

## FALL Co-ed Adult Slow-pitch Softball League Rules 2021 – Saint Peter Recreation & Leisure

### General Information

1. **Team Fees: \$250, due August 6.** Payable: City of Saint Peter
2. Total maximum number of players allowed on any team's roster is **twenty**.
3. Three players can be added to the roster for tournament play as long as they are not in the same league or on another team.
4. Captains must provide a valid email address.
5. If a team chooses to play with less than ten players, notify umpire and opposing team before first pitch.
6. Outside alcohol is allowed. No glass bottles please.
7. 5 minutes after the start of your game if you do not have all 10 players, you will be asked to start with 8 players (55 minute time limit still applies from the scheduled start time)

### Player Eligibility and Responsibilities

1. All players must be 17 years of age or older.
2. All players must be listed on the team's official roster
3. Participants must provide their own insurance coverage.
4. Managers using ineligible players will be suspended. Using Ineligible player(s), more than once will result in a suspension of manager for one calendar year.
5. No player or coach shall make any disparaging remarks to or about opposing players, managers, coaches, officials or spectators. Violation – ejection from game. Continuous behavior can result in suspension from league.
6. The casual profanity rule will be enforced in all leagues. Examples include: A player swearing after popping out, striking out, and/or dropping a fly ball, etc. This type of profanity is penalized by "outs" being declared against the offending team. This means that it is possible that if the offending team is in the field, the first player to bat in their half of the inning will be out. If the offending team is at bat and profanity is used, the player is out. Players that violate this rule more than one time per game will be ejected from the game. Family park atmosphere.
7. Any player ejected for fighting/arguing with an opponent, umpire, and/or fan will forfeit the eligibility to participate in all Saint Peter Adult Sports for a minimum of one year.
8. Any coach, manager, or player ejected from any game shall be suspended for a minimum of 2 games, and be declared ineligible until she/he is reinstated by the league director. The person ejected has five minutes to leave the field and complex, this includes the parking lot. There will be no exceptions. Failure to follow this rule will result in the offending player/coaches team to forfeit the game.
9. Any coach, manager, or player ejected from more than one game during the regular season and/or end of the season tournament automatically forfeits their eligibility to participate for a minimum of one calendar year.

### Game Cancellations

1. For announcements concerning games you can email [kaylac@saintpetermn.gov](mailto:kaylac@saintpetermn.gov) or call 507-934-0667. On rare occasions phone calls will be made.
2. Decision to play or cancel will be made by 4:30 p.m.
3. Only games to be rescheduled are those called because of inclement weather, inadvertent errors on the original scheduled or umpire does not show.
4. Facebook – like the City of Saint Peter page
5. Teams forfeiting a game must notify the Rec Office by 4:30 p.m. No voice messages please. Teams that have two forfeits during the season will not be eligible for tournament play.

6. Teams can start with 8 players if they are waiting on another player. If 9<sup>th</sup> and 10<sup>th</sup> players are not to the field when due up to bat, players are automatically called out.

## Equipment

1. No metal spikes or removable cleats of any kind. Violation – player must remove them immediately or is ejected.
2. Bats prohibited by A.S.A. are not allowed in the league. Violation – game forfeit and 2 game player suspension.
  - a. asa.com
  - b. Complete list of accepted and prohibited bats.
3. Bats used in league must be marked by a Saint Peter Umpire. Unmarked bats will not be allowed. Failure to have your bats marked will result in forfeiture.
4. Game balls will be provided and available for purchase at the concession stand for \$5.

## General Rules

1. All NSF-MSF Rules will be followed.
2. No infield practice or batting before games.
3. 5 warm up pitches to start the game and 2 pitches in between innings
4. 55 minutes time limit for all games. No new inning will be started after this time. Inning that is in play will be finished.
5. Playoffs – international tiebreaker – additional innings will be played in the event of a tie. Last due up to bat will start on second base when the inning begins.
6. Batters will start with a one and one count. No courtesy fouls are allowed.
7. Teams may either use an Extra Player or use an unlimited batting line-up. If this is the case, both the umpire and opposing team need to be notified prior to the start of the game. Teams that use an unlimited batting line-up, can NOT make changes to the batting order during the entire game (unless a player gets injured). A late player can be added provided there is no change to the batting order.
8. Homeruns: total of 4 over the fence after the homerun limit are considered out. Runners do not need to run the bases after a hit is declared a homerun.
9. 20 run rule after 3 innings
10. 15 run rule after 4 innings
11. 10 run rule after 5 innings
12. No stealing. Ball must be hit in order to advance. The base-runner may leave occupied base when the ball passes over the plate. The runner is out if they leave early.
13. Runners are not required to slide; they are to avoid contact if at all possible.  
Penalty – if avoidable contact is made, the runner will be called out and possibly ejected from the game if the contact is severe and/or intentional. This call can NOT be protested.
14. NO bunting, chopping, tomahawk or half swing. Batter will be called out.
15. Infield Fly Rule is in effect when there are less than two outs and there are runners on 1<sup>st</sup> and 2<sup>nd</sup> base (or if bases are loaded). If the batter hits a catchable infield fly, the batter is out and the runners may advance at their own risk.
16. NO fake tag. Umpire will give one warning to both teams and the next player on either team to do a fake tag will be ejected from the game.
17. Players and coaches may not assist the runner while the ball is in play.
18. An injured player may have a courtesy runner – last batter do up.
19. Interference is a judgment call by the umpire
  - a. A base-runner may not interfere with a player attempting to field a batted ball
  - b. A base-runner may not run out of the base path to avoid a tag
  - c. A fielder may not interfere with a base-runner if he/she is not in on the play.
  - d. A catcher may not interfere with the batter.

- e. A batter may not interfere with the catcher when making a play at home.
- f. Physical and verbal actions can be called as interference.

### Pitching

1. The ball must be delivered with an arc of at least six feet from the ground and no higher than twelve feet from the ground.
2. Pitchers have the option to take their position on the pitching rubber and step back 6 feet before pitching if they wish to do so. The pitcher must come to a complete and full stop before pitching the ball. Part of the pitcher's foot must remain within the length of the pitching rubber when ball is delivered.

### Protests/Appeals

1. Anybody can protest to the City
2. All protests must be submitted in writing to the Recreation Office within 24 hours after a protested game. Protest guidelines are listed in the NSF-MSF Rulebook. The protest team must accompany the complaint with a \$25 protest fee, which will be returned if the protest is allowed, and retained if the protest is denied. The league director or a designee will hear the protest and make a final decision.
3. Umpire makes the decision on:
  - a. Ejecting a player and sending them to the Association and League Director
  - b. Calling a game if it reaches the point of darkness
  - c. Complete game after 4½ innings
  - d. Ejecting a player for consuming alcohol and smoking in dug outs and field of play.
4. Roster checks
  - a. Must be asked to complete before the first pitch
  - b. ID's may need to be shown to prove you're an eligible player

### Manager's Responsibilities

1. Only one allowed to discuss any argument calls with the umpire.
2. Must be familiar with official in-house rules and be a leader by example.
3. Must be in control of themselves, their team and its individual players at all times.
4. Notify Recreation Office of any changes in team manager's information.
5. Pick up cans/garbage in parking lot and playing/spectating area.

### CO-ED RULES

1. Men and women must alternate in the batting order.
2. Outfielders must remain behind the 175 foot line.
3. No defensive player may play in front of the pitcher.
4. When runners are on, no defensive change may occur, except the pitcher.
5. Infielders are only restricted to play in front of the outfielders.
6. If they play with eight, there are no penalties other than if they lose a player the game ends. If they start with nine players, the ninth player has to play in the outfield so that it stays 3 men and 3 women in the infield. The penalty for having nine players is that the tenth spot in the batting order is an automatic out. If a team starts with ten players, there is no penalty unless they would drop to nine players. If that should happen, that person's spot in the batting order becomes an out.
7. Two men and two women must play defense in the outfield.
8. Three men and three women must play defense in the infield.
9. Play your position. Let the girls play a ball if it's hit at her position. Pitcher can cover home.