

City of Roseville - Adult Softball League Rules

Summer 2016

I. Season Format

- a. **Double Headers** - All double header leagues will play a 10 week (20 game) regular season. There will be a regular season and a playoff champion.
- b. **Co Rec single game** - All Co Rec leagues will play a 12 week regular season. There will be a regular season and a playoff champion.
- c. **Playoffs**
 - i. In leagues with 12 or fewer teams, the top 8 teams qualify for the single elimination playoffs.
 - ii. In leagues with more than 12 teams, the top 8 teams will be placed in a championship bracket and teams 9 – 16 will be placed in the consolation bracket. Teams that finish lower than 16 will not qualify for playoffs (except Sunday Men's when a 3rd bracket will be created).
- d. **The criteria for the standings will be:**
 - i. Winning percentage
 - ii. Head to Head
 - iii. Head to Head Group Record (if more than 2 teams tied)
 - iv. Record against common opponents
 - v. Fewest runs against
 - vi. Strength of schedule
 - vii. Lowest number of forfeits
 - viii. Coin toss

II. Playing Rules

- a. The U.S. Specialty Sports Association (USSSA) will govern all play locally. Please refer to the current USSSA Guide Book unless otherwise stated in the following information.

III. Team Roster

- a. The team manager must complete an official team roster. Rosters must be turned into the Park and Recreation office (or by email) prior to each team's first game. Rosters are kept on file in the Parks and Recreation Office. The official team roster must have no more than 20 players. Players may be added up to **June 5, 2016**. All player names must be printed or typed in addition to each player's address, and phone number. Any player playing on more than one team must declare to the league director which team he/she will play on in the State Tournament.
- b. Any team who uses a non-rostered player, or plays without a roster on file, will forfeit any playoff game in which the non-rostered player participated (if a protest is filed).
- c. Players may only be rostered on one team per league per night.
- d. Players should have a photo ID present in the event that a roster is protested.
- e. Teams who have 10 or more Roseville residents on their roster may request reimbursement for their \$50 non-resident fee by contacting the league director prior to July 1st.
 - i. Proof of residency will be required from all players.

IV. Questionable Play and Cancelations

- a. Game conditions will be updated on the **Weather Updates Website** link at cityofroseville.com/parks **by 4:30pm.**
 - i. If you have trouble with the website, the weatherline will be updated as well: 651-792-7416.
- b. Website and weatherline will be updated as soon as a decision is made, and **no later than 4:30pm.**
- c. If conditions change after 4:30pm, the umpire on-site will make the call at the fields ***Most games are called at the field by the umpire. Teams should plan on showing up for all scheduled play dates.***
- d. In the event of rain, games become official **after four complete innings** (3 ½ innings if the home team is ahead – the losing team must have been put out at least 12 times).
- e. If a game is postponed, the make up game will be played at the end of the regular season or during bye weeks on the same night as regular league play. Any game cancelled before the losing team has four complete innings at bat will be played as a new game.
- f. If more than one week of scheduled play is rained out games may be made up on other days of the week including Friday, Saturday and Sunday.
- g. If more than two weeks of games is rained out, games may be cancelled.

V. Official Lineups

- a. Each team manager shall enter their lineup in the home team scorebook five minutes prior to scheduled game time.
- b. The home team is responsible for keeping the official scorebook. The home team is responsible to provide a new game ball (provided by the league).
 - i. The visiting team and home team scorebook should confer each half-inning to ensure that they both have the same score. In the event of a discrepancy, they should consult the umpire immediately to compare books.
- c. Managers will be provided game balls for the entire season at their first game. The home team is required to bring a new game ball for each of their homegames.
- d. Teams may begin and end game with eight players.
 - i. If a team only has eight or nine players, they can field a lineup with only that many slots and will not be required to “take an out.”
 - ii. If an additional player arrives at any time, they can be added to the last slot in the lineup (if an eight player lineup, they can be added as a ninth spot).
- e. Full lineup consists of ten players. Teams may begin the game with a minimum of eight players and add late players with no penalty. Teams may bat more than ten players in their lineup and play maximum of ten player’s play in the field.
- f. If no substitutes are available and a player leaves the game for any reason, a designated out will be recorded each time that player is scheduled to bat.
 - i. If a team bats all of its players, it is considered to not have any available substitutes. For example, if a team is batting 13 players, and the player in the 11 slot has to leave the game, they may not consolidate and “skip” that spot. Any time the 11 slot comes up, it shall be considered an out.

VI. Substitution

- a. Free substitution may be used in all leagues. Players must reenter in the same spot in the batting order.

VII. Courtesy Runner

- a. Only one courtesy Runner per inning may be used. The courtesy Runner will be the last recorded out. If it is the first inning of the game, no courtesy runner may be used until an out is recorded.

VIII. Official Game

- a. A standard game is 7 innings, except if the home team is ahead after 6 ½ innings or any of the below rules is put into effect. (*woodbat will play 9 innings if time permits*)
- b. **Run Rule:** The game will be ended when the a team is ahead by the following declared run rule by the declared inning (USSSA 4.3.e – modified):
 - i. 10 runs after 5 innings
 - ii. 15 runs after 4 innings
 - iii. 20 runs rule after 3 innings
 - iv. Note – the flip flop rule will be used in 10 run rule situations (the team in the lead becomes the home team).
- c. No new innings will begin after 55 minutes. Umpire’s watch is the official timepiece. Beginning game time to be noted on all scorecards.
- d. If a game is suspended in the top half of any inning after the fourth completed inning, or with the trailing team at bat in the bottom half, the final score shall revert back to the previous completed inning.
- e. If score is tied at that point, a tie is recorded in the standings.

IX. Extra innings

- a. If teams are tied after 7 innings, before the game time limit is reached, extra innings may be played.
- b. If teams are tied and the time limit is reached, the score shall be recorded as a tie (excludes playoffs).

X. Game Timing Clarification

- a. If game one of a double header ends early and both teams are ready, they may elect to begin their second game immediately to allow themselves extra game-time. In this situation the time rules will be called from the *scheduled start time*.
Example: *If a 6:00 game ends at 6:40 and teams decide to begin their second game immediately, the No New Inning cut off will still be 7:55 (55 minutes after the 7:00 scheduled start). Note: all other game ending rules (7 innings/10 run rule) will remain in effect for the second game.*

XI. Field Cleanup

- a. At the conclusion of the final game of the night, teams should assist the umpire in removing the bases and putting plugs back on the base mount.

XII. Forfeits

- a. A period of ten minutes from the scheduled starting time of 6:00pm and a period of five minutes for other starting times will be the grace period before the game or games are forfeited. Eight players constitute a full team; games will begin once eight players take the field. Teams must produce a lineup of players. In order for a game to be officially forfeited, the appearing team must have eight players present (unless they are notified by the other team or league director prior to the game).
- b. If neither team has enough players to begin the game, a double forfeit will be declared.
- c. If a non-rostered player has played in a game, the game will be forfeited and the team will be put on probation – forfeiting all fees.

- d. **Although we encourage teams to make every effort to field a full team for each game, if you must forfeit please contact the opposing manager and Matthew Johnson at (651) 792-7105.**
- e. Any team with more than 2 forfeits in a season will be required to pay an increase of \$75 for next season's fee and may be removed from the schedule without a refund being issued.

XIII. Ground Rules

- a. All ground rules will be reviewed by the umpire before each game begins. Managers will agree upon special concerns before the game begins.
- b. If a manager has a question or concern about a ground rule, he should address it with the umpire prior to the game.

XIV. Disputes

- a. Team manager and player involved will be the only individuals allowed to discuss the umpire's decision on a given play. Opposing team manager may be present but may not comment on the call. Violation of this rule will result in automatic expulsion from the game.
- b. Any player leaving the bench or his/her position to dispute an umpire's call will be ejected from the game.
- c. Team managers must discuss any disputed calls in a respectful manner. Comments that are personal in nature, persistent or threatening will result in an ejection.
- d. Players and managers may not bump, spit, push or hit an umpire. Any contact with the umpire or another player may result in permanent expulsion from leagues and forfeiture of all fees.

XV. Protests

- a. Umpires must note, on scorecard, if the game is being played under protest. Protests on violations of eligibility, rules or regulations are initiated by the teams. The umpire will note the protest on the scorecard, however, a written protest must be filed in the Recreation Office within twenty-four hours of gametime. To legally protest a play, the manager must notify both the opposing manager and the umpire prior to the next legal pitch for a rule protest, or prior to the final out for a roster protest.
- b. Only protests involving a rule interpretation or an illegal player will be accepted. Judgment calls may not be protested.
 - i. **EXAMPLE:** A teams may not protest that an umpire called a ball foul because the umpire felt it was outside of the bag, while the team felt it went over the bag (**a judgment call**), however, teams may protest if the umpire asserts that the ball is foul because any ball that's over the bag is foul (**a misapplied rule**)
- c. A deposit of \$50 must accompany each protest (either roster or rule interpretation). If the protest is upheld, the money will be refunded, otherwise, protest fee will be donated to the Central Park Foundation. **Protests will not be accepted without a \$50 fee under any circumstances.**
- d. All protests will be brought to the attention of the Parks and Recreation Department and the Umpire-in-Chief.
- e. Roster protests will only be accepted if the protesting team can prove the eligibility (with a photo ID) of their players prior to the protest. If any player on the protesting team does not have an ID, the protest shall not be accepted.

XVI. Sportsmanship

- a. Profanity and personal baiting of opponents by players or their fans will not be tolerated. Umpires will eject anyone violating this rule from game.
***** Team managers are responsible for the behavior of their team's fans.*****

- b. In the event that a spectator is involved in the violation of this rule, the umpire shall eject the fan from park. Failure to leave the park will result in forfeiture of the game. ***
Warnings to the fan and the fan's manager will forfeit.***
- c. If both teams are involved, the umpire will declare a double forfeit. The umpire will report any incident of the above-described nature to the Recreation Department and disciplinary action will be taken.
- d. *Ejections:* If a player is ejected from the game they may not play in any subsequent games that night and must leave the property immediately. All ejections carry a minimum one game suspension. Additional games will be assessed based on the severity of the incident (sections e and f).
- e. If a player is ejected for an act of physical violence, threats or any other actions deemed aggressive in nature, a longer suspension, up to and including league expulsion, will be imposed.
- f. Refusing to leave the premises after an ejection or confronting an official after an ejection (including on the field, leaving the field or in the parking lot) will result in a significantly increased punishment, up to expulsion from the league.
- g. If a player is ejected twice in one season, they will be suspended from the league for the remainder of the season. Umpires will record ejected players names and team name on the back of scorecard and submit an ejection report to the league director within 24 hours.

XVII. Game Balls

- a. Pitchers cannot exchange a ball being used in the game unless the umpire rules it necessary. The umpire has the final determination on which ball is to be used.
- b. Home teams provide a new game ball at the start of each game. If a team does not have a game ball the opposing team will automatically receive three runs. League ball is the Dudley USSSA Classic Yellow synthetic leather, core 40 on the 12" ball.
- c. Visiting team should have an old "slightly used ball" ready for play in the event that the game ball is hit out of play or otherwise made unusable. If that ball is lost, the home team shall then provide a "slightly used ball." NOTE: the 3 run penalty only applies to the home team at the beginning of the game and does not apply for replacing subsequent balls.

XVIII. Bats

- a. All bats must be marked with either the "new" USSSA bat logo (image on the right) or be made of one piece of wood.

Penalty: If the batter hits the ball with an illegal bat (one that does not have the stamp or is illegal in another way), he will be declared out *if the infraction is discovered prior to the next pitch.* All runners will be returned to their time-of-pitch position. If out(s) are recorded on the play, the defense may choose to take the result of the play instead of the penalty.

- b. Dented or otherwise damaged bats should be removed from play.
- c. **Woodbat League Rules:** only bats made from one solid piece of wood will be permitted for the woodbat league. Bats will be made available for players to use.
Please inform the league director of any league owned bats that break.



XIX. Count and Courtesy Foul

- a. All leagues will play with a 3 ball and 2 strike count
- b. **There will be no courtesy foul**

XX. Batter Box - NO DIGGING IN

- a. Players will not be permitted to “dig into” the batters box by grinding their feet into the aggregate or kicking dirt away. Players who “dig in” will be assessed a strike for each incidence observed by the umpire.

XXI. Double Plays

- a. With all double play opportunities, runners must legally slide or get out of the way. The umpire will call the runner failing to get out of the way OUT along with the most advanced base runner.
- b. A legal slide must be DIRECTLY toward the base and on the ground. All other slides will be considered illegal and may result in an out for interference and an ejection depending on the severity.

XXII. Player Benches

- a. Benches are reserved for managers, players, score keepers and sponsors. All others are to be kept clear of benches.

XXIII. Playing Shoes

- a. No metal spikes allowed in any league.

XXIV. Reporting Scores

- a. Each team reports the score to the umpire after every half inning. Umpires record the scores and report them to the Recreation office. Umpires are to deposit cards in the drop box located behind the backstop. If games are forfeited or cancelled, for any reason, a scorecard must be turned in noting situation of game status.

XXV. Umpire No Show

- a. If an umpire fails to show up for a scheduled game, play the game using a mutually agreed upon umpire, call the Recreation Department the next morning with the game score and name and address of the person who umpired the game so they can be compensated.

XXVI. Base Length

- a. All leagues play on fields with 70-foot basepaths. Teams are asked to assist the umpires in removing the bases at the end of each evening.

XXVII. Home Run Limit

- a. The home run limitations are per game, per team. Any home runs hit above the home run limit will be considered an out.

C League - 4 Home runs,* after that the “Plus one” rule will be used.

*Mens C only will use the “plus one rule” after both teams reach four home runs.

The plus one rule means that each team may hit one additional home run than their opponent has hit. For example, after both teams hit four home runs, TEAM A hits a fifth home run. Team B may now hit up to six home runs (five plus one).

D-League- 2 Home runs

Wooden Bat League - Unlimited

Co-Rec C-League - 2 Home runs

Co-Rec D-League - 0 Home runs**

** Co Red D teams may hit one home run on Central Park Lexington Northwest Field.

XXVIII. Alcohol and Tobacco

- a. Alcohol is prohibited in all Roseville City Parks. This ordinance is enforced by the Roseville Police Department and citations may be given for violation. Teams cited for alcohol consumption may face suspension from the league.
- b. Tobacco is prohibited in all parks. Smoking will not be allowed on the field or on player benches.

XXIX. League Prizes

- a. Each regular season and playoff champion will receive a trophy and tee shirts for up to 14 rostered players.

XXX. State Tournament

- a. Roseville will pay for each playoff champion's bid into the state tournament.
- b. All registration for the state tournament must be paid to the City of Roseville by June 12. If your team wins your league tournament, your State Tournament Registration fee will be refunded.

XXXI. Co Rec Rules

- a. If not listed below, all standard City of Roseville and USSSA rules apply.
- b. Co-Rec leagues will use a 12" ball when men hit and an 11" ball when women hit.
- c. Teams must begin and end a game with at least eight players (10 max.) on the field and at least four must be female. If a team has five men and four women, they may play nine players in the field, but must take an out each time the missing female spot come up in the line up. However, teams may never play more than five men in the field.
- d. Teams must have at least four men and four women or a forfeit will be declared.
- e. Men may not pinch-hit or courtesy run for women.
- f. There must be a female between 2 males in the batting order. Teams can achieve this by using an even number of males and females in their order (and using subs as needed) or by using a **rolling batting order**.
- g. Any collisions constitute an out.
- h. Outfielders may not play closer than 15 feet from the infield.
- i. When a male is walked, the following female has the option of also walking or batting. The male is automatically awarded 2nd base whether the woman bats or walks.
- j. Players may play at any position in the field.
- k. Have fun. SPORTSMANSHIP MATTERS.

XXXII. Woodbat League Rules

- a. Bats will be stored in the Victoria Storage building. The Officials have a key for that storage. Please make sure that all equipment gets put away at the end of the night.
- b. Unlimited Home Runs
- c. All bats must be wooden softball bats. NO COMPOSITIS ALLOWED!!
- d. A standard game is 9 innings (no new inning after 55 minutes)

Weather Website – cityofroseville.com/adultsports (updated by 4:30pm)

Weather Line – 651-792-7416 (updated by 4:30pm)

Schedules and Standings – cityofroseville.com/softball

League Director – Matthew Johnson, matthew.johnson@ci.roseville.mn.us