direction of the Board, the Parliamentarian shall be responsible for making available copies of the Articles of Incorporation, By-Laws and Standing Rules.
- E. Historian** – shall maintain files of all Club activities as a record of Club history.
- F. Editor** – shall edit and publish the Club's newsletter for distribution to the membership periodically.

ARTICLE X

Section 1. By-Laws:

- A. New By-Laws may be adopted or these By-Laws amended or repealed by first presenting such proposals through electronic communication or in writing at a general Club Membership Meeting prior to voting on such proposals.
- B. Adoption of a By-Law change shall require a majority vote of the members present at the general Membership Meeting.
- C. By-Laws being adopted, amended or repealed will be voted on at the next meeting after being presented. Proposed By-Laws changes being voted on must be submitted to the club membership in writing or through electronic communication.

Section 2. Certification and Inspection:

A copy of these By-Laws shall be certified by the Secretary and recorded in a Club book, which shall be available to members during meetings.

CERTIFICATION OF BY-LAWS

I, **Deanna Sesso**, Club Secretary, hereby certify that the By-Laws attached hereto are an exact copy of the RESTATED BY-LAWS OF GOLDEN SENIOR SOFTBALL CLUB OF SACRAMENTO, adopted by a majority vote of the membership at a general membership meeting held on February 13, 2017.

Date: 04/04/17

Signature: Deanna Sesso, Secretary
(Original signature on file)