

## MEN'S SLOW PITCH SOFTBALL LEAGUE RULES

**HIT YOUR OWN .300, 52 core balls**, ASA approved, Each team will be given 8 balls to start the year. Anymore will have to be purchased by the teams.

1. Play shall be governed by the 2015 MSF rules and the Redwood Falls Softball Association "Code of Conduct"  
**ALL Players, Managers, and fans are expected to demonstrate "exemplary sportsmanship"**
2. Reminder: The profanity rule is in effect in this league as well as the Redwood Falls Softball Association 'Code of Conduct':  
**Make sure every player reads the rulebook, league rules and the Code of Conduct before the season begins.**  
**Managers are responsible to make sure all players are aware of the rules and to make sure their fans are following the "Code of Conduct"**  
\*\*Any player being ejected from a game must pay a \$25 fine before the next game. The ejected player will not be allowed to participate in any future league, playoff, or MSF post-season games until this fine is paid.
3. The deadline to hand in the Minnesota Sports Federation roster is Friday, June 14<sup>th</sup> by 6:00pm at the RACC. This roster will serve as your final roster. NO roster changes may be made after this date. After the final roster is received, any player not on the roster that plays in a game will cause that team to forfeit that game and pay a \$25 fine.  
**\*\*Players must be entering the 9<sup>th</sup> grade in Fall of the current year. Anyone under 18 years old must have a parental signature on the Minnesota Sports Federation roster to participate. There is no maximum age limit.**
4. There will be no rescheduled games. If you cannot field a team for a scheduled game, you must forfeit that game. The only time games will be rescheduled is if the game is called off due to poor weather/field conditions.  
\*\*Listen to radio station KLGR (AM 1490) between 5:00 p.m. and 5:30 p.m. for information regarding the status of play. Keep in mind: if weather conditions change, the league supervisor and the umpire may have to suspend play. We will try to get this information on KLGR as soon as possible.  
\*\*There will be a \$25 forfeit fee charged for a team failing to show up for a scheduled game without giving notice to the manager of the other team and the recreation coordinator by 4:30 p.m. on game day. This fine must be paid before the next game—the team will forfeit any future games and will accumulate an additional \$25 fine for each forfeited game until the fine(s) is/are paid.
5. Teams may start the game with 8 players and continue throughout the game with 8 players. An out is recorded **only for the 9<sup>th</sup> position**. If you start the game with 9 players, **NO** out will be recorded. When a 10<sup>th</sup> player shows up, they must be immediately installed in the game at the bottom of the batting order.  
\*\*All players **MUST** check in with the umpire before entering the game  
\*\*Substitutes may be added to the line-up at any time during the game. No penalty!
6. **Substituting Players:** ("Re-Entry": Rule 4, Section 5, A-C)
  - A. Any player may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the lineup.
  - B. Players may not re-enter a second time. The starting player and their substitute may not be in the line-up at the same time.
  - C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.
7. All games will consist of 7 innings—there is **NO** time limit.  
\*\*Run Rule: 20 after 3, 15 after 4, 10 after 5.
8. **Each batter will start with a 1 and 1 count with a courtesy foul.**
9. The pitcher must start his pitching motion while in contact with the pitching rubber and may make only one step toward the plate before releasing the ball.

10. A uniform with a numbered shirt is recommended but not required for league. All uniforms must be worn correctly. Required equipment consists of: shorts or pants, shoes (must be molded rubber cleats, no metal cleats, no street shoes). ASA approved bats and gloves only.
11. Players must play in **3** regular season games in order to be eligible for league playoff tournament and any MSF post-season tournaments.
12. The second team listed on the roster is the home team for that game and should use the 3<sup>rd</sup> base dugout.
13. Only personnel involved in the game will be allowed on the players' benches. This includes players, 1 scorekeeper, sponsors, and a designated bat boy/girl. The bat boy/girl may be in the dugout--**ALL** other children **must** be completely **out** of the dugout area. Please teach your bat boy/girl to stay in the dugout until play has stopped.
14. Over the Fence Home Run Limit: Each team is allowed 3 over the fence home runs per game. After the third home run is hit, any other ball hit over the fence will be ruled an out.
15. Each team must have a first aid kit--anyone bleeding may not be on the field until the bleeding is stopped or the injury is completely covered--no oozing.
16. Games will start on schedule. Managers tell your team members to show up 15 minutes early so they can be warmed up and ready to play on time. Managers, be to the game early enough so both teams have the blue card filled out **5** minutes **before** game time.  
\*The official starting time for each game is what the umpire's time says, **NOT** what your watch says.
17. The league champion, runner up, and playoff seeds will be determined by the regular season win/loss records for each team. In the case of a tie, the champion, runner up, and/or higher playoff seed will be determined based on head to head competition between the tied teams. If a tie still exists, the tie will be broke by determining the team who scored the most runs during head-to-head competition. If there continues to be a tie, the tie will be broke by using the previous stated criteria with head-to-head competition versus the highest remaining seed. The final step will continue until the tie is broke.

Note: The home team during playoffs is determined in the following manner:

- The highest seed is the home team throughout the winner's bracket of playoffs
- In the losers bracket, the home team is determined by flipping a coin

**NOTE: Arc Limit is 6-12 feet, this is an MSF modification from ASA.  
RUN RULE CHANGE FROM 2008 – 20 after 3, 15 after 4, 10 after 5.**