

# **CITY OF SAVAGE**

## **2024 ADULT SUMMER SOFTBALL 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, 2024. 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. 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 game. Teams that are unable to prove their team's eligibility will forfeit their \$100 deposit and given a lost to the game in question.

All players listed on the final team roster are eligible for the post-season USSSA district or state tournament play if desired. 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](http://www.cityofsavage.com)

Final standings are based on:

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

### **III. POST SEASON PLAY**

All league participants are eligible for post-season play. A \$185 up to \$200 post-season berth fee is due if you wish to enter. Additional information will be handed out to managers. 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 May 31, 2024.** 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 18, 2024**, 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 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** be rostered on more than one team in the same league on the same night. Players that are rostered 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 **May 31**, so the player must commit to a team before going into post-season play.

## V. CLASSIFICATIONS

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

## VI. PARK REGULATIONS

2. 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

1. Accessories
  - a. Metal cleats are not allowed in any league game.
2. Uniforms
  - a. For league play, matching colored shirts are recommended. For post-season play, USSSA requires matching-colored shirts.
  - b. Softballs
  - c. The City of Savage will provide all the necessary softballs for league play. The SORR Communities use the following balls for league play:
    - i. 12-inch men's optic yellow model 4U-536Y, .40 cor and a 325 lbs. compression.
    - ii. 11-inch women's optic yellow model 4U-522Y, .44 cor and a 400 lbs. compression.
  - d. Bases
    - i. Saf-T-Slide bases will be used in league play.
  - e. Bats
    - i. All bats must be approved by the USSSA. In USSSA leagues in Minnesota, all bats must now have the USSSA "Fingerprint" stamp on them to be used in league play. All bats must be marked with the 1.20 BPF. Older grandfathered bats and bats from other associations are NOT allowed.
    - ii. Umpires will be checking all bats. If a player is using a bat that does not have the USSSA fingerprint on the tapered handle, they will not be allowed to bat until they get an approved bat.
    - iii. **All bats used in USSSA Tournament play must have the USSSA logo on its tapered end.**
      - i. To determine if a bat you currently own or one you are considering buying meets the minimum standards, please find it on the legal bat list posted on the USSSA website: <http://www.ussa.com/ussa/ussa-general/LegalBats.asp>. There is no illegal bat list available for distribution.



## VIII. SAFETY

1. Warning Tracks
  - a. Warning tracks are used in the pinwheel. Please make sure players are aware of this safety feature.
2. Double First Base
  - a. Double first bases will be used in all leagues. On any attempt to force the batter runner out at first base on the initial throw that pulls the defense off first base into foul ground, the defense and the batter may use either the white or orange portion of the base.
3. Blood
  - a. A player is prohibited from playing if they are bleeding and must come out of the game until the bleeding has stopped and the wound is covered.

## IX. THE FIELD

1. Pitching
  - a. 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.
  - b. After assuming the pitching position, the pitcher must present the ball in **FRONT OF HIS/HER BODY** (for at least 1 second) before starting the delivery.
  - c. **Strike Zone Mat – It is a strike if the ball lands on the Strike Zone Mat. The strike zone mat can be used if there is not an umpire present.**
    - i. **Strike Zone Mat Dimensions (17" X 25")**
2. Base Distance
  - a. Games are played with 70' base paths.
3. A Mixed Arc Line is provided on all adult fields. Players standing in the grass during Mixed league play must be behind the Mixed Arc Line until the ball is struck by the batter.
4. Due to safety concerns, at no time can a camera, audio or video device be worn or used by a player, coach, or umpire on the field of play. Any exception must be approved by the Recreation Supervisor.
  - a. This includes, no loud music, offensive music or like devices.

## X. GAME PREPARATION

1. No Show Umpire
  - a. **If there is a no show by an umpire, teams must mutually agree on a substitute umpire or the use of a strike zone mat before the game is played. If teams agree to this substitute umpire or strike zone mat, 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. The HOME team is responsible for maintaining the score book. Make sure after every inning the score is announced to the other team. Do not advance to the next half inning until the score has been confirmed by both teams.
  - b. **If there is a no show by an umpire and a Strike Zone Mat was agreed upon before the game is played, close plays where teams cannot agree on the call will result in a replay of that at bat.**
2. Official Score Book
  - a. **The HOME team will keep the official score.** This is important when protests occur, when games are halted before an official game, when score disputes arise or when batting

line-ups are questioned. Both teams are encouraged to keep score and confirm the score with one another after every half inning. **Once a new half inning has begun (first pitch) the score cannot be changed so be sure to check after each half inning.**

3. Number of Players
  - a. A team can start a game with 8 players and can finish with 8 players. Players must be on the playing field. A game cannot start or proceed with less than 8 players. Late players can be added to the bottom of the batting order. If a player leaves the lineup, it is an appealed out.
4. Bench/Dugout Rules
  - a. 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!**
5. Dugout Rule: OFFENSE & DEFENSE
  - a. There will be no more than two (2) players (on-deck/in-the hole) outside of the dugout or on the field of play at one time for Offense and does not apply to the base coaches. While on Defense, you may not have any player outside the dugout area. It is the managers or coach's responsibility to ensure every player, coach, or manager stays inside the dugout area during the game. You will receive an explanation of this rule during the Pre-Game Managers Meeting and then **YOU WILL GET ONE (1) ADDITIONAL WARNING.**
  - b. After the first warning during the game, the manager or coach will be ejected from the field of play. If the DUGOUT RULE continues to be a problem and it continues, the player(s), coach(s), or manager(s) outside the dugout (with the exception of the "on-deck" and "in-the-hole") will be ejected from the remainder of the game.
6. Batting Line-ups
  - a. Managers have two options for reporting a batting line-up:
    - i. The batting order can be a specified number of 8, 9, 10, 11, or 12. If a player must leave the game his/her position in the line-up is an out (must report to umpire) unless a sub is available to fill the vacated spot.
    - ii. The batting order can be reported as "everyone". In that case, every official player must bat. If a player has to leave the line-up, the line-up will collapse and no out occurs.
7. Grace Periods
  - a. 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.
8. Forfeit Policy
  - a. The official score of a forfeited game is 7-0
9. Game Times
  - a. Games will begin at 6:00, 6:15, or 6:30 (depending on the number of teams in the league) and are scheduled every hour after.
10. Game Time Limits
  - a. A regulation game shall consist of seven innings or 55 minutes, unless otherwise listed below:
    - i. The home team is leading after the visiting team has batted in the seventh inning.
    - ii. A game is tied after seven inning and the 55-minute time limit has not been reached allowing for extra inning(s) to be played.
    - iii. The 55-minute time limit prevents the start of a new inning as **no new inning may start after 55 minutes** has elapsed **from the start of the game.**

- iv. A game is called by an umpire and four full innings have been played or the home team is leading after the visiting team has batted for four full innings.
- v. The umpire is empowered to call the game at any time because of rain, darkness, sportsmanship, or any other cause which puts the umpire, players, or patrons at risk.

11. Home Team

- a. The **Second team** on the schedule is designated as the home team.  
(example: 2 vs 4, 4 is home team)

12. Designated Manager

- a. 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**

1. Count

- a. Men’s League: Each batter will have a 1-ball, 1-strike count, with **NO courtesy foul**. If the batter has a 3 ball and 2 strike count and hits a foul ball, the batter is out.
- b. Mixed League: Each batter will have a 1-ball, 1-strike count, with **1 courtesy foul**.

2. Tie Score

- a. Games can end in a tie. Extra innings will be played if there is still time left in the game.

3. Innings

- a. An official game length is 7 innings (6.5 innings if home team is winning) or 55 minutes. NO new inning will start after the 55-minute time limit.
- b. A game stopped by an umpire is complete if 4 or more innings have been played, or if the HOME team has scored as many or more runs during the uncompleted fourth innings.
- c. If a regulation game is called and one (1) or more innings has been completed beyond four (4) innings, the score will revert to last completed inning, or last completed half inning if the home team leads but back no further than the fourth (4th) inning.

(Example: game is stopped top of the 6 inning, home team did not bat the official score will revert back to the 5<sup>th</sup> inning)

| Team            | 1 | 2 | 3 | 4 | 5 | 6 | 7 |  |  | Ttl       |
|-----------------|---|---|---|---|---|---|---|--|--|-----------|
| <b>V) Sox</b>   | 2 | 3 | 2 | 0 | 2 | 3 |   |  |  | <b>9</b>  |
| <b>H) Twins</b> | 2 | 3 | 0 | 3 | 3 |   |   |  |  | <b>11</b> |

4. Run Rule

- a. If a team has a run lead of 15 runs after 5 innings (or more innings have been completed) (4.5 if the home team has the lead), the game will continue until the 55 minutes has been reached. At the 55-minute point, the game will end regardless of the game situation. If the home team is batting at the time the 55-minute mark is reached, the score of that inning will revert back to the last complete inning played. What we are doing is basically removing the “choice” that was in the rule before and instead making it an expectation that the game will continue. The losing team can always surrender if they want to do so.

5. Courtesy Runner

- a. A limit of two players will be allowed to receive a courtesy runner for the duration of the game. The last person “out” shall be the runner. If that person is unable to run, then

pick the person that was previously out. If needed, a third person is not allowed to have a courtesy runner.

#### 6. Double First Base

- a. 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.**

#### 7. Homerun Rule

- a. We use the 2-Up Homerun 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 or 2 up) in homeruns hit for that game. Basically, once you are at the limit, you can't have more than 2 homeruns than your opponent that counts.
- b. If you hit a home run – you do NOT need to run the bases – you can just go back to your bench. If there are runners on base, they do not need to run the bases either.
- c. The **Home Run Limit is 2-Up** 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).
- d. The **HOME team** can hit (at the most 4) homeruns in the bottom of the final inning if the situation allows.
- e. All Mixed Leagues, 0 home runs. If a home run is hit over the fence and untouched by the offence, the batter is out. If the ball is touched first and then goes over the fence, ground rule double.
- f. A player is prohibited from playing if they are bleeding and must come out of the game until the bleeding has stopped and the wound is covered.

#### 8. Playoff Rules

- a. Extra Innings: To start on extra inning, the visiting team places the last batter to complete an at bat in the previous inning at second base. Play resumes until three outs are recorded. To complete the extra inning, the home team places the last batter to complete an at bat in the previous inning at second base. Play resumes until three outs are recorded or the home team takes the lead.
- b. Higher seed is home team during playoffs.

## **XII. MIXED LEAGUE RULES**

The line-up for mixed play is designed to consist of 5 men and 5 women or 6 men and 6 women alternating man, woman every other spot in the batting line-up. However, for recreational purposes, the City of Savage softball program also allows the following situations:

1. Team may have more women than men in the batting line-up.
2. A team may only have more men than women in the line-up if they are willing to take an out when the woman's spot would be due up. Example: 5 men and 4 women – the 10th spot for the 5th woman would be an out that must be reported to the umpire.

3. All Mixed leagues can use a floating men's lineup within a women's line-up. Example: If a team has 7 men and 5 women show up for a game, the team will bat a reported "everyone" using "10" batting positions. The 7 men will then rotate equally thru the 5 men's batting positions. All 12 players are eligible to play the 10 defensive positions, but it must still be 5 men and 5 women in the field.
4. Arc lines and base-line rules are in play. Defensive players must stay behind these lines until the ball is struck. PENALTY: Failure to abide by this rule will result in fielder's interference. A delayed dead ball will be called by the umpire. If the batter reaches base safely, the play will stand. If an out was made the batter will be placed on first base safely.
5. Teams may choose to play any defensive position they prefer. However, they must keep that same defensive positioning for the entire inning. For example, if 3 outfielders and a middle infielder is used to start an inning, that defensive format cannot change until the inning is over.
6. There are no defensive position requirements other than teams must have the same number of men and women in the field. The exceptions are:
  - a. more women than men
  - b. a team that is playing with more men (5) than women (4) and taking an out.
7. Women will hit the 11-inch ball. Men will hit the 12-inch ball.
8. When a male batter is walked, he is awarded second base. The female batter due up next can choose to bat or go directly to first base.

### **XIII. PROTESTS**

1. USSSA Rule
  - a. Managers can only protest rule interpretations. Managers cannot protest judgment calls.
2. Procedure
  - b. See USSSA rulebook 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.
  - c. Rule interpretation protests must be received by the league director, in writing, within 2 working days after the scheduled game. Failure to do so make's 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".
  - d. 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.
3. Ruling
  - a. 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.

### **XIV. SPORTSMANSHIP**

1. Unsportsmanlike Conduct
  - a. The League Directors from the SORR communities of Apple Valley, Burnsville, Eagan, Farmington, Lakeville, 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:

- b. 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.
  - c. 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".
2. 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:
- a. Game suspension for the remainder of that game plus at least the next two games.
    - i. A suspended person may or may not be allowed at any site where league games are in progress.
    - ii. Violating the suspension will result in forwarding the incident to SORR or state for further sanctions against the player and/or team.
  - b. The suspended player's name will be placed on probation for one year in all SORR communities.
  - c. 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.
3. Any unnecessary physical contact including but not limited to fighting, hitting, kicking another individual will result in a:
- a. Game(s) suspension deemed appropriate by the League Director(s).
    - i. A suspended person may not be present at any site where league games are in progress.
    - ii. Violating the suspension will result in forwarding the incident to SORR or state for further sanctions against the player and/or team.
  - b. 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.
  - c. The suspended player's name will be placed on probation for one year after the suspension has been served in all SORR communities.
4. Any physical contact including but not limited to fighting, hitting, kicking an official/umpire will result in an immediate:
- a. Minimum 12-month suspension from the SORR communities' adult leagues.
    - i. A suspended person may not be present at any site where league games are in progress.
    - ii. Violating the suspension will result in forwarding the incident to SORR or state for further sanctions against the player and/or team.
5. 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.
6. An individual retains the right of a hearing when the action to be taken is expulsion from participation in the league:
- a. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
  - b. 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.



- c. Invited to attend the hearing will be: the player, his/her manager, the League Director(s) and the Official/Umpire Assigner for the community.
- d. 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.
- e. A minimum of 5 SORR League Directors must be present at a review meeting.
- f. A majority vote of active/present League Directors is necessary to overturn a suspension/expulsion.

#### 7. Respect

- a. 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!

#### 8. Umpires

- a. 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.
- b. Umpires reserve the right to “call the foul line” when the applied foul line is done so improperly or is not visible.
- c. Any softball personnel who are verbally abusive or threatening to an umpire will be ejected.
- d. 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.
- e. 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.
- f. 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.
- g. 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.
- h. 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.
- i. Umpires have the authority to eject any player who delays play by repeatedly leaving the area.

#### 9. Drinking Rule

- a. 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.

#### 10. Casual Profanity Rule

- a. 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.
- b. If the team is at bat and unsportsmanlike words are used, **the next batter will be declared out.**
- c. If the act is committed by a player remaining at bat, he/she will be called out.
- d. If the defensive team commits the act, the first person to bat in the next inning will be declared out.
- e. The outs will be treated as a delayed dead ball situation.
- f. 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.
- g. A game may be ended by a casual profanity out!
- h. 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.

## **XV. MISCELLANEOUS ITEMS**

### 1. Blood Rule

- a. 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.

### 2. Insurance

- a. 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.

## **XVI. WEATHER POLICY**

### 1. To determine

- a. The decision to cancel a game will be made by 4:00 p.m. if the weather permits. After 4:00 p.m., please **call the Parks and Recreation Department’s Information Line at 952-882-2688 for current information.** If there is not an updated message on the recorder assume the games are on.

### 2. At the Field

- a. **ALL** umpires will meet and discuss the weather situation. If a decision is made to suspend games, all managers and umpires will **wait for 15 minutes** and meet back to discuss whether to cancel games or resume games.
- b. 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. All team managers can inform the umpire that they do not feel comfortable playing in the current conditions without any penalty towards them or their team. If you choose to suspend play, the game will be stopped and **resume per Rule XI. 3. Innings 1 – 3.**
- 3. Storm Warning Sirens
  - a. Games are immediately suspended when the sirens sounds for dangerous weather.
- 4. Makeup Games
  - a. Rainouts will be rescheduled on regular game nights when possible, Sunday evenings or available weekends.