

## City of Roseville - Adult Softball League Rules

Summer, 2014

### I. Season Format

- a. **Mens Double Headers** - All mens' 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.

### 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 **May 28, 2014**. All player names must be printed or typed in addition to each player's address, home and work 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 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 1<sup>st</sup>.
  - i. Proof of residency will be required from all players.

### IV. Questionable Play and Cancelations

- a. Team managers may call the weather hotline on days when the weather makes play questionable (651-792-7416) **after 4:30pm. However, most games are called at the field by the umpire. Teams should plan on showing up for all scheduled play dates.**
- b. 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).

- c. If a game is postponed, the make up game will be played at the end of the regular season, on the same night as regular league play. If more than one week of scheduled play is rained out games will be made up on Fridays or Saturdays.

**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). Managers are provided with game balls at the managers meeting.
- c. Teams may begin and end game with eight players.
- d. 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 up to twelve players – maximum of ten player's play in the field. 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.

**VI. Substitution**

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

**VII. 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. Ten run rule is in effect **after five complete innings**.
  - i. 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, 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.

**VIII. Extra innings**

- a. Extra innings will not be played. In the event of a tie, score is recorded as a tie in league standings.

**IX. 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. In the event 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.
- b. In the event neither team has enough players to begin the game, a double forfeit will be declared.

- c. **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.**
- d. Any team with more than 2 forfeits per season will be required to pay an increase of \$75 for next season's fee.

**X. Ground Rules**

- a. All ground rules will be reviewed 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.

**XI. Disputes**

- a. Team manager and player involved will be the only individuals allowed to question 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.

**XII. 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. A written protest must be filed in the Recreation office within twenty-four hours of the day of the game. The protesting team must furnish proof of protest. Both the umpire and the other manager must be made aware of the protest ***before the game ends***.
- 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.

### **XIII. 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 are finished for the night. They are suspended from the next game if ejected in the second game of a double header.
- e. 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.
- f. 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.

### **XIV. 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.

### **XV. Bats**

- a. All bats must be marked with either the "new" USSSA bat logo or the "old" USSSA 1.20 BPF Logo.
- b. Dented or otherwise damaged bats should be removed from play.

### **XVI. Count and Courtesy Foul**

- a. All leagues will play with a 3 ball and 2 strike count
- b. **NEW FOR 2014 – there will be no courtesy foul**

### **XVII. Courtesy Runner**

- a. A team may have a courtesy runner for one injured player and that injured player may have a courtesy runner each time that player is on base. The courtesy runner will be the last out recorded in the book.

**XVIII. 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.

**XIX. Player Benches**

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

**XX. Playing Shoes**

- a. No metal spikes allowed in any league.

**XXI. 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.

**XXII. 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.

**XXIII. Base Length**

- a. All leagues play on fields with 65-foot base paths and Hollywood bases. Teams are asked to assist the umpires in putting out and taking in the bases at the start and end of each evening.

**XXIV. 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
  - D-League**- 2 Home runs
  - Wooden Bat League** - Unlimited
  - Co-Rec C-League** - 2 Home runs
  - Co-Rec D-League** - 0 Home runs
  - (Lexington Park Rule - 1 Home run NW field only!)
- b. The home run limitations are per game, per team. Any home runs hit above the home run limit will be considered an out.

**XXV. 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.

**XXVI. League Prizes**

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

**XXVII. 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.

**XXVIII. 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 50% must be female. Example: If there are 9 players, then 5 of them must be female. If there are 9 players with only 4 females, then the team may only play with 8 players with one man on the bench.
- d. Men may not pinch-hit or courtesy run for women.
- e. There must be a female between 2 males in the batting order. Up to 12 batters may be in the order.
- f. Any collisions constitute an out.
- g. Outfielders may not play closer than 15 feet from the infield.
- h. 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.
- i. Players may play at any position in the field.
- j. Have fun. SPORTSMANSHIP MATTERS.

**XXIX. Woodbat League Rules**

- a. Bats and softballs 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 wooded softball bats. NO COMPOSITIS ALLOWED!!
- d. A standard game is 9 innings (no new inning after 55 minutes, 65 minute end time).

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

**Schedules and Standings** – [cityofroseville.com/softball](http://cityofroseville.com/softball)

**League Director** – Matthew Johnson, [matthew.johnson@ci.roseville.mn.us](mailto:matthew.johnson@ci.roseville.mn.us)