



# 2020 Men's Adult Softball League Rules

Brainerd Parks and Recreation is sanctioned through Minnesota USA Softball and our league will abide by their rulebook for all other rules that are not specifically mentioned or modified below.

## I. Rosters/Subbing

- a. Rosters are handed out in your manager packets at the manager meeting before the season. Rosters are due the first night of play. We keep rosters in the concession stand in a binder. Players must sign a roster before they step foot onto the field. A player can only be on one roster within their league. i.e. MS1 or MS2. If you are on a roster for MS1 you are considered a MS1 player. MS2 teams are allowed two MS1 players total on their roster. You may not sub a different MS1 player for a MS1 player. The two MS1 players you choose to be on your MS2 team are permanent and not replaceable. If a player is not on any other roster within the league and they are "subbing" on your team; they must sign your roster before they play; "Sub" wisely. Players must have their name written in manuscript and then a signature next to their name. Rosters will be finalized the last night of "League" play before the End of Season Tournament. You will not be able to have someone sign the roster right before the 6 p.m. game of playoffs. \*New\* this year: team managers will have access to a google document to update their roster up until the last game of league play. This document will be visible to managers for quick roster checks. Recreation Coordinator reserves the right to edit the rosters based on no signature on the paper copy in the concession stand. NO FORGING SIGNATURES.
- b. Both Men's leagues are only allowed 1 inner league sub. The inner league sub can only be used if it is to make the game legal; being the 9<sup>th</sup> player. The inner league sub cannot be the 10<sup>th</sup> player. There are no inner league subs or additional subs allowed in the End of Season Tournament. All players that are playing in playoffs MUST be on your roster.

## II. Number of Players

- a. If there is not a person in the 10<sup>th</sup> batting position, no out is recorded. However, if the team is expecting a 10<sup>th</sup> person to show up and plan to sub them into that position a team may take an out until they arrive to secure their spot in the batting line up. Teams may not bat more than 11 players.

## III. Home Team

- a. League Play: The "Home" team will be determined by schedule.
- b. Tournament Play: High seed is "Home" throughout the tournament.
- c. Championship Game of Tournament: Undeclared team is "Home"
- d. "If" game of Tournament: "Home" team is determined by a coin flip.
- e. Responsibilities: The "Home" team is responsible for raking/dragging the field before the game to help eliminate the chance of a bad hop. The "Home" team at the end of the night is responsible for putting away the field equipment so that it does not get stolen.

## IV. Home Runs

- a. In the MS1 and MS2 League and Tournament play teams will be allowed 4 home runs. No "1 upping". In-the-park home runs do not count toward your home run limit.

## V. Pitching

- a. The ball shall be delivered with perceptible arc and reach a height at least 6 feet from the ground, while not exceeding a maximum height of 10 feet from the ground.
  - i. A foot shall remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it may be forward, backward, or to the side. (In special cases where the pitcher is concerned with their own safety, if "okay-ed" by both managers they may pitch from a farther distance)

## VI. Equipment

- a. Softballs
  - i. Teams will be provided with a season's worth of balls (2 dozen). Teams will bat their own softballs. They must use the 12" Composite 52/300 AD STARR Tattoo Softballs provided by Brainerd Parks and Recreation. The teams may choose to use the softballs at the rate they desire. If you need new softballs because you ran out, then you will need to purchase more. \$5/ball or \$60 dozen.
- b. Facemasks
  - i. Facemasks for the infielders are recommended but not required. By signing the roster, you assume the risk of potentially taking a ball to the face and the injuries that you could incur.

c. Bats

1. The official bat made up of the knob, handle, grip, taper, barrel and end cap shall be free of burrs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat must bear either the 2000 Certification Mark, 2004 Certification Mark, or 2013 Certification Mark (Slow Pitch, Men’s Adult Fast Pitch, Junior Olympic Boy’s Fast Pitch and Men’s Modified only), as shown below and must not be listed on the USA Softball Non-Approved Bat List with 2000 or 2004 Certification Mark.



**NOTE:** USA Softball has begun transitioning to the new USA Softball Certification Marks for the 2020 calendar year. On behalf of equipment manufacturers, the USA Softball Equipment Testing and Certification Committee requested that the new certification marks be approved for the 2019 calendar year and the USA Softball Board of Directors approved the new marks (seen here) for 2019 USA Softball Championship Play. The Official Rules of Softball, Rule 3, Sections 1 and 3 will be updated for 2020 to identify the new Certification Marks for Championship Play.



2. must be included on a list of approved bat models published by USA Softball

OR

3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with USA Softball Bat Performance Standard. This includes wooden bats.

**VII. Time Limit/Game Duration**

- a. The time limit is 60 minutes or 7 innings during league play.
  - i. Stipulations
    1. If visiting batter is in batter’s box OR fielding team is in the field ready to field before the clock strikes zero a new inning is to be played.
    2. Run Rule:
      - a. 20 run-rule after 3 innings; 15 run-rule after 4 innings; 10 run-rule after 5 innings.
    3. Tie Game:
      - a. If the game is tied after 7 innings or time limit is exhausted, teams will have the opportunity to try to break tie once. Starting with the top of the next inning the visiting team shall begin it’s turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. (e.g. if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base.
        - i. A courtesy runner may be used for that runner. Same courtesy rules apply.
        - ii. A rostered substitute may be used, however once subbed out that player may not re-enter. You will want to communicate the substitution to the ump.
    - ii. A game called by the umpire shall be regulation if five or more complete innings have been played.
      1. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or any other cause that places the patrons or players in peril.
      2. Games that are not considered regulation shall be resumed at the exact point where they stopped.
  - b. There is no time limit in the End of Season Tournament.

## VIII. League Standings

- a. New this year regarding moving up and moving down for the 2021 season we will be including the end of season tournament games as part of your winning percentage. So, if for some reason you get the #1 seed in MS2 that doesn't necessarily mean you will be the team to move up next year. The top winning percentage in MS2 will be forced to move to MS1, and opposingly the lowest winning percentage in MS1 will have the option to move down.
  - i. League standings are updated daily on our city website.

## IX. Rule Emphasis

### a. In-Field-Fly

- i. A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort (if they have to dive for it, it is not an infield fly) when first and second, or first, second and third bases are occupied with less than two outs.
- ii. Batter is out. Runner's may advance at their own risk.
  - a. Why is this important? If this wasn't a rule people would purposely drop the ball and get an easy double or triple play.

### b. Batter's Box

- i. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.
- ii. If a player intentionally wipes the box an automatic strike is assigned.
- iii. Automatic out is assigned:
  1. When an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.
  2. When any part of a foot is touching home plate at the time the ball makes contact with the bat.
  1. When the batter leaves the batter's box and returns to the box and makes contact with the ball.

### c. Catcher

- i. The catcher must catch in the catcher's box. They must remain in this area until the pitched ball is batted, touches the ground, plate, or batter, or the ball reaches the catcher's box.
- ii. Catchers may not get in the way (obstruct) of the runner who is legally running the bases unless the catcher is in possession of the ball.

### d. Strike Zone

- i. That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate: between the batter's: back shoulder and the front knee. Please NOTE everyone's strike zone will be different! The ball is not called a strike based on where the ball hits behind the plate. If the ball hits the plate or any part of the plate including the black of home plate it is an automatic ball.

### e. Courtesy Runner

- i. Any eligible players that may participate on offense or defense and are on the official line-up including available substitutes may be used as the courtesy runner. A courtesy runner may only be used once per inning.

### f. Ejections

- i. A player/fan/manager is removed from the game by the umpire usually for an unsportsmanlike act or conduct. Including but not limited to physical contact, verbal abuse, profanity, throwing equipment and anything else by the umpire's discretion as unsportsmanlike.
- ii. If ejected, person will be expected to leave park IMMEDIATELY.
- iii. By policy if you are ejected it is an automatic assumed 10-day suspension. Please follow up with the coordinator as they will discuss with umpire the next day the severity. If the 10 day suspension is warranted player/fan/manager will need to appear in front of the sportsmanship committee; where a finalized penalty is assigned.

### g. Miscellaneous

- i. No Metal Cleats
- ii. No Stealing
- iii. Females may not sub or play on a MS1 or MS2 team.
- iv. You may only go to state with your highest rostered team; you will not be allowed to go to state with a lower team you play on.
- v. City Parks legally close at 10 p.m. if your game for some reason ends after 10 p.m. please leave the fields immediately.
- vi. Legally only 3.2% alcohol beer is allowed in our parks. If public intoxication, suspensions due to intoxication, or excessive littering starts occurring the police department will be contacted and we will have patrols swing through nightly to help monitor the situation.