

City of Bloomington Softball Rules

League Overview

The City of Bloomington Adult Softball Leagues are played according to the Amateur Softball Association of America (ASA) rules with a few exceptions which are covered in this booklet.

All City of Bloomington teams are sanctioned by both ASA and the Minnesota United States Specialty Sports Association (USSSA).

All teams are responsible for understanding and following the City of Bloomington's Softball League Policies and Rules in addition the ASA rules of play. A managers meeting is held prior to the season to provide teams with an overview of these policies and rules and gain a proper understanding and clarification as needed.

All teams registered for a Bloomington Softball Leagues are subject to transfer at the discretion of the League Director. A mandated transfer by the League Director may occur due to (but is not limited to) level of competition, previous league results, balancing number of teams per league, or team classification. Teams who win the league championship or playoffs two consecutive years will be highly encouraged to transfer to a more competitive league the following season.

2018 Bloomington Softball Teams will receive a priority registration period when registering for the 2019 softball season. During this period, returning teams can register for the same league they played in for the 2018 season. Returning teams are defined as a team that played in the previous summer and returns more than 50% of the previous season's roster.

Roster/Waiver Forms

A City Roster/Waiver Form must be completed and signed by all members of your team and submitted by your team's first game. Additionally, teams must submit their team's roster in order to receive their supply of game balls. Teams who do not submit a roster/waiver prior to **September 7th** will not be eligible for league playoffs. Players who have not signed your team's roster/waiver are considered illegal players. Players can always be added to your roster using the Roster Addition Form as long as you do not exceed the **20-player roster limit**. Roster changes are allowed until **September 21st**.

Any protest regarding the legality of an opposing player, must be done prior to the end of the 3rd inning. If a player in question enters the game after the 3rd inning, the protest must be done immediately or the protest will not be allowed.

Schedules

League Play begins August 27th No games will be scheduled September 3rd.

League schedules are created based on the following guidelines:

- Game times are balanced so that a team will not have more than one more or one less game at a particular game time than the league average. Example: If the league average is 2 games at 6 p.m., a team may have 1, 2, or 3 games scheduled for 6 p.m.
- Head to head games are balanced so that a team will not have more than one more or one less game against a particular opponent than the league average.
- Teams will not have more than one more or one less game on a particular field that has additional considerations than the league average (i.e. DS4, DS7, VV10, VV11, VV13, VV16)
- Teams will have an equal number of home and away games.
- In Doubleheader leagues, one team shall remain on each field to play the second game of the doubleheader and the team remaining on the field shall be the game's home team.
- Following all of the above guidelines, when possible teams shall not play the same opponent in consecutive weeks.

Make up games will be added on to the end of the regular season when possible. Make up games may also be scheduled on Sunday or Friday evenings or alternative locations as necessary. Makeup game schedules will be posted on the City's website, Dred Scott and Valley View fields, and emailed to team managers.

Team/Player Conduct

- Players must be at least 18 years of age to participate in Bloomington's Adult Athletic Leagues.
- During the regular season a person may play for any team, provided that two of the teams are not in the same league.
- Abusing officials will not be tolerated. There is a line between normal banter and asking for interpretations/clarifications vs. verbal abuse. Players must be aware of this and err on the side of caution.
- Casual profanity should be limited to oneself, as other patrons are in the park vary in age. The first offense, umpires will issue a warning to both teams. Subsequent offenses will result in ejection from the field.
- Any player ejected from a game will receive a minimum of a one (1) game suspension (exceptions: ejection for illegal equipment, casual profanity). The League Director, official of the game in question and RSOA President will review all game ejections to determine if further action should be taken. Players and team managers will be notified via mail regarding any altercations and course of action taken. Repeated offenses during a season will result in suspension for the remainder of the season and possible lifetime ban.
- Physical altercations will result in immediate suspension from league play for the individuals that were involved, as determined by the League Director. Verbal confrontations will be reviewed, and appropriate disciplinary action will be issued on an incident-by-incident basis. Letters will be sent regarding any altercations and course of action taken to document an incident.

Game Details

- Teams are expected to show up for games on time, there is no grace period. A minimum of nine players is required to start and finish a game. The "Shorthanded Rule" will be used if a team does not have a legal number of players at game time. The shorthanded team will be designated the visiting team and the first inning will begin. If the team does not have a legal number of players by the end of top of the first inning is complete, the game will be declared a forfeit. The team that is shorthanded must have a minimum of six players as to not create a void in the batting order (i.e. a player on base when it is his/her turn to bat). If there is a need to forfeit, that team must contact the League Director by 3 p.m. on the day of the game. Rostered players only. Umpires will not officiate forfeited games.
- All games have a 55 minute time limit and no new inning will start after 55 minutes of play. Games that reach the time limit are considered a completed game. If the score is tied after the time limit is reached or 7 innings of play, the game will be played out using the "Tie Breaker Rule" until a winner is determined. The "Tie Breaker Rule" states that the last batter from a team's last at-bat will be placed on second base with the inning starting with one out.
- Home and Away will be determined by a pregame coin flip where the winner of the coin flip has the option to be the home team and bat last, or be the away team and have the .5 run lead in the event of a tie. All games have a 55 minute time limit; no new inning will start after 55 minutes of play. Games that reach the time limit are considered a completed game. Tie Breaker Rule: the away team will begin the game with a half a run (0.5) lead. The half a run is only to be counted in the final score should the game end in a tie whether the game ends after the completion of the 7th inning or earlier due to time limit constrictions. If the "Shorthanded Rule" is used to begin the game the team that started the game with a legal team will begin the game with the half a run (0.5) lead.
- All field lights must be turned off at 11 p.m. If this results in an incomplete game, a continuation game will be scheduled. In the event of a continuation, teams can reset their batting order and fielding positions for the start of the continuation game.
- In the event a game in progress is cancelled by the Parks and Recreation Staff due to weather it shall be considered a complete game and will not be continued after 4 innings of play or if the home team is leading after 3 ½ innings of play. Games which are not considered completed will be rescheduled and restarted as a new game at a later date.
- In the event of inclement weather on the day of the game the League Director will determine if the games are to be played no later than 4 p.m. League updates and game cancelations will be updated on the Adult Sports weather line at 952-563-8878 option 1.

Equipment

- Each team will be provided with a supply of game balls for the season. Each team is responsible for bringing their supplied balls to the games. If teams need additional balls to complete the season they are responsible for purchasing the additional balls. Teams must bring an appropriate number of balls in order to have back up balls ready to be used for play. If a game is delayed because a team does not have balls available (either from not having enough, or from not chasing down home run/foul balls), it is at the umpire's discretion to start calling strikes and outs until a ball is thrown in to the pitcher for play. The approved balls for the 2018 season are to be optic yellow in color and:

Equipment (Continued)

- When a male is batting —12 inch red stitch, COR .52, Max Compression 300 pounds
- When a female is batting —11 inch red stitch, COR .52, Max Compression 300 pounds
- No altered balls are allowed. Penalty is an automatic out when appealed by the opposing team.
- Each team will be responsible for providing their own bats to hit with. These bats must have the ASA Certified Stamp from 2000, 2004 or 2013 and not be listed on the ASA banned bat list to be deemed legal for play in Bloomington. Altered bats will not be allowed. Any player that steps into the batter's box with an altered/non-approved bat will be declared out and ejected from the game he/she is playing in, and all information will be passed on to the state sanctioning bodies for any further disciplinary action.
- Metal spikes are not allowed. Anyone wearing metal spikes will be ejected from the game.
- Recommended equipment includes masks for pitchers and catchers used during play and a first aid kit to use in case of injuries.

Playing Rules

- All rule interpretation protests must be lodged with the umpire before the next pitch. It is encouraged that the team manager discuss protests.
- The ball/strike count will be 3/2 with no courtesy foul ball allowed.
- The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of ten feet from the ground.
- A team may bat any number 9 or greater. Additional players are allowed to enter at the end of the batting order as they arrive at any point throughout the game. When a void is created in the batting order due to a player being removed from the game for any reason (except by injury), the manager must insert a substitute in that player's place. If no players are available, each time the vacated position is scheduled to bat, an out will be declared when appealed by the defensive team. If the void in the batting order is due to an injury and no substitute is available, the batting order will continue and no out declared due to the injury vacated batting position.
- Teams are allowed 4 home runs over the fence per game. Every fair ball hit over the fence thereafter will be declared an out. Tuesday Men's Open League teams are allowed 6 home runs per game.
- Each team will be allowed ONE Courtesy Runner per inning. Any eligible player on the team's official line-up, including available substitutes, may be used as a Courtesy Runner. A Courtesy Runner whose turn at bat comes while they are on base will be called OUT, removed from the base, and take their turn at bat. The runner called out will NOT be replaced by another runner. (Note: Co-rec teams do not get one runner per gender)
- Pitchers will be allowed three warm up pitches to start the game and one warm up pitch between innings.
- Infield/Outfield warm up balls are not allowed after the first inning.
- If a threat/verbal intent to harm a player is witnessed by the umpire, a warning shall be issued to both teams. After a warning is issued, if a pitcher is hit by an untouched batted ball, the batter will be declared out. Repeated behavior will result in further discipline.
- Games will be declared complete if there is more than a 20 run differential after 4 completed innings or a 10 run differential after 5 completed innings.

Co-Rec Playing Rules

- A team may bat any number 9 or greater, with a minimum of 5 players of one gender and 4 of the opposite. Additional players will be allowed to enter the end of the batting order as they arrive at any point throughout the game. The batting order must alternate genders. If the batting order contains more players of one gender than the other, an out will be declared when 2 players of the same gender bat back to back.
- Teams must have 5 players of one gender and four of the other to start and finish a legal game. To utilize the "short handed rule" as the visiting team they must have a minimum of three players of each gender.
- A walk to a male batter will result in a two base award. The next female batter will bat. With two outs, the next female batter has the option to walk or bat.
- A team utilizing courtesy runners, must use the same gender player.
- Co-rec teams DO NOT get one runner per gender per inning.
- Teams are required to have 10 players (at least 9) in the field, which included 5 males and 5 females. At no time may there be more than 5 players of either gender playing in the field. A team cannot play shorthanded in the field if it has 10 or more players in the batting order.
- Changing of player's position during an inning unless there is a substitution, change of pitcher, or an injury is not allowed.
- The third base coach may wear a fielder's glove to catch the ball that is thrown to the base coach when switching the male and female balls during a time out on the field.
- Defensive positioning must follow these guidelines:
 - Outfield – 2 males and 2 females
 - Infield – 2 males and 2 females
 - Pitcher/Catcher – 1 male and 1 female

Bloomington Parks and Recreation

1800 West Old Shakopee Road
Bloomington, MN 55431
(952) 563-8877

Weather Line

(952) 563-8878 Option 1

League Director

Mike Ramirez
(952) 563-8880
mramirez@BloomingtonMN.gov

Sports Coordinator

Eryn Hubbard
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Dred Scott Playfield

10820 Bloomington Ferry Road
Bloomington, MN 55438

Valley View Playfield

501 East 90th Street
Bloomington, MN 55420

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