



2019 SOFTBALL MANAGER'S PACKET

Winona Park & Recreation Department
207 Lafayette St., Box 378, Winona, MN 55987
Office Phone: 507-457-8258

OFFICE HOURS:

MEMORIAL DAY THROUGH LABOR DAY: 7:30 AM – 4:00 PM
REST OF YEAR: 8:00 AM - 4:30 PM

DROP BOX:

LOCATED ON 4TH STREET SIDE OF CITY HALL.

CANCELLATION LINE:

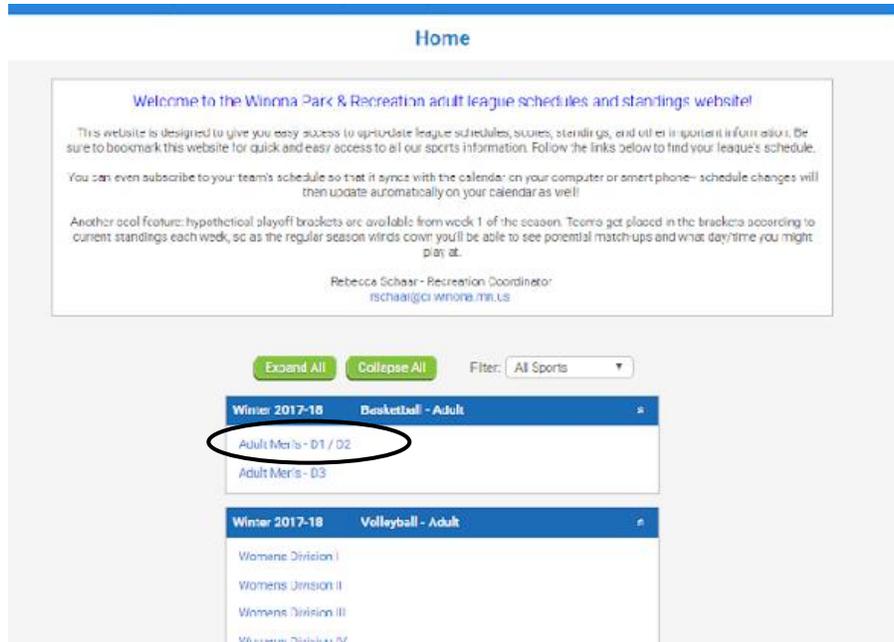
After 4:00 pm: 507-457-8220

cityofwinona.com

To find schedules and standings

www.quickscores.com/cityofwinona. Quickscores is our league management site. It builds balanced schedules and displays scores/ standings for each league. To find your schedule:

1. From the Quickscores homepage select your league.



2. Scroll down for standings, and a week by week schedule
3. To see or print your team's schedule, select your team from the main league schedule, then find the 'print team' button. However, we recommend checking the website each week vs. printing a schedule, to ensure you have the most up-to-date schedule.
4. This is also where you will find the manager contact info for each team if you ever need to get in touch.
5. You can also subscribe to the schedule, which syncs it with your iphone, outlook, or google calendar (not compatible with other calendars)

2019 SOFTBALL LEAGUE RULES & INFORMATION

MSF rules of softball will govern play. This guide contains local rules and select MSF rules we wish to highlight. This is not meant to be a complete list of rules or answer every scenario that may arise: please refer to the MSF rulebook for more information. League Director has complete discretion over rulings.

Local rules supersede MSF rules.

Role of Managers

- I. Communicate with your team; act as liaison between our office and the team.
- II. Make sure everyone is on your roster and that rosters are turned in according to the deadline.
- III. Make sure your players know the rules of play, eligibility, and conduct.
- IV. Supply your team's game ball(s) each week. Keep book, or designate someone to do so.
- V. Managers are responsible for the actions of their players and their fans
 - a. Team managers are the only player allowed to discuss disputed calls with the umpire, and must do so in a respectful manner. Comments that are personal in nature, persistent or threatening will result in an ejection.
 - b. Take care of a player situation before the umpire has to.
- VI. **PLEASE REMEMBER: OUR LEAGUES ARE RECREATIONAL.** Respect the umpires, respect your opponents, respect the game.

League Format

- I. Regular Season: each team will play a 12 game season.
- II. Playoffs: Single-elimination playoff will take place the week(s) after the regular season ends
- III. Standings: Standings and scores will be posted online each week. Please allow 24 hours for scores to be posted.
- IV. Tie Breaker Procedure
 - a. Head to Head/ Record against tied teams (if more than one team is tied)
 - b. Point differential between tied teams
 - c. Least points allowed between tied teams
 - d. Least points allowed including all games played
 - e. Coin flip

Equipment

- I. Game Balls: Synthetic Dudley COR-52/300 Maximum Compression Optic Yellow softball
 - a. 12" ball for men and 11" ball for women.
 - b. 12 Game Balls (Men's & Women's) and 12 men's +12 women's balls (Co. Rec.), will be provided to each team to use throughout the season.
 - c. Teams are responsible for providing a "good" or new legal ball at each game. Your team hits the ball you bring.
 - d. **Umpires must initial a softball prior to its use to make the ball legal; this means all balls brought in to use.**
 - e. Illegal ball: if an illegal ball is used at any point in the game and is brought to the attention of the umpire, that team forfeits the game. If the umpire can't verify, for sure, that the ball is illegal, to be safe the game continues; the umpire keeps the ball in question and the League Director will make the determination.
 - f. Other Balls: If a team wishes to purchase more balls than we provide, you may do so from any vendor, but it must be the same or similar optic yellow ball-same brand-

Dudley (No “Dudley Thunder Advance” Balls). Leather or composite covers are acceptable, as it is the same exact Dudley ball otherwise.

- g. **The Winona Park & Recreation Department will not supply the balls for any playoff games- this is the players’ responsibility.**
- II. **Shoes:** Metal cleats of any kind are illegal in our local leagues. You may wear tennis shoes, rubber cleats or ripple-soled shoes. No hard-toed or hard-soled shoes or boots.
- III. **Bats: All newly purchased bats that have been approved must have the ASA certification mark on them. Any bat listed on the non-approved bat list cannot be used.**
 - a. A complete list of legal and illegal bats for USA Softball and NSF-MSF and league play is listed [here](#). USA Softball may update this list as additional bats are tested and retested.
 - b. All legal bats must fit the umpire’s bat ring, with no dents or cracks, be appropriately taped, and have a legal “knob”.
 - c. **Bat Ruling:** A player who steps in the batter’s box and uses an illegal bat will be out, ejected for that game plus the next game. It is considered a dead ball situation, base runners must return to their original base. If a player uses an *altered* bat, the batter is out and ejected for the rest of the season.

Eligibility

- I. Players may play in *one of each* of the following leagues:
 - a. Co- rec league
 - b. Men’s/Women’s leagues
 - c. Men’s 35+ league
- II. Players must be age 16, as of December 31st of the current season.
- III. Current Minnesota High School baseball/softball players are permitted to play during their high school season but we request that you consult your High School coach for approval.
- IV. Wisconsin does not allow their High School softball players to play until their season is over.
- V. Any player using an assumed name will be banned for the remainder of the season.
- VI. Any other circumstances will be determined by the league director.

Official Rosters

- I. **Due Date:** Turn in, completely filled out, on or before 4:30 p.m. on **May 24, 2019.**
- II. **Late Rosters:** result in at least one automatic forfeit, and no further games being played until the roster is in; the opposing team receives a win by forfeit.
- III. **Roster Changes:** You may add to or delete players from your roster until **June 28, 2019.**
- IV. **Un-Rostered Players:** Players must be rostered prior to your scheduled game time.
 - a. **Penalty:** Playing un-rostered players in a league game results in a forfeit, if requested by the offended team and brought to the attention of the League Director, **within 24 hours.**
 - b. If a player appears in a game and they are not on the team’s roster, and they have not played for another team, and the team they are playing against does not protest this player’s eligibility within 24 hours, that player is legally on that team’s roster for the remainder of the season. Their name must be added to the official roster if before the final add/delete deadline before being eligible to legally play the next game.
- V. **Roster Limit:** 20 players per team (Men’s/ Women’s), 30 players (Co-Rec).
 - a. In the Co-Rec. leagues, only the first 20 players on the official roster will be eligible for State Tournament play. The other ten players must be placed on a separate roster form
- VI. **State Tournament:** If interested in MSF/ NSF post-season play please contact league director.

Game Format

- I. Length: 7 Innings.
 - a. **If, due to weather, darkness, etc. the game cannot be finished, five innings will be considered a complete game (four and one-half innings if the home team is ahead). The 60-minute time limit may also determine a complete game.**
- II. Time Limit:
 - a. 60-minutes. All umpires and teams must follow this rule.
 - b. The official's timepiece is the official time. Beginning game time should be noted on the scorecard.
 - c. Umpires are instructed not to start a new inning after 60 minutes have expired.
 - d. Umpires should give time updates every half inning when there is 20 minutes or less left
 - e. Play out all ties regardless of the time.
- III. Mercy Rule: 12 runs after 5 innings (4 ½ if home team is ahead). 20 runs after 4 innings (3 ½ if home team if home team is ahead)
- IV. Home Team: is displayed on the online and printable version of the schedule
- V. Official Scorebook:
 - a. The home team's scorebook shall be the official book
 - b. Each team manager should have their lineups entered into their scorebook and swap with the opposing team 5 minutes before gametime
 - c. The umpire must verify the score between innings.
 - d. The umpire may designate the visiting team to keep the official score book if there is no one from the home team to keep the book.
 - e. **After each inning, the scorekeepers should compare books, so as to avoid any confusion.**
- VI. Players and umpires are requested to be at the field at least ten minutes prior to game time
- VII. Players on the field: A team consists of 10 players. A team must have at least 8 players present within five minutes after game time or the game will be forfeited.
 - a. A forfeit is called when a team is reduced to less than 8 players regardless of the situation.
 - b. There will be no penalty for not having a 9th or 10th player.
- VIII. Special Note: A player(s) who come(s) late may be added at the end of the line up with no penalty. A team will forfeit if the number of players are reduced to less than 8 at any point during the game, regardless of the situation.
- IX. Men's Home Run Limits
 - a. **Upper Division (Div. 1-3)- 4 Home runs; D1 was 4 homeruns last year, D2-3 was 3.**
 - b. Divisions 4-6: **2 Home runs**
 - c. Divisions 7-8: **1 Home run**
 - d. Men's 35+: **2 home runs locally**
 - e. All "untouched" home runs hit over the fence in excess of the limit will be ruled an out.
- X. Co-Rec Home Run Limits:
 - a. Division 1: **2 Home runs**
 - b. Division 2-4: **1 Home run locally**
 - c. All "untouched" home runs hit over the fence in excess of the limit will be ruled an out.

Playing Rules

- I. The two-strike, three-ball rule will govern play.
 - a. **2018: No courtesy foul.** The batter will be called out on strikes if they hit *one* foul ball after receiving their first strike.
- II. Runners may tag up if ball is caught.

- III. Stealing: No stealing, the ball must be hit in order to advance. The base runner may leave their occupied base when the ball passes over the plate. Runners that leave early will be called out.
- IV. Sliding: On close plays at 2nd, 3rd or home, the base runner must slide, or give themselves up by going out of the baseline. **Penalty: runner will be called out and possibly ejected from the game if the contact is severe and intentional.** (This is a judgment call by the official and may not be protested). If the runner is out for not sliding and the ball is dislodged and goes out of play, dead ball immediately at infraction - - - runner(s) get the base they are going to if the umpire believes the runner would have advanced safely to that base without the infraction-otherwise the runner(s) return to the base they were at, not an additional base at that point of infraction.
- V. Pitching Arc: The ball must be delivered with a perceptible arc of at least 6 feet from the ground, and not reach a height of more than 12 feet at its highest point from the ground.
- VI. Strike Zone: All leagues use a mat for ball/strike purposes. **It is a strike if the pitched ball lands on any part of the plate, including the black edge, or on the mat behind the plate.** Our umpires have been told to bring the height down; it's a hitter's game.
- VII. Pitching: Pitchers may take a position on or up to six feet behind the 50' pitcher's plate (as a safety and defensive measure). Once they take their position, the pitcher must come to a full and complete stop (one second) with both feet firmly on the ground. One foot must remain in contact with the ground at least partially within the width area of the pitcher's plate until the pitched ball leaves the hand. No quick pitches.
- VIII. At the beginning of each half inning, the pitcher get one minute to throw up to 3 warm-up pitches. The umpire may request less, if time, darkness or weather becomes a factor.
- IX. Bunting: Bunting, chopping or half-swings are illegal in slow pitch. The batter will be called out and the runners may not advance.
- X. Infield Fly Rule: will be in effect when there are less than two outs **and there are runners on 1st and 2nd base, or bases loaded.** If the batter hits an easily catchable infield fly, the batter is out and the runners may advance at their own risk.
- XI. Fake Tag: Illegal – PENALTY: The umpire will give a warning to both teams and the next player on either side to fake a tag will be ejected from the game. The umpire may eject the first offender if he feels it is justified.
- XII. "NSF-MSF" Re-Entry Rule: Locally in all leagues except Co. Rec. (Co. Rec. is unlimited substitution and Sullivan rule)-Any player may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the lineup. 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. Penalty: Illegal re-entry considered an illegal player and shall be disqualified. (See rule for enforcement.)
- XIII. Batters/runners will not be required to run the bases on "over the fence" homeruns.

Women's, **Men's 35+ (NEW)** and Co-Rec Leagues

- I. **Eight-Run Rule**: A team cannot score more than 8 runs in one inning, unless it is behind.
 - a. If a team is ahead, they cannot score more than 8 runs per inning.
 - b. If a team is behind, they cannot go ahead by more than 8 runs per inning.
 - c. In case of a tie score, a team cannot score more than 8 runs per inning. The opposing team then can only tie the score when they come to bat. This procedure will govern tie situations until the tie is broken and the game is won.

- d. If a team is ahead or tied, runs scored in one inning in excess of 8 don't count. EXAMPLE: 6 runs have already been scored by the team that is ahead. Bases are loaded and batter hits a home run. Ruling: only 2 runs are counted, even though 4 players scored.

Co-Rec League Specific Rules

- I. A team consists of 10 players. Each team must field and bat an equal number of women and men: 5 and 5.
- II. If your team is using 9 or 10 players, you may play and/or bat more females than males, but not more males than females. If there are females on your bench, they must play as your 9th and 10th players, instead of playing with only eight players.
 - a. Special Note: If you are playing with more females than males and one female gets hurt and there are no female substitutes; resulting in two males now batting back to back, you may change the order by putting one of the other females who were batting back to back in the injured female's batting position to avoid two males hitting back to back.
- III. A team must have at least 8 players - - 4 men and 4 women - - present within five minutes of game time or the game will be forfeited.
- IV. There will be no penalty (outs) for not having a 9th or 10th player.
- V. A player(s) who come(s) late may be added at the end of the line up with no penalty (outs).
- VI. Either a male or female may lead the batting order. The batting order will then continue to alternate all the way through the order.
- VII. You must have a male and female pitcher/catcher.
- VIII. You may have a maximum of six infielders; you cannot bring an outfielder in to play in the infield as a "shift".
- IX. The Sullivan Rule: you may bat all of your players present; however, the batting order must continue to alternate. May have women back-to-back after no more men.
- X. Unlimited Substitutions: you may enter and leave the game, as often as you like; however, the batting order must always remain unchanged.
- XI. NOTE: Position players must also bat / vice-versa.
- XII. **NSF-MSF Co-Rec. Rule**: Any walk to a male batter will result in a two base award. The next batter (a female) must bat. Exception: With two outs, the female batter has the option to walk or bat. (Either way, the male walked is awarded two bases.) Runners are advanced only if forced to advance.

Player Conduct

- I. Unsportsmanlike Conduct: Unnecessary roughness, excessive arguing with any opposing players or with the umpires, striking an official, drunkenness, fighting or disrespect for property will not be tolerated. Penalty: **ejection from that game and at least one additional game and possibly a one year suspension.**
- II. Ejected players and fans must leave the playing area if so directed by umpire or staff-this may include the bleachers/complex. Failure to do so will result in a forfeit. Managers are responsible for the actions of their players and their fans.
- III. **Smoking is not allowed in the dugout area or at any time on the playing field in foul or fair territory-only allowed behind the dugout or bleacher area.**
- IV. **Alcoholic beverages are not allowed in the dugouts or on the playing field. PLAYERS MAY NOT CONSUME ALCOHOL DURING THE GAME ANYWHERE.** What you do before or after the game is your choice, however players who appear to be under the influence of alcohol or drugs will not be allowed to play.

Game Protests

- I. **You may not protest a judgment call.**
- II. Game protests must be filed with the umpire and opposing team manager before or during the game. (Protests regarding eligibility may be made before, during a game and up to 24 hours after the game; the protesting team must call the league director within the 24 hours.)
- III. The League Director will rule on the protest after receiving the circumstances and facts pertaining to the protests.

Game Cancellations/ Weather

- I. **Field Conditions**
 - a. If we have received a significant amount of rain, it is possible some or all fields may not be playable by game time.
 - b. If the fields are deemed to be unplayable due to poor conditions, a notice of cancellation will be placed on the **Park & Recreation Cancellation Line (507-457-8220) at 4:00pm.**
 - c. If it should rain after 4:00 pm, it will be the umpire's decision as to whether or not the game will be played. **If there is any doubt - - - show up!**
 - d. Please refrain from calling the Park & Recreation office, instead call the cancellation line.
 - e. If the games are cancelled due to wet conditions, please stay off the fields!
- II. **Severe weather**
 - a. If severe weather occurs, umpires will suspend the game and make note of exactly where the game left off (score, inning, outs, hitter's count, runners on, etc...).
 - b. Umpires may delay the game for up to 30 minutes if it looks like the weather will be passing through.
 - c. If the game does not resume, it will be made up at a later date, and subsequent games for the evening also will not be played.
- III. **Rescheduled Games**
 - a. In the event that a rained out or suspended game must be rescheduled, the Recreation Department will do the rescheduling.
 - b. One make-up week is built into the end of the regular season schedule to accommodate rainouts. Make-ups may also be added to existing league nights, as 9pm games or on a different field when possible. If more than 2 weeks of games are rained out, not all games may be able to be made up
- IV. **Umpire No-Show**
 - a. In the rare event that an umpire fails to show up for your game, play the game using a mutually agreed upon umpire, call the Recreation Department the next morning with the game score and name and address of the person who umpired the game so they can be compensated.

MSF Casual Profanity/ Family Atmosphere Rule

- I. Casual profanity pertains to expletives **not directed at umpires or opposing players**, but uttered by a player, manager/coach frustrated with themselves, a teammate or fan.
- II. Example Includes: A player/manager swearing after a pop out, strike out, boot of a ball, or at a belligerent fan, etc. This type of "casual" profanity is penalized by "outs" being declared against the offending team.

- III. Penalty: If the offending team is at bat and profanity is used, the player is out unless the result of the play is an out in which case the next batter will be declared out.
 - a. If the offending team is in the field, the first player(s) to bat in their half of inning will be declared out. It is possible for a team to come to bat with one or more outs already recorded or lose their at bats all together.
 - b. Outs will be treated as delayed dead ball situations.
 - c. **NOTE:** Profanity directed at opposing players or umpires must always be penalized by ejection (an out is not declared).
- IV. Rationale: The “Casual Profanity Rule” provides a lesser penalty for the gray area between accepted conduct and those situations where the offender must be ejected. This rule is meant to sensitize players and discourage them from using words that are considered offensive/obscene. In an ideal world, this rule would not be necessary and hopefully it will serve as a major deterrent and reminder to not use unacceptable language.

Practice Field Reservations:

- I. Teams registered in any of our Park & Recreation leagues may reserve fields for practice
 - A. These reservations may be made up to 1 week in advance
 - B. May only reserve one field at a time; you must use your reservation before you can make another reservation.
 - C. Fields can be reserved for 1 hour during the week (6-7:00 pm or 7-8:00 pm) and two even hours on the weekends (6-8:00 am, 8-10:00 am, etc.)
 - D. If by mistake, a game is being held on the field you have reserved for practice, games take precedence over practice field permits.
 - E. Please respect the fields and the surrounding equipment. Only reserve the field if you know that you are going to use the reservation. Let us know if you are not using the field. We have many people waiting to use the fields.
- I. Minnesota Concussion Certification Law: Minnesota Legislatures passed a law effective September 1, 2011 called the “Concussion Law” that requires training to improve player safety particularly for youth under the age of 18. Since we allow 16 & 17 year olds to participate in our Winona Park & Recreation Adult Softball Program, managers who have players under the age of 18 need to go through training prior to the start of our softball season. This involves watching a 20-minute online video, then successfully completing a short quiz. Once completed, you must print out your certificated, sign the dated certificate and keep it for your records. This certificate is good for three years. This CDC training can be found at www.cdc.gov/concussion/headsup, “Heads Up Concussion for coaches.”