

EDEN PRAIRIE

SLOW PITCH SOFTBALL LEAGUE RULES AND POLICIES



Updated 3/3/2020

Facilities and Location

Round Lake Fields #1-3	16691 Valley View Road
Round Lake Field #5	Across the street from Round Lake Park, next to Community Center parking lot
Riley Lake Park	9180 Riley Lake Road
Miller Park	8208 Eden Prairie Rd.

League Fees

Entry fees cover the cost of umpires, softballs, league champion prizes, and administrative expenses for the season.

Eligibility

All players must meet the following eligibility requirements:

1. Players must be at least sixteen years old to be eligible to participate.
2. Players are allowed to play on only one team per league.
3. Teams using ineligible players not listed on the official team roster will forfeit that game and pay a conduct fine of \$20.00.
4. CHURCH LEAGUE ONLY- Players must be regular attendees/active members of the Eden Prairie church represented.
5. To be considered a returning team, teams must have at least six players returning from last summer's roster.

Team Manager Duties

Thank you for taking the time to organize your softball team. We understand that it is time consuming and appreciate your efforts! Here are some of the duties of a team manager.

1. *Pre-season*: Pick up equipment and ask any questions that you may have about the upcoming season.
2. *Be knowledgeable*: Read through and know all league procedures and rules and inform members of your team. If you have a question about a rule or find something unclear, please ask.
3. *Pre-game meeting*: Meet the umpire before the games starts, ask questions as needed, and relay any messages to your team. The person representing your team at the pre-game meeting will be the "designated manager" for the game.
4. *Handling disputes*: The "designated manager" is the team's representative when talking to an umpire. He or she handles all verbal communication with the umpire and must handle any dispute and will be the only person asking the official questions. Do not let one of your players face ejection by arguing over a call.
5. *Team conduct*: Take charge of your team's and your spectators' conduct. Abusive language, smoking, improper drinking, littering, and other irresponsible acts can be penalized.
6. *Communicate with team*: Relay schedule information, changes, or other league information, sent via emails and posted at www.edenprairige.org/softball to your players.
7. *Contact information*: Ensure that the Recreation Supervisor has your correct information and a frequently-checked email on file.
8. *Forfeits*: It is the team manager's duty to communicate forfeits to the league office. If your team must forfeit call the Recreation Supervisor at 952-949-8438 AND email dtucker@edenprairie.org AND adultathletics@edenprairie.org If a forfeit notification is not received before 4 p.m. of game day, it is considered and unannounced forfeit. Teams with multiple forfeits in a season may be dropped from the league.

Equipment

- *Official balls*
 - Men/women must use the following league-provided softball in league play: Dudley Thunder Heat blue stitch Cor .40 softball (optic yellow in color).
 - All men's and women's teams must present one new, approved softball to the umpire at the start of each

- game.
- A 3-run penalty will be assessed to any team not providing a new game ball. There are no exceptions to this rule.
- In Co-Rec, the home team must provide two new balls (one men's, one women's). The visiting Co-Rec team may use good used softballs, approved by the umpire. The visiting team must provide two used balls approved by the umpire before game time.
- **Official bat**
 - Bats must have the new permanent USSSA 1.20 imprint mark on its taper or be a wood bat. Any illegal bat will be confiscated by the umpire at the field.
 - Use of altered bats will not be tolerated.
 - For more information on bats, refer to the USSSA Rule Book under Rule 2, Section 2 The Official Bat.
- **Shoes:** Metal spikes will not be allowed in any leagues.
- **Uniforms:** Teams are requested, but not required, to have matching colored shirts. Teams that anticipate playing in a USSSA region or state tournament must have similar colored shirts.
- Due to safety concerns, at no time can a camera, audio or video device be worn or used by a player or coach on the field of play. Any exception must be approved by the League Director.
- **All other equipment** not sanctioned by the United States Specialty Sports Association (USSSA) is not allowed.

Rosters

- All teams must submit a completed roster at least one week prior to their first game.
 - Rosters shall have a maximum of twenty players.
 - Rosters must be submitted via the team manager's online account (where the team was registered). Simply go to www.edenprairie.org/register and log in. Click on My Account, Teams, Update the team, and add players.
 - The deadline for roster changes is June 1 for summer and August 31 for fall. Any roster changes after this date must be approved by the League Director at adultathletics@edenprairie.org. Team managers should give their **name, league night, team name**, and roster changes.

League Format

- **Regular Season:** Weather permitting, each team will play a 10 week regular season. Team schedules are released one week prior to the start of the season.
 - For the fall season, each team will play a 7 week season.
- **Playoffs:** Playoffs will begin the week following the end of the regular season. Playoff schedules will be posted on the Friday following the final regular season game. Every team will play at least two playoff games.
 - In the fall, due to the unpredictability of the weather and season change, there is not an end of the season playoff. Instead, the overall league champion is the team with the highest win percentage at the end of the 7 week season.

Game Format

- Games are to be played with 10 players, but a team may play (and start) with as few as seven (including Co-Rec). If a team does not have at least seven players at game time, a 10 minute grace period will be extended for the first game of the night only. The offending team becomes the visiting team.
- After 10 minutes/game time (if first game of the night), if the team does not have the required number of players, a forfeit will be declared (the umpires do not officiate forfeited games).
- Teams with multiple unannounced forfeits will be dropped from the league.
- All adult softball games have a 55-minute time limit; no new inning may start after the 55 minutes are up. Verify the start time with the umpire so there will be no misunderstandings.
- Lights must be off by 10:30 p.m. at all fields. No new inning may start after 10:00 p.m.
- 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 one extra inning, a tie is declared.

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

Shortened or Canceled Games

- In case of inclement weather, call the Weather Line at **952-949-8449** after 4:00 p.m. to find out if the games have been canceled. No decision is made until 4 p.m., so please do not call prior to that time.
- If the first games for the night are not cancelled by 4 p.m., it is then left up to umpires at the field to decide whether the games will be played or not, and if they are in progress, whether games should continue or not.
- Generally, games will not be called off if there is any chance of playing. Day long, soaking type rains are more likely to cancel games than a sudden cloudburst in the late afternoon. Games are not cancelled because of conditions that *might* exist in the evening such as forecasted rain, ominous skies, or possible weather conditions.
- 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.

General Rules

Games will be played according to MRPA/USSSA guidelines except for the following local adjustments:

- All Men/Women/Co-Rec games will be 7 innings, 55 minute time limit
- 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.
- 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.
- Eden Prairie Flip Flop Rule – All Programs:
 - If there are less than 10 minutes remaining in the 55 minute game and the visiting team leads by at least 4 runs at the completion of an inning the flip flop rule will be enforced. The home team bats twice in a row, becoming the visitor for the remainder of the game.
- Count and Courtesy Foul
 - All leagues will play with a 3 ball and 2 strike count. There will be no courtesy foul.
- In the manager's meeting, teams must declare if they are batting 10 or Round Robin batting. Late arrivals are to be placed at the end of the batting order. Teams using Round Robin may not have pinch hitters.
- Smoking/Alcohol
 - No smoking is allowed in Eden Prairie Parks.
 - Players or coaches may not drink any alcoholic beverages during the game. At no time is alcohol allowed on the playing bench or field of play. No drinking of alcoholic beverages by anyone connected with a game is allowed. **PENALTY: 1)TEAM WARNING 2) TEAM FORFEIT**
 - **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. Kegs are not allowed without a permit.
- 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.
- 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.
- If an umpire doesn't show up, in order for the game to be played, both managers must agree that a volunteer umpire will suffice. Upon agreement the game will count. If the scheduled umpire shows up then he will take

over for the volunteer at that time. Contact the Recreation Supervisor the next day and let them know the volunteer's name, and contact information. Games that are not played may be rescheduled.

- The Safety Base
 - For the initial play at first base, the runner goes to the orange bag and the defensive player will go to the white bag. This rule is in effect only on the initial play at First Base. This does not include:
 - Returning to the base after over running.
 - Running on a base hit to the outfield (Runner may touch the red or white part), or
 - 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.

- The Home Run Rule will be as follows:
For all Leagues: 4 homeruns/team, any additional homeruns = Out

Policy for removing a player or manager from a game

- Swearing at or giving verbal abuse to an umpire is an automatic ejection.
- 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.
- 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.
- 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.
- 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).
- 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.
- 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.
- If anyone is ejected from a game, his/her team will be fined \$20. That player is also required to sit out of his/her team's next scheduled game. 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 a minimum of one year.

Protests and Rule Interpretation

- Protest can be made on rule interpretations only, not on judgment calls.
- Any legitimate complaint about an umpire should be lodged with the Recreation Supervisor.
- The umpire's authority at a game should not be questioned. He or she 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.
- 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 \$20.00 to the Recreation Supervisor 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.
- The Recreation Supervisor will handle all protests and their decision is final. Call and leave a message at 952-949-8438, or talk to the umpire on site concerning protests/rule interpretations.

General Information

- MRPA/USSSA will provide each team with a scorebook. Umpires will rely on each team for their own official score keeping and will verify the scores with both managers each half inning.
- In Men's Leagues, home teams will be no longer be determined by a coin flip, but by the HOME team listed on the team schedule.

- Lost and Found: All items found are stored in the shed at Round Lake or Knaack box at Riley. Ask an umpire if you are looking for an item.

CO-REC ADDENDUM

- Co-Rec teams (11-12") infielders must stay behind or even with the base line until the batter strikes the pitched ball.
- Co-Rec teams must have a minimum of seven players and cannot have two more men than women (4 men/3 women is okay, but 5 men/2 women is not).
- Players may not switch positions during an inning unless there is a substitution, pitching change, or injury.
- Co-Rec teams may bat 2 females in a row, but never 2 males in a row.

Standings and Awards

- Final standings will determine league placement in future seasons and league placement of teams will be at the Recreation Supervisor's discretion.
- League standings will be updated regularly on the City's web-site at www.edenprairie.org/softball. Report any errors in game results immediately to adultathletics@edenprairie.org.
- In regard to final league standing, if two teams have identical records, the 1st tie-breaker will be head to head competition, the 2nd tie breaker will be run differential, and the 3rd tie breaker will be the least defensive runs allowed to determine a team's final standings. Any games forfeited will be considered a score of 7 to 0.
- T-shirts or gift cards to an Eden Prairie restaurant will be awarded to playoff champion.

NEW: Forfeits

- If you must forfeit, please notify the opposing team manager AND the Adult Athletics Supervisor (952-949-8438) AND adultathletics@edenprairie.org as soon as you know your team will not be able to play and no later than 4 p.m. If the office is not notified by 4 p.m. it is considered an unannounced forfeit.

Thank you for choosing to participate in Eden Prairie Adult Athletics! Have a great season!

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