

# Coon Rapids Parks & Recreation

## Adult Slow Pitch Softball League Rules & Regulations

UPDATED: 2021



Coon Rapids House Rules will be used for League. If not covered in house rules, USSSA rules apply.

### Player Eligibility

1. Minimum age for players is 18.
2. Players must be listed on the team roster in order to play in league and/or post season games.
3. Any team registering an ineligible player will be removed from the league prior to the start of the season. If ineligibility is determined after the season begins, the player will be removed from the league and the team will forfeit all games played to that point.
4. All players' names must be printed or typed in addition to each player's address, home and daytime phone number.
5. An official roster is required on the day of your first game.
6. No additions will be allowed after games start.
7. The maximum number of players that may be on the roster is 20.
8. In the event that a team disbands before the scheduled games are complete, all the remaining games will be credited to their scheduled opponent. No refund will be made.
9. The Parks & Recreation Department reserves the right to place teams in leagues or divisions where there will be equalization of competition and/or allow teams opportunity to play.
10. **ALL PLAYERS MUST BE ROSTERED AND HAVE COMPLETED ALL NECESSARY WAIVERS.**

### Manager's Duties

1. Make sure you have a full team and at least one reserve for every game.
2. You, the manager, must handle any dispute. Do not let one of your players face ejection by arguing a call.
3. You are responsible for taking charge of your team's and your spectator's conduct. Abusive language, intoxication, smoking, litter and other irresponsible acts will not be tolerated.
4. Any schedule information, changes or other league information will be communicated to you. Make sure we have your current mailing and email address for the current season and next year. It is your responsibility to pass the information on to your players.
5. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.
6. **MANAGER RESPONSIBLE FOR TEAM COMPLIANCE WITH ALL COVID-19 POLICIES.**

### League Rules

1. All games are to be played at Sand Creek Park 1-4.
2. Games are scheduled at 6:15, 7:15, 8:15, and 9:15 p.m.
3. **Time Limits:** No new inning will start after 55 minutes of play. Tie games end at the time limit. A minimum of 3 1/2 innings is required for a regulation game.
4. **Run Rules**
  - a. Run Rule: If a team is ahead by 15 after 4 or 10 after 5, the game is over.
  - b. Flip Flop Rule: When the run rule has been reached by the visiting team by the end of the inning prior to the run rule going into effect (15 after 4, 10 after 5), the home team clears the bases at the end of that inning and starts the next inning by continuing to bat as the visiting team. Play continues, as it normally would with run rules in effect. If the situation reverses, the teams would flip-flop again.

5. **Home Run Rule**

**All Men's leagues have a 4 homerun limit. Any other ball hit over the fence between the foul lines (except when touched by a fielder) after the home run limit is reached shall be declared an out.**

6. Home team is responsible for keeping the official scorebook. This is important when protests occur, when games are halted by official, when score disputes arise, or when batting line-ups are questioned.
7. **3:2 Rule** - 3:2 Rule will be in effect for all games - three balls, two strike count with **NO** courtesy will be used. **Foul strike two is an out and dead ball. Runners may not advance.**
8. **Double First Base** - A double first base is used for league play. Any batted ball hitting the white portion is fair and any batted ball hitting the orange portion is foul. On the initial throw to first base the batter-runner must touch the orange portion of the base. The defensive player must touch the white portion of the base. This is in effect only on the initial play at first base and does not include:
- A. Returning to the base after over running.
  - B. Running on a base hit to the outfield (runner may touch white or orange portion).
  - C. Retag to advance on a fly ball.
- If the batter-baserunner is called safe for the initial play at first base but missed the orange base, the defensive team can appeal. To appeal, the defensive team must alert the umpire that they are appealing the runner at first and either legally tag the runner before the runner returns to first base or legally hold the ball on first base before the runner returns to first. The defensive team may also appeal after the umpire signals "play ball" but before the first pitch is thrown to the next batter. The pitcher must make a verbal appeal announcing which runner and which base they are appealing.
9. A legal game may be played with 8 players. The 9<sup>th</sup> & 10<sup>th</sup> player may be added at any time. When players are added they shall be placed at the end of the lineup. A double forfeit will be declared if neither team has 8 players.
10. **Open-end lineup** - Free substitution will be in effect for all games. Teams may bat no more than 20 rostered players. Batting line-up length may be 8 to 18 or everyone. Any drop in the original batting line-up length may result in an appealed out. There is no automatic forfeiture unless a team drops from eight to seven players. Teams must announce their batting line-up length to the opposing team and umpire at the beginning of the game.
11. **Courtesy Runners will be allowed once per inning. The pinch runner may be any player on the bench. If the pinch runner is still on base when they are to bat, they are out.**
12. All runners must get down or out of the way on close plays at any base except for first. If the base runner does not get down or out of the way, he/she will be out and/or called for interference.
13. No digging in Batters Box. Warning, then Strike to the batter.
14. USSSA Pitching Rule – Pitching arc limit rules of 3' from release to 10' Maximum. Refer to USSSA Rule 6.
15. **Each team should carry their own first aid kit.**
16. **Infectious Disease Control Rule** - A player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. Appropriate treatment is:

- A. Bleeding has stopped
- B. Injury is covered
- C. Uniform changed or disinfected with acceptable disinfectant\*
- D. Competition area/equipment disinfected with acceptable disinfectant

If treatment can be administered within three minutes, the individual would not have to leave the game. Otherwise, substitution of the individual must take place.

**\*Acceptable disinfectants are:**

- 1. A solution of ¼ cup of sodium hypochlorite and one gallon of water
- 2. A solution of ¼ cup of 70% isopropyl-alcohol and one gallon of water
- 3. A commercially produced infectious disease spray.

## Co-Rec Rules

- All regular USSSA and Coon Rapids Softball rules and regulations will apply with the following exceptions.
- Teams must begin and end a game with at least eight players on the field and at least 50% must be female. Example: If there are 9 players, then 5 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.
- **Teams may use the zipper line-up if short male players to alternate men and women.**
- Men may not pinch-hit or courtesy run for women.
- There must be a female between 2 males in the batting order.
- When a male is walked, the following female has the option of also walking or batting. The male is automatically awarded 2<sup>nd</sup> base whether the woman bats or walks.
- Players may play at any position in the field.
- **Home Run Rule**  
**All Co-Rec leagues have a 3 (Men) & 3(Women) homerun limit. Any other ball hit over the fence between the foul lines (except when touched by a fielder) after the home run limit is reached shall be declared an out.**

## **Protesting**

1. Be sure to familiarize yourself with the rules on protests.
2. Based on an umpire's judgement such as whether a batted ball was Fair or Foul, a pitched ball was a Ball or Strike, a baserunner was Safe or Out or when any other situation wholly within the Umpire's scope, to make the decision, is not to be accepted for consideration.
3. **To protest a non-judgement call, the intention to Protest a Rule must be made known by the Manager or Captain of the Protesting Team to the Umpire immediately and before the next Pitch is made to the batter.** This is to enable all concerned, umpires, scorekeepers and the opposing team to take notice of the exact conditions prevailing on the field at the time of the protest.
4. If protesting eligibility, have that player sign the scorecard before the final out of the game.
5. **A protest with a written report of your protest must be filed at Coon Rapids Parks & Recreation Department by noon of the next working day.**
6. Umpire Decisions - Managers and umpires ONLY will handle disputes over rule interpretation. Players disputing calls will be given a warning. The second time the player disputes a call; they will be removed from the game. Physical contact with an umpire will mean an automatic expulsion from the game. Expelled players will sit out, at a minimum, the entire week following the expulsion before eligibility is reinstated. Inappropriate conduct or use of profanity may also result in expulsion from the league.
7. **Expulsion of Players** - Expelled players may be ineligible to participate in any and all league play in Coon Rapids, during the time of the expulsion, including league play in other divisions, make up games, sanctioned tournaments, etc.

## **Sportsmanship**

1. Profanity and personal baiting of opponents by players or spectators will not be permitted. The umpire shall eject anyone violating this rule, from the game.
2. Team managers are responsible for the behavior of their team's spectators. In the event that a player or spectator is involved in the violation of this rule, the umpire will eject this individual from the park.  
In the event that a player or spectator will not leave the game, the umpire will stop the game and award a win to the opposing team.  
If both teams are involved, the umpire will declare a double forfeit.
3. Any incident of the above described nature will be reported by the umpire and the team manager will be required to submit a written description of the event to the league director for possible disciplinary action.
4. Any player initiating a fight during a game will automatically be suspended for the remainder of the season.

5. **Casual Profanity/Family Atmosphere Rule** – Casual profanity pertains to expletives not directed at umpires or an opposing player, but uttered by a player, manager/coach frustrated with themselves, a teammate or a fan. Examples include a player/manager swearing after a pop out, strike out, kick of a ball, or at a belligerent fan. An “Out” shall be declared against the offending team to penalize this type of “casual profanity”.

**Penalty:** If the offending team is at bat and profanity is used, the player is out unless the result of the play is an out in which case the next batter will be declared out.

If the offending team is in the field, the first player(s) to bat in their half of the inning will be declared out. (It is possible for a team to come to bat with one or more outs recorded or lose their bat altogether.)

Outs will be treated as delayed dead ball situations.

**Note:** Profanity directed at opposing players or umpires must always be penalized by ejection.

## Equipment

1. Metal spikes are illegal
2. Bat rings or “donuts” are not allowed.
3. Catcher’s mask is optional
4. **Softball bat enforcement:** All bats must be stamped “BPF 1.2 or less” and have the USSSA, 1.20 Stamp to be allowed. You are responsible to make sure that you have legal bats. To check what bats are legal go to [www.ussa.com](http://www.ussa.com).



5. **Hazardous Jewelry** – All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
6. **Pitching Mask**- It is encouraged that all pitchers consider wearing a protective mask.

## Game Ball

1. The game ball used will be a .44 COR /375 compression ball. Game balls will be provided.
2. **TEAMS WILL PITCH THEIR OWN GAME BALLS. MARK WITH A TEAM MARKING**
3. **NEW AND USED BALLS IN GOOD CONDITION CAN BE USED.**
4. **REGULARY SANITIZE GAME BALLS**

## Park Regulations

1. Player benches are reserved for player and managers only. All others should be kept clear of the benches, including pets.
2. **NO GLASS CONTAINERS ARE ALLOWED IN THE PARK OR SOFTBALL COMPLEX.**
3. All City Parks have a tobacco and alcohol free policy.
4. Park only in designated areas on the South end of the park.
5. All litter must be placed in refuse containers. **Please keep the dugouts and facility clean. Please use recycling containers.**

# Team Conduct and Eligibility Forfeit Policy

Coon Rapids Parks & Recreation Department has a Team Conduct and Eligibility, Forfeit Fee Policy for Adult Softball Leagues.

Teams will have to pay for the following violations before their next scheduled game. If fees are not paid before the next game, teams will not be allowed to play.

- ✓ **Alcohol consumption** – Abuse or irresponsible use of alcohol. - \$25 per incident.
- ✓ **Physical contact made with an official or another player** - \$50 per incident and expulsion from the league and possibly any USSSA & ASA programs.
- ✓ **Not having a complete roster with manager's signature on file** - in the Parks & Recreation Department Office after your first scheduled game - \$25 per incident.
- ✓ **Player ejection** - \$25 per ejection. Also, any player who is ejected from a game, for any reason, must sit out that team's next scheduled game. If it happens again, they must sit out the next two games. For a third ejection, suspension the remainder of the year.
- ✓ **Ineligible/unrostered player** - \$25 per violation.
- ✓ **Unannounced forfeit** - less than 24 hours of scheduled game - \$25 per game.

This policy will be enforced by the League Coordinator, City of Coon Rapids Parks & Recreation staff members, including field supervisors and the Umpires Association.

## Umpires

1. All umpires will be assigned by Heidi Schwichtenberg and Hammer Sports Officials.
2. Umpires have the power to delay the starting time of the games due to weather conditions or to call an official rain out.
3. **Umpire no-show** - If an umpire does not show for your scheduled game, the game should be played by using a fill-in person to perform as the umpire.

**If the fill in umpire desires to be paid, they must contact the league director to coordinate payment.**

## Standings & Awards

1. Standings will be posted weekly on-line at [www.coonrapidsmn.gov](http://www.coonrapidsmn.gov). If managers need to receive the standings in any other format, please call Ryan Gunderson at (763) 767-6513.
2. In case of a tie between teams after the final league standings, the tie will be broken by:
  - a. Win/loss record – head to head record between tied teams
  - b. Total runs scored in head to head competition between each of the tied teams
  - c. By the total runs scored in all of their league games
  - d. If the above tie breaking methods do not break the tie, we will have co-champions.
3. Awards will be given out to league champion in each division. Teams will be given Championship T-Shirts. If League Champion would like to attend MN USSSA state, the league will pay.

## **Post Season Play**

1. See the **Regional/State Tournament Deposit Procedure Form**.
2. A team that earns a berth to region, district or state tournament games and forfeits will be banned from post-season play the following season. You must also register as a new team next year, losing your returning teams status.

## **Weather Policy**

If weather conditions are questionable, call the field condition information line: (763) 951-7240 after 4:00pm.

All decisions will be made by 4:00 p.m. Team managers should be the only ones who call and are responsible for contacting team members regarding game status.

If a game is not cancelled by 4:00 p.m., the umpire will make a decision at the field. If the umpire cancels the 1<sup>st</sup> game, all remaining games are also cancelled.

Rainout games will be rescheduled as extended weeks of league. Teams unable to make the rescheduled game will forfeit. Each team manager will receive a call or written notice of the make-up game.

## **Insurance**

Be aware that there are inherent risks to playing the game of softball. Injuries may occur due to collisions with other players, running into a wall or bench, etc. The City of Coon Rapids does not provide insurance for the participants of our leagues. Each player as a result of participation in the leagues assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league. For information on team insurance please contact me.

**Coon Rapids Parks & Recreation Department has the right to change or add rules for the betterment of all.**

## **League Contact:**

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