

CO-REC CHURCH SLOW PITCH SOFTBALL LEAGUE RULES

All softball leagues, especially the Co-Rec Church League, will abide by the profanity/family atmosphere rule. The Redwood Falls Softball Association's 'Code of Conduct' is also in effect. It is the **Manager's** responsibility to make sure every player reads these items.

**Each manager should relay to their team members the main objectives of the Co-Rec Church League, which are:
“Fair and Fun play plus Ultimate Sportsmanship”

1. Play shall be governed by the 2019 MSF rules and the Redwood Falls Softball Association “Code of Conduct”
ALL Players, Managers, and fans are expected to demonstrate “exemplary sportsmanship”

***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.

2. The deadline to hand in the Minnesota Sports Federation roster you will receive in your packet is Friday, June 14th by 6:00pm at the RACC. This roster will serve as your final roster. Changes to the roster after this date must be approved by the league supervisor.

****Players must be entering the 9th 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.**

3. 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.

4. **Each team shall play with 10 players; 5 men and 5 women, or any combination in which more women are used. You must bat genders alternately until all men have batted.** A team may play with 9 players (4 men and 5 women), or 8 players (4 men and 4 women); however, if a team is playing with less than 10 players, they must count an out when the #9 and/or #10 players are to be at bat.

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!

5. Teams will have 4 outfielders and a rover playing outfield, and 4 infielders and a catcher in the infield

a) The catcher and rover must be of opposite gender.

b) The four outfielders must stand behind the white restraining line until the ball crosses the plate—the restraining line is approximately 160 feet. The “rover” can be in any outfield position, but cannot stand on the infield dirt until the ball crosses the plate. *If a player violates the restraining line rule, the ball will become ‘dead’. The batter will be awarded 1st base and all base runners will advance one base.*

c) **There must be an equal number of male and female players in both the outfield and the infield, and the rover and catcher must be of the opposite gender.**

6. Substituting Players

There is unlimited substitution, however, the subs must report to the umpire and once a player is removed for the game, he/she may be re-inserted back into the game only in the same batting position as previously played.

7. All games will have a 55 minute time limit—teams play the number of innings required to fill the 55 minute time limit. No new innings may be started after 55 minutes unless the game is tied.

8. A team may opt to bat and field 10 players, or field 10 and bat all players present, always alternating male and female. This decision must be made at the beginning of the game and cannot be changed during the game. *Note: Whatever the gender you have with the lowest number of players is the number you may bat if using the option to bat all players present. (for example, if you have 8 women and 15 men, the most you would be allowed to bat would be 8 women and 8 men—the other 7 men need to be put into the game as substitutes).*
9. Each team shall provide a pitcher from their own team when they are at bat.
 - a) The pitcher does not have to bat but needs to put a “P” next to his/her name on the blue card to receive credit for playing in the game.
 - b) The pitcher must start his/her pitching motion while in contact with the pitching rubber and may take only one step toward the plate before releasing the ball.
10. Each batter shall have only 3 pitches.
 - a) If a third pitch is fouled and not caught for an out, a fourth pitch is permitted.
 - b) A batted ball that hits the pitcher is a dead ball and shall be pitched again with no penalty.
 - c) A batter must take a full swing at the pitched ball.
11. An extra base will be used at home base to enhance safety for both the runners and fielders, and help involve the catcher more in the game. The extra base will be placed 8 feet away from the original home base on the foul-ball side of the baseline. The extra base will be used as follows:
 - a) For ALL plays: >**Base runners** must use the **new extra** base at home base
>**Defensive players** must use the **original home base**
 - b) ALL plays at home base are force outs once the runner crosses the hash-mark 30 feet off of 3rd base (**TAG OUTS ARE NOT ALLOWED**).
 - Notes: >If the runner is attempting to advance to home base, the runner may stop and go back to 3rd base any time before he/she reaches the hash-mark line. (If the runner chooses to do this, the runner is not out due to a force; however once the runner crosses the hash-mark line the force out then becomes into effect).
 - >Once the runner crosses the **30** foot hash-mark, the runner is committed to going home (if the runner goes back to 3rd base after he/she crosses the hash-mark, it is an out)
 - >**If the runner touches the original home plate, the runner will be out and the ball will remain live.**
12. **Men will be allowed to use only ASA approved wood bats in Co-Rec Church League. Women are allowed to use either ASA approved wood or aluminum bats during church league. Note: The only aluminum bats that are allowed are those provided by the Redwood Falls Softball Association.**
13. Required equipment consists of: shorts or pants, shoes (must be molded rubber cleats, no metal cleats). ASA approved bats and gloves only.
14. Players must play in **2** regular season games in order to be eligible for the league playoff tournament.
15. Players have to be a member of the church they are representing; however, a maximum of four players per team may be non-members of the church they are representing.
 - ***If you have exceptions and need to have more than 4 non-member players, there must be a specific reason and you must have the request approved by the Softball Association Board for each additional non-member player.
16. The first team listed on the roster is the home team for that game and should use the 3rd base dugout.
17. 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.

Redwood Falls Recreation Department
901 Cook Street
Redwood Falls, MN 56283
Phone: 507-616-7444 *** Fax: 507-644-2199

18. 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.
19. 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.
20. 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.

updated: 3-29-19