

2010 EDEN PRAIRIE SLOW PITCH SOFTBALL LEAGUES

RULES AND POLICIES - FALL

I. ENTRY FEES

Entry fees cover the cost of umpires, game balls, T-shirts (league champs), and administrative expenses for the fall season.

II. ELIGIBILITY

ALL players must meet the following eligibility requirements:

A. Players should live or work in Eden Prairie. 60% minimum

1. Corporate = (Teams composed of players who are employed full time by an Eden Prairie company whom they represent). Players must be employed from the roster deadline through the remainder of the season to be eligible. Any employee who is permanently laid off **may** continue to play in the industrial division but is not eligible for state or region tournaments.

Teams which lose 25% of their roster due to company lay-offs, will be allowed to add players after the roster deadline if they are able to provide verification from their personnel department.

2. Players are allowed to play on only one team per league.
3. Rosters are due before a team is eligible to participate.

B. Teams using ineligible players not listed on the original roster will forfeit that game and pay a conduct fine within 1 week.

C. Players must be at least sixteen years old to be eligible to participate.

D. CHURCH LEAGUE ONLY; Players must be regularly attendees/active members of their Eden Prairie church.

E. Each player's name and address must be listed by the manager on the team's roster (20-player maximum). *** Signatures are **NOT** required ***

F. The deadline for roster changes is September 19th. You may add players up to this time by filling out the Eden Prairie Adult Softball Roster Additions and Deletions form. Captains may also leave roster change information on the voice mail at (952) 949-8451. This number is available 24 hrs. Captains should leave their **name, league night, team name**, and roster changes.

G. To be considered a returning team you must have at least six players from your 2009 roster.

III. GAMES

A. All Games for Fall (2010) will be played with 3/2 NO COURTESY: This is intended to speed up play.

B. Games are supposed to be played with 10 players, but a team may play (and start) with as few as 7. If a team does not have at least 7 players at game time, a five-minute grace period will be extended. If the required number of players come 5-15 minutes after the scheduled

game time, the game will be played (5 innings/55 minute time limit) with all run rules in effect. The offending team will also be assessed a 3-run penalty. After 15 minutes, if the team does not have the required number of players, a forfeit will be declared (the umpires do not officiate forfeited games). A team having only 6 players anytime during a game will immediately constitute a forfeit.

- C. Teams that have two unannounced forfeits will be dropped from the league, during the season, will lose the balance of their league fee as well as returning team status for next year.
- D. Teams that notify the league office 24 hours in advance of an impending forfeit will not be charged the \$20 conduct fee. Unannounced forfeits equal \$20 of conduct fee.

IMPORTANT It is the team's responsibility to adjust to traffic conditions and congestion.

- E. **All Adult softball games have a 55-minute time limit; no new inning shall start after the 55 minutes are up.**
Verify the start time with the umpire so there will be no misunderstandings.

In games where the time limit is reached (including games called on account of darkness), the minimum inning rule is waived. **LIGHTS MUST BE OFF BY 10:15 AT ROUND LAKE. NO INNING MAY START AFTER 10:10 PM!**

- F. **Games which end in a tie will be played out in the following manner. The visiting team starts the extra inning with a runner on 2nd base (last out from last inning) and 1 out. The home team does the same in their half of the inning. Whichever team has more runs at the end of the extra inning is declared the winner. If the game remains tied after the 1 extra innings, a tie is declared!**

NOTE: The tie rule does not apply if the game has been called due to 10:15pm curfew, darkness or weather cancellations!

IV. **SHORTENED OR CANCELED GAMES**

- A. In case of threatening weather, call **952-949-8449** after 4:00 PM to find out if the games have been canceled. No decision is made until 4 PM so it does **NO GOOD** to call any earlier.
- B. If the 5:50 PM games are not canceled by 4 PM it is then left up to umpire to decide whether the games will be played or not, and if they are in progress, whether they should continue or not.
- C. Generally, we will not call off games if there is any chance of playing. Day-long, soaking type rains will be more likely to cancel games than a sudden cloudburst in the late afternoon. Games are not canceled because of conditions that **might** exist in the evening such as extreme temperatures, ominous skies, or possible weather conditions.
- D. Four innings (3½ if the home team is leading) constitutes a complete game in case of rain, darkness, injury, or unforeseen circumstances. Rainouts will be made up on designated league nights as noted on your league schedules. If teams wish to play at a time other than the scheduled make-up date, then it will be up to them to reserve a field and secure and pay an umpire. This game must be played **before the make-up date listed on your schedule. NO EXCEPTIONS.**

V. GENERAL RULES

Games will be played according to M.R.P.A./USSSA guidelines except for the following local adjustments:

- A. All Men/Women/Co-Rec games will be 7 innings, 55 minute time limit
- B. Courtesy runners will be allowed if a player is injured. The last out will run in the place of the injured player after the base has been established. It is the umpire's discretion as to whether or not a player is injured. The manager must let the umpire know during the manager's meeting if a player has a pre-existing injury that will require the use of a courtesy runner. Players who are hurt during the game are also allowed a courtesy runner.
- C. If a team is ahead by 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings, the game will be called.

NEW D. FLIP FLOP RULE - ALL PROGRAMS: In the inning when the Run Rule for that particular program is exceeded (after the second inning) and the home Team is losing, the home Team will remain at bat and become the visiting Team. If the Team (new visiting Team) does not score enough runs to reduce the run difference below the Run Rule the Game is over. If they reduce the run difference to below the Run Rule then the new home Team will bat. If they subsequently score enough runs to exceed the Run Rule the Game will be over, if they do not the Game will continue under that format. If the situation reverses, the Teams would flip/flop again.

E. APPROVED BALLS – Optic Yellow

1. Men/women may use the following approved mid-range softball in league play: Dudley Thunder Heat blue stitch Cor .40 softball.
2. All men's and women's teams must present one new, approved softball to the umpire at the start of each game.
3. A 3-run penalty will be assessed to any team not providing a **NEW** game ball. There are no exceptions to this rule.
4. A co-rec visiting team may use good used softballs, approved by the umpire. In co-rec, the home team must provide two new balls (one men's, one women's). The visiting team must provide two used balls approved by the umpire before game time.

NEW F. APPROVED BATS

1. Please refer to <http://www.ussa.com/sports/home.asp?=17> if you have any questions about legal/illegal bats.

G. Round Robin batting order will be permitted. If a team opts to bat Round Robin, then they may bat as many as they want but they should designate the number of batters before the start of the game. Late arrivals are to be placed at the end of the batting order. Free substitution may be used defensively. Teams using Round Robin may **not** have pinch hitters.

H. Smoking/Alcohol:

No smoking is allowed in Eden Prairie Parks. Players may not drink any alcoholic beverages

during the game. No drinking of alcoholic beverages by anyone connected with a game is allowed. At no time will anyone be allowed to be on the player's bench while smoking or drinking an alcoholic beverage.

NO DRINKING OR OPENED BEER CANS ARE ALLOWED DURING THE GAME BY PLAYERS/COACHES PENALTY:

1) TEAM WARNING 2) TEAM FORFEIT

NOTE: THERE IS NO DRINKING ALLOWED NORTH OF VALLEY VIEW ROAD, which includes the Community Center parking lot and field #5. The city of EDEN PRAIRIE has passed an ordinance prohibiting alcohol in this location unless a permit has been obtained from the City. The allowance of beer on park property is a privilege and will be removed if not properly controlled. Teams not complying with this regulation will be suspended. PLEASE INFORM YOUR PLAYERS! Everyone must be out of the park by 10 PM SHARP. Kegs are not allowed without a permit.

- G. If anyone is ejected from a game that player must also sit out the next league game, and his/her team will be fined \$20. Two such ejections by the same player in one calendar year, or a player caught fighting, or assaulting another player or umpire, will be grounds for suspension for at least one year.
- H. A runner must not deliberately get in the way of a pivot man who is attempting a double play, or else an automatic double play will be called. The runner definitely may not crash into the pivot man in an attempt to break up the play. If the fielder clearly has the ball and is waiting for the runner, the runner should stop, slide, retreat, or whatever he must do to avoid contact, or he is in the wrong.
- I. Runners coming home **must** either slide or **attempt to avoid** a collision with the catcher. The Runner may not crash into the catcher in an attempt to dislodge the ball. Any such interference will result in an out to that player. If the runner is coming home and the ball has not been thrown then the catcher must move out of the way of the runner.
- J. If an umpire doesn't show up, then in order for the game to be played, both managers must agree that a volunteer umpire will suffice. Upon agreement the game will count and the volunteer will be paid at a rate of \$20/game. If the scheduled umpire shows up then he will take over for the volunteer at that time. Contact the Athletic Coordinator the next day and let him know the volunteer's name, address, and social security number. Games that are not played may be made up on the scheduled Saturday.
- NEW** K. The Safe Base shall be 15 inches by 30 inches and not more than 3 inches high. The Safe Base should be positioned such that the white portion is located where First Base would be normally be (in Fair Territory) and the colored portion (red or orange) should be in Foul Territory. Any Batted Ball hitting the white portion should be fair and any ball hitting there or orange portion should be foul. On the initial throw to First Base from the infield or outfield, the Batter-runner **MUST TOUCH** the red or orange portion of the base but not the white. If legally appealed by the Defense during a live ball situation, the Runner will be called out. The defensive Player **MUST** always touch the white portion. This rule is in effect only on the

initial play at First Base. This does not include:

1. Returning to the base after over running.
2. Running on a base hit to the outfield (Runner may touch the red or white part), or
3. Re-tag to advance on a fly ball.

EFFECT: If the Base Runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he is considered off the base.

- L. Tie games (see new rule Section IX –G).
- M. The Home Run Rule will be as follows: (Fall 2010)
 Wed. Gold League: 4 Homeruns/team. Any additional Homeruns = Out
 All other games Men's and Co-rec teams: 4 Homeruns/team. Any additional Homeruns = Out
 Women's leagues- 3 home run limit (over the fence) after the allotted 3 home run limit per team all additional home runs will be ground rule doubles. (Women's league only)

VI. CONDUCT FINES

- A. Each team/player conduct fine must be paid before the team's/player's next game.
- B. Conduct fines will be issued by the umpire of the game. A copy will be given to the team manager. In the case of an unannounced forfeit, a copy will be mailed to the team manager if no team members are present.
- C. Teams will receive Conduct Violations for the following:
 1. Unannounced forfeit. Any game forfeited with less than 24 hours notice to both the league director (952-949-8438) and the opposing team.
 2. Player ejections
 3. Ineligible/unrostered players.
- D. Conduct violations must be paid before the team's next scheduled game. Fines may be paid at the Eden Prairie City offices between 8 am and 4:30 PM, Monday through Friday. Fines may also be paid **BY CHECK ONLY** (payable to *City of Eden Prairie*) to Lee Ray UIC at Round Lake Field #3. Call 952-949-8438 during office hours to make these arrangements. The team copy of the violation must accompany payment of the fine. All games will be forfeited until the conduct fine is paid.

VII. POLICY FOR REMOVING A PLAYER OR MANAGER FROM A GAME

- A. Swearing at or giving verbal abuse to an umpire is an automatic ejection.
- B. Swearing not directly at an umpire or league official will constitute one warning. This is a team warning, which means the next person that swears will be asked to leave.
- C. In most cases a player will be given a warning for misconduct. This is a team warning, which means the next person that violates a player conduct rule will be asked to leave the game.
- D. Throwing the bat, ball or glove intentionally at an umpire, the fence, stands or crowd will be given an automatic ejection from the game; no warning is necessary.
- E. Constant chipping, griping, arguing balls & strikes, or taking verbal shots at the umpire will

get a warning followed by an ejection on the next violation (also a team warning).

- F. A fan chipping or disrupting play will be asked to leave the complex area. If he or she does not comply then it could mean a forfeit for one of the teams involved, and loss of returning team status for the next year.
- G. Intentionally trying to hurt someone by some act such as sliding with spikes up, body blocks, punching, etc. is an automatic ejection--no warning given.

VIII. PROTESTS AND RULE INTERPRETATION

- A. PROTESTS CAN BE MADE ON RULE INTERPRETATIONS ONLY-- not on judgment calls.
- B. The manager or captain is the team's representative when talking to an umpire. He or she handles all verbal communication with an umpire. Any legitimate complaint about an umpire should be lodged with the Athletic Coordinator.
- C. The umpire's authority at a game should not be questioned. He has been instructed to enforce the rules that have been set up by the league. The umpire has the authority to remove a player, coach, or a manager from the game for violation of the rules.
- D. If a team wishes to protest a play, they must make it known to both the umpire and the opposing manager before another pitch is thrown. He must say, "I formally protest this game." Eligibility protests must be lodged before the last pitch of the game is thrown. Rule protests must then be submitted in writing, along with \$10, to the Officials Coordinator within 24 hours of the game. If the protest is upheld then the money will be returned. If the protest had no bearing on the outcome of the game then it will be denied.
- E. The Umpire-in-Chief and the league director will handle all protests and their decision is final. Call and leave a message with Lee Ray at 952-949-8451 or Lyndell Frey at 952-949-8438 concerning protests/rule interpretations.

IX. TEAM PLACES

- A. In regards to seeding, if 2 teams have identical records head to head competition will be the 1st tie breaker, if more than 2 teams have the same record total RUNS scored minus RUNS given up between those teams tied will determine a team's seeding or final league standing, if two teams have not played each other and identical records exist a one game play-off for a league championship will be played. A score of 7 to 0 will be recorded for a forfeited game.

Final standings determine league make-up in future seasons; each league's bottom team automatically drops down a league and the top team moves up a league. If there are additional openings in a higher league, lower division teams will be moved up according to their final standings. League standings are updated weekly on the city's website, go to www.edenprairie.org > Parks and Recreation > Adult Athletics > Adult Softball > League Standings. Updated records are also posted periodically at the kiosk at the Round Lake Beach Area and will be e-mailed to all managers. Let me know if there are any errors in game results.

X. GENERAL INFORMATION

- A. MRPA/USSSA will provide each team with a scorebook. The home team will be designated as official. Home team to be determined by coin flips. The official book must keep track of batters on both teams.
- B. Softball bats may not exceed a 1.20 rating. Any illegal bat will be confiscated and turned into the U.I.C. {Ex: Louisville Outlaw & Easton Rebel}
- C. LOST AND FOUND: All items found should be turned into Lee Ray the U.I.C. on RL# 3
- D. Teams are not allowed to take batting practice from the first base line on Round Lake #1. This is the only Adult field that backs up to residents' homes, causing possible damage or personal injury to homeowners. Please advise your players not to take batting practice in the restricted area.
- E. **Managers are responsible** for knowing all rules contained within. If your team switches managers in mid-season, let the Athletic Coordinator know so that pertinent information can be sent to the right person.
- F. **Games which end in a tie will be played out in the following manner. The visiting team starts the extra inning with a runner on 2nd base (last out from last inning) and 1 out. The home team does the same in their half of the inning. Whichever team has more runs at the end of the extra inning is declared the winner. If the game remains tied after the 1 extra inning, a tie is declared!**

NOTE: the tie rule does not apply, if the game has been called due to : 10pm curfew, darkness or weather cancellations!

XI. CO-REC ADDENDUM

- A. Co-Rec teams (11-12") infielders must stay behind or even with the base line until the batter strikes the pitched ball.
- B. Co-Rec teams must have a minimum of 7 players, at least 4 of which are female. At no time may a team have more males than females on the field. Teams may start with as few as 3 males. Players may not switch positions during an inning unless there is a substitution, pitching change, or injury.
- B. Co-Rec teams may bat 2 females in a row, but never 2 males in a row.

Enjoy your 2010 Fall Season!

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