

**SAVAGE PARKS AND RECREATION DEPARTMENT
2008 SUMMER ADULT SOFTBALL LEAGUES
GENERAL RULES AND REGULATIONS**

I. ELIGIBILITY

All players listed on the team roster must either live or work full time (35-40 hours per week) within the state of Minnesota as of April 18, 2008. Acceptance of teams into the league will be based on the criteria established by the Savage Parks and Recreation registration policy. All players listed on the team roster are eligible to participate in the league playoffs and the district/state tournaments, regardless of the number (if any) of regular season games they play. All players will be required to bring a valid photo I.D. to all playoff games to prove eligibility in the event of protest. Please note that during the playoffs, at least one team per playoff division may be randomly selected to have their players show photo I.D. prior to playing. Teams where players do not have photo I.D.'s will be required to post \$100 deposit until eligibility can be confirmed. Eligibility must be confirmed prior to the team's next scheduled playoff game. Teams that are unable to prove their team's eligibility will forfeit their \$100 deposit, and they will be dropped from the playoffs.

All players listed on the final team roster are eligible for the post-season USSSA district or state tournament play. If any team representing the City of Savage in the district, state, or national tournament is ejected from the tournaments for having ineligible players, that team will not be allowed to register in the City of Savage the following year. If a team is ejected from the City of Savage league, that team is subject to forfeiture of their league entry fees.

II. STANDINGS

The league director will keep league standings. Two points will be awarded for a win. Games that end in a tie will result in each team receiving one point. They can be viewed at **www.cityofsavage.com**

Final standings are based on:

- a. Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)
- b. If tied, head-to-head record.
- c. If still tied, run differential from head-to-head games.
- d. If still tied, overall run differential.
- e. If still tied, a coin flip will determine places.

III. POST SEASON PLAY

All league participants are eligible for post-season play. A \$150.00 post-season berth fee is due with registration. This post-season berth fee will guarantee you a spot in post-season play regardless of record.

IV. TEAM ROSTER

All teams shall have a maximum of twenty players including the manager and a minimum of ten players listed on the roster. Rosters are due before the first game. Teams who fail to turn in their roster before the first game forfeit their first game and may be suspended from the league. **Changes to the roster will be allowed up to June 6, 2008.** Changes to the roster can be done in person at the Savage Parks and Recreation Department or by mail. Phone-in roster changes will not be accepted.

All players must be at least **18 years of age as of April 21, 2008**, to be eligible to play in any adult softball league.

Each player's name, home or work address, and home or work phone numbers, must be on the team roster in order for the player to be eligible to play. Managers or players who falsify any information on the roster will be suspended from all Savage athletic leagues for one year.

Players can **NOT** play on more than one team in the same league on the same night. Players that play on more than one team in a division whether in the City of Savage or another city must declare which team they are playing with in the post season by indicating so on the roster. Again, the deadline for this is June 8th, so the player must commit to a team before going into post-season play.

V. CLASSIFICATIONS

- A. Teams may determine their classifications, but the league director reserves the right to make changes to any team classification.

VI. PARK REGULATIONS

- A. All City of Savage park regulations will be enforced during league play. Rules are posted at park entrances. No glass containers allowed in city parks. All dogs must be leashed at all times.

VII. EQUIPMENT

- A. Accessories
 - 1. Metal cleats are not allowed in any league game.
- B. Uniforms
 - 1. For league play, matching colored shirts are recommended. For post-season play, USSSA requires matching colored shirts and ASA requires matching colored shirts with non-duplicate numbers.
- C. Softballs
 - 1. Official softball will be the **YELLOW** Dudley Thunder SY 12" .44 Core - 400 Compression
- D. Bases
 - 1. Saf-T-Slide bases will be used in league play.

VIII. SAFETY

- A. Watch for Errant Softballs
 - 1. There is clear and present danger in softball. Please advise your team to be aware of errant softballs in and around the complex.
- B. Warning Tracks
 - 1. Warning tracks are used in the pinwheel. Please make sure players are aware of this safety feature.
- D. Double First Base
 - 1. Double first bases will be used in all leagues.

IX. THE FIELD

- A. Pitching
 - 1. The pitcher may pitch from the Pitching Plate or from the Pitching Area, an area the width of the plate and up to six (6) feet behind the pitcher's plate. The pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate or area when the pitched ball is released.
 - 2. After assuming the pitching position, the pitcher must present the ball in **FRONT OF HIS BODY** (for at least 1 second) before starting the delivery.

- B. Base Distance
 - 1. Games are played with **70' base paths**.

X. GAME PREPARATION

- A. No Show Umpire
 - 1. If there is a no show by an umpire, teams must mutually agree on a substitute umpire before the game is played. If teams agree to this substitute umpire, the game will stand as an official game. If teams do not agree, the Park and Recreation Department will reschedule the game. An assigned official is the only person able to call a game forfeit because a team does not have enough players to begin a game.
- B. Official Score Book
 - 1. Home team is responsible for keeping the official scorebook. This is important when protests occur, when games are halted before official, when score disputes arise or when batting line-ups are questioned. Visiting teams are also encouraged to keep score.
- C. Number of Players
 - 1. A team can start a game with eight players and can finish with eight players. Players must be on the playing field. A game cannot start or proceed with less than eight players. Late players can be added to the bottom of the batting order. If a player leaves the lineup it is an appealed out.
- D. **Bench Rules**
 - 1. **Only Players, Managers or Coaches listed on the team roster will be allowed in the team bench area or on the field of play. ABSOLUTELY NO CHILDREN are allowed in the team bench area or on the field of play. NO EXCEPTIONS!"**
- E. Batting Line-ups
 - 1. Batting line-up length may be eight 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. Any of (and only) the players listed in the batting line-up may play the ten defensive positions.
- F. Grace Periods
 - 1. The first game of the evening has a 5-minute grace period which if used is taken off the game time. All other games do not have grace periods.
- G. Forfeit Policy
 - 1. The official score of a forfeited game is 7-0
- H. Game Times
 - 1. Games will begin at 6:00 or 6:30 and are scheduled on the hour.
- I. Time Limits
 - 1. 55 minute time limits will be used for all league games.
- J. Home Team
 - 1. The **First team** on the schedule is designated as the home team.

- K. Designated Manager
1. The designated manager is the person meeting with the umpire prior to the start of the game. Any discussions with the umpire during the remainder of the game should only involve the designated manager.

XI. PLAYING RULES

- A. Count
1. Each batter will have a 1-ball, 1-strike count, with **NO courtesy foul**. If the batter has a 3 balls and 2 strike count and hits a foul ball, the batter is out.
- B. Tie Score
1. Games can end in a tie. Extra innings will be played if there is still time left in the game.
- C. Innings
1. Official game length in 7 innings
 2. A game stopped by an umpire is complete if 4 innings are completed (3 ½ if home team has the lead)
- D. Run Rule
1. A game is complete when: a team has a lead of 20 runs after 4 innings, or 15 runs after 5 innings
- E. Courtesy Runner
1. Each team will be allowed to have 2 players on their team receive a runner as often as they need in each game. The last person “out” shall be the runner. If that person is unable to run, then pick the person that was previously out.
- F. Double First Base
1. Double-wide first bases will be used for all leagues. Whenever a play is being made on the batter/runner, the batter/runner **MUST** use the orange base and the defense must use the white base. The batter/runner must use the orange base on the first attempt at first base; however, should he/she reach and go beyond first base, he/she must return to the white base. On extra base hits or balls hit to the outfield when there is no play being made at the doublewide first base, the runner may touch the white base. Should the batter/runner round the base on a hit to the infield or outfield, he must return to the white base. When tagging up on a fly ball, the white base must be used. A batted ball hitting the white base is declared fair and a batted ball hitting the orange base is declared foul. Note: If the correct base is missed, it is an appealed out situation.
- G. **Home Run Rule** – We will be adopting the 1-Up Home Run Rule. Once a team reaches the homerun limit, any ball hit over the fence after that is an out **UNLESS** their opponent is even with them (or only 1 up) in homeruns hit for that game. In that case either team would be able to hit 1 more homerun that counts until the other team becomes even again in homeruns. Basically once you are at the limit, you can't have more than 1 homerun than your opponent that counts.
The Home Run Limit is 1 for all divisions.
(Any ball touched by a fielder between the foul lines and then goes over the fence is not considered a home run with regards to this rule)

XII. PROTESTS

A. USSSA Rule

1. Managers can only protest rule interpretations. Managers cannot protest judgment calls.

B. Procedure

1. See USSSA rulebook, Rule 4, Section 11 (eleven) to determine whether a call is eligible for protest and how to protest. Any protest not done accordingly will be nullified. Umpires may not instruct teams on how to file a protest.
2. Rule interpretation protests must be received by the league director, in writing, within 2 working days after the scheduled game. Failure to do so makes the protest "null and void": A \$35 cash (no checks) deposit is required with the written protest. Failure to pay cash makes the protest "null" and void".
3. Managers may initiate "player eligibility" checks of opposing teams before or during but not after a game. The designated manager must pay \$30 per player when reporting to the game umpire. The umpire is required to check the named player(s) license for verification. If roster verification cannot be done immediately, the game will continue under eligibility protest. The umpire must report the protest to the league director immediately by obtaining the protest.

C. Ruling

1. If the protest is upheld the deposit will be returned and the game will be declared a forfeit. Any player that is ruled to be ineligible will be suspended for a minimum of one game.

XIII. BEHAVIOR

A. Unsportsmanlike Conduct

The League Directors from the SORR communities of Apple Valley, Burnsville, Eagan, Farmington, Lakeville, Prior Lake, Rosemount and Savage are interested in ensuring that a high level of sportsmanship be maintained in the sports programs directed by each City. The SORR communities shall enforce a zero-tolerance policy with regards to negative conduct before, during or after league games. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted with each city's league rules superseding this policy:

1. Managers shall take the responsibility to make every member of the team aware of all rules of fair play and good sportsmanship for the team and spectator members.
2. Teams are responsible for the conduct of their families and friends. Excessive abuse of the umpire, by a team's spectators can be viewed as a violation of sportsmanship. An umpire has the authority to ask that a team attempt to control these non-playing personnel and has the right to call a forfeit when abuse is deemed "excessive".

B. Any player, coach, manager or spectator ejected from any game for an unsportsmanlike act including but not limited to profanity, rowdy or disruptive behavior, mischief, tantrum behavior, verbal abuse will result in a:

1. Game suspension for the remainder of that game plus at least the next two games.

- a. A suspended person may or may not be allowed at any site where league games are in progress.
 - b. Violating the suspension will result in forwarding the incident to SORR or state for further sanctions against the player and/or team.
 2. The suspended player's name will be placed on probation for one year in all SORR communities.
 3. Any player, coach, manager or spectator ejected a second time during a 365 day period for unsportsmanlike conduct shall be prohibited from participating in the SORR communities' adult leagues for at least one calendar year.
- C. Any unnecessary physical contact including but not limited to fighting, hitting, kicking another individual will result in a:
 1. Game(s) suspension deemed appropriate by the League Director(s).
 - a. A suspended person may not be present at any site where league games are in progress.
 - b. Violating the suspension will result in forwarding the incident to SORR or state for further sanctions against the player and/or team.
 2. Suspended indefinitely from all SORR communities' adult leagues, pending review of the incident by the SORR League Directors for additional disciplinary action at the next scheduled SORR meeting.
 3. The suspended player's name will be placed on probation for one year after the suspension has been served in all SORR communities.
- D. Any physical contact including but not limited to fighting, hitting, kicking an official/umpire will result in an immediate:
 1. Minimum 12 month suspension from the SORR communities' adult leagues.
 - a. A suspended person may not be present at any site where league games are in progress.
 - b. Violating the suspension will result in forwarding the incident to SORR or state for further sanctions against the player and/or team.
 2. The suspended player's name will be placed on probation for one year after the suspension has been served in all SORR communities.
 - a. The incident will also be reported to the state organizations or governing body for review.
- E. An individual retains the right of a hearing when the action to be taken is expulsion from participation in the league:
 1. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
 2. An appeal letter along with \$50 cash must be received within 7 days of being notified of the expulsion to your League Director(s). Failure to do so will result in a forfeiture of one's right to appeal. If your ejection is over-ruled you will get your \$50 back.
 3. Invited to attend the hearing will be: the player, his/her manager, the League Director(s) and the Official/Umpire Assigner for the community.
 4. Additionally, a suspended player must be present at the next scheduled SORR meeting to review his/her case. Failure to attend this meeting will result in a forfeiture of one's right to appeal the decision of the SORR League Directors.
 5. A minimum of 5 SORR League Directors must be present at a review meeting.
 6. A majority vote of active/present League Directors is necessary to overturn a suspension/expulsion.

F. Remember that leagues are available to help you enjoy your leisure time. Your “fun” should not be at the expense of others. Check your language and actions that might be offensive to others. Keep your socializing before and after games to a moderate level of noise and alcohol consumption. Keep traffic speed and parking appropriate for safety. Remember, we are neighbors to local residents and need to respect their rights. Respect people and the park!

G. Umpires

1. Umpires are required to enforce the rules set by the league with absolute authority. Umpires will use a “**ZERO TOLERANCE**” mentality when enforcing league rules.
2. Umpires reserve the right to “call the foul line”, when the applied foul line is done so improperly or is not visible.
3. Any softball personnel who are verbally abusive or threatening to an umpire will be ejected.
4. Any physical assault on an umpire will result, at minimum, in an immediate 12-month suspension, and the violation will be reported to the state sanctioning officials for additional disciplinary action.
5. Umpires are required to obtain team and player names involved in any incident. Refusal by a player to give proper names of other players or refusal by a player to give information regarding himself will result in an immediate suspension, plus the game becomes an immediate forfeit.
6. Umpires have the authority to eject any player who is drinking alcoholic beverages inside the fenced area. Drinking alcoholic beverages is not illegal in the City Parks, but players must use discretion.
7. Umpires have authority to refuse to allow a player on the field or to enter the game if the player is or appears to be intoxicated, or if there is any possibility that the player could cause injury or harm to himself or other players.
8. Umpires have the authority to remove any player smoking on the bench or playing areas. Smoking is permitted outside the fenced area only. Smokers are requested to dispose of their cigarettes and cigars properly.
9. Umpires have the authority to eject any player who delays play by repeatedly leaving the area.

H. Drinking Rule

1. Players are not allowed to drink during the game. **No beer is allowed on the playing field or bench area** (City Ordinance states, “it is unlawful to bring beer in glass bottles, kegs, barrels or other bulk quantities. No consumption on, or within 30 feet of a roadway or parking lot within a park or on any athletic field.”) The umpire will declare an immediate forfeit for any team where he/she sees the team member(s) drinking during the game. There will be no appeals; the forfeit will stand.

I. **Casual Profanity Rule** - Casual Profanity pertains to expletives and verbal unsportsmanlike language that most likely involves a player uttering them out of frustration. This type of behavior is penalized by “outs” being declared against the offending team.

1. If the team is at bat and unsportsmanlike words are used, **the next batter will be declared out.**
2. If the act is committed by a player remaining at bat he/she will be called out.
3. If the defensive team commits the act, the first person to bat in the next inning will be declared out.
4. The outs will be treated as a delayed dead ball situation.
5. If the violation occurs in the bottom of the last inning where the fielding team may not bat again, apply the ejection rule. If a team has an eligible substitute they can continue the game.
6. A game may be ended by a casual profanity out!

The Casual Profanity-Verbal Unsportsmanlike Rule provides a lesser penalty for the gray area between accepted conduct and those situations where the offender must be ejected. This rule is to discourage the ball players from saying things others might feel are offensive.

XIV. MISCELLANEOUS ITEMS

A. Blood Rule

1. A player, manager/coach or umpire who is bleeding or has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered. If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. The length of time that is considered reasonable is in the umpire’s judgment. If excessive time is involved, the re-entry rule would apply to players. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

B. Insurance

1. Be aware that there are inherent risks to playing the game of softball. Injuries may occur due to collisions with other players being struck by a ball or a bat, sliding into a base, running into a fence, etc. Be aware that the city of Savage does not provide insurance for the participants of our adult softball 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. Team insurance policies are available through the USSSA.

XV. WEATHER POLICY

A. To determine

1. The decision to cancel a game will be made by 5:00 p.m. **Call the Parks and Recreation Department’s Information Line at 952-882-2688 for current information.** If there isn’t a message on the recorder by 5:30 p.m. assume the games are on.

- B. At the Field
 - 1. Umpires will call games if inclement weather develops. Umpires will make every effort to make the same decision about delays or cancellations at each complex.
 - 2. If severe weather develops, all patrons, staff, and umpires should seek shelter immediately. Umpires or parks personnel will attempt to notify everyone as soon as possible of inclement weather.
- C. Storm Warning Sirens
 - 1. Games are immediately suspended when the sirens sounds for dangerous weather.
- D. Makeup Games
 - 1. Rainouts will be rescheduled on regular game nights when possible, Sunday evenings or available weekends. Also, **the week of July 4th** may be used if we have a lot of rainouts early in the season.