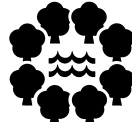


Minneapolis Park & Recreation Board

Softball 2004 Program



Spring & Summer Leagues

Important League Dates

Spring Leagues

Roster Due Date to Park Directors: 04/14/04

Scheduled Games Begin: 05/03/04

- Agency Rosters due to Youth Sports by 3:00 p.m. – 04/19/04

Tournament Dates: 6/19/04

Summer Leagues

Roster Due Date to Park Director: 05/24/04

Scheduled Games Begin: 06/22/04

- Agency Rosters due to Youth Sports by 3:00 p.m. – 06/01/04

NEW Fundamental Program Rookie League Pitching Machine

Roster Due Date to Park Directors: 05/24/04

Scheduled Games Begin: 06/22/04

- Agency Rosters due to Youth Sports by 3:00 p.m. – 06/01/04
- See Page 2 for details

Traveling Fast Pitch Softball

For more advanced options we will offer Traveling 12U, 14U, 16U & 18U Teams.

Please contact the league director for more details.

Who To Contact

League Director:

Amy Garske

Phone: 612.230.6488

E-Mail: agarske@minneapolisparks.org

Fax: 612.230.6507

Contents

Season Options.....	p. 2
Game Specification.....	P. 3
Make-Up Game Policy.....	p. 3
Equipment.....	p. 3 & 4
League Rules.....	p. 6 – 7
Protests & Suspensions.....	p. 7
Registration.....	p. 8
Tournament Info.....	p. 8
Waiver Policy.....	p. 8
NYSCA Certification.....	p. 9
Sportsmanship Program.....	p. 9

Registration

NYSCA Coaches Certification

Coaches must be NYSCA certified for team to participate in MPRB season. Please see page 9 for clinic information.

Non-Park Agencies

Non-Park Agencies please turn rosters in directly to the Youth Sports office. Please see page 8 for Agency registration information.

Only Mpls. teams are eligible for this program - 80% of team members must live within Mpls. city limits. For more detailed registration information, see page 9.

Season Options

Spring & Summer Options

Players must be 8 years old by 09/01/03 to participate in the MPRB youth softball program

Rookie League Options

10U – (9 & 10 year olds): 9-2-92 thru 9-1-94

- Plus any 5th graders during 2003 – 04 school year with birth dates June 1 – August 31, 1992.
- Only 8 year olds - as of 09/01/03 are eligible for up waivers to this division.
- All teams will play 13 – 14 games including end of season tournament.
- Monday & Wednesday Game Days (May 3 – June 20)
- Cost: FREE
- Roster Size: 15

12U – (11 & 12 year olds): 9-2-90 thru 9-1-92

- Plus any 7th graders during 2003 – 04 school year with birth dates June 1 – August 31, 1990.
- Only 10 year olds are eligible for up waivers to this division.
- All teams will play 13 – 14 games including end of season tournament.
- Tuesday & Thursday Game Days (May 3 – June 20)
- Cost: FREE
- Roster Size: 15

JR. RBI Options

15U – (13 - 15 year olds): 9-2-87 thru 9-1-90

- Plus any 9th graders during 2003 – 2004 school year with birth dates June 1 – August 31, 1988.
- Only 12 year olds are eligible for up waivers to this division.
- All teams will play 13 – 14 games including end of season tournament.
- Monday & Wednesday Game Days (May 3 – June 20)
- Cost: FREE
- Roster Size: 15

Summer Options

Rookie League Options

10U – (9 & 10 year olds): 9-2-92 thru 9-1-94

- Age Division same as 10U Spring League
- Monday & Wednesday Game Days (June 23 – July 29) *No End of Season Tournament
- All teams will play 8-10 games
- Cost: FREE
- Roster Size: 15

12U – (11 & 12 year olds): 9-2-90 thru 9-1-92

- Age Divisions same as 12U Spring League
- Tuesday & Thursday Game Days (June 22 – July 29) *No End of Season Tournament
- All teams will play 8-10 games
- Cost: FREE
- Roster Size: 15

JR. RBI Options

15U – (13- 15 year olds): 9-2-87 thru 9-1-90

- Age Divisions same as 14U Spring League
- Monday & Wednesday Game Days (June 23 – July 29) *No End of Season Tournament
- All teams will play 8-10 games
- Cost: FREE
- Roster Size: 15

New Fundamental Summer Option

*** Rookie League Pitching Machine Softball - (8, 9 & 10 yr olds): 9-2-92 thru 9-2-96**

* All players will receive a Hat, T-Shirt, & Glove *

- Tuesday & Thursday Game Days (June 22 – July 29)
- Cost: FREE
- Roster Size: 15

Game Specifications

Division	Ball Size	Regulation Game	Pitching Distance	Base Line
10U	11"	5 Innings	35 Feet	60 Feet
12U	12"	6 Innings	40 Feet	60 Feet
15U	12"	6 Innings	40 Feet	60 Feet

Called Games

Division	Size of Lead	At End Of:
10U	15 runs	4 Innings
12U	10 runs	5 Innings
15U	10 runs	5 Innings

1. No new inning will begin 1 ½ - hours after the actual starting game time.
2. A team must start and finish with a minimum of eight (8) players. Ten (10) players are allowed in the field at any one time. **Players must be on the field ready to play within 10 minutes of scheduled time, or game is forfeited. A team which fails to show up for two (2) consecutive games, will automatically be dropped from the league.**
3. All games are considered official at ½ of scheduled innings, unless the home team is behind, in which case the home team must complete its half inning. There will be **no extra inning games**, tie games will remain a tie. There will also be **no suspended games**.
4. Games will not continue once lightning has been spotted. Games may be re-started when / if weather conditions improve.

Make-Up Game Policy

1. League games will not be rescheduled except for bad weather. Center Directors will reschedule ALL make-up games at their game site or park. Depending on field availability, **coaches should expect to play any day there is availability. Including Fridays or Saturdays.** Coaches should call the game site, and talk with the Center Director to find out their rescheduled game date.

Equipment

1. A catcher must wear a protective helmet / facemask, throat protector, shin guards & chest protector. Correction must be made for player to participate.
2. Tennis shoes, or shoes with molded cleats are strongly recommended. Shoes with metal spikes will not be allowed. Players wearing sandals, or attempting to play barefoot will not be allowed to play.

3. It is recommended that each player wear a different number on the back of his or her shirt. Non silk-screened numbers are acceptable. If a team has duplicate numbers, one number must be altered or a correction must be made for a player to participate.
4. All batters, on deck batters, runners and player/coaches will be required to wear approved protective helmets with earflaps. Correction must be made for a player to participate.
5. Only bats labeled "Official Softball" may be used. Bats made of wood, aluminum, magnesium, or graphite-composite are legal. 3-sided bats are not legal.
6. All game balls must have white or optic yellow covers.
7. Jewelry – Players will be asked to remove any items of jewelry determined by the umpire to be dangerous. If a player refuses to remove objectionable jewelry, the player will not be able to play in the game.
8. **Head decoration and headwear**
 - a. The Minneapolis Park & Recreation Board may on an individual basis allow a player to participate while wearing a head covering if it meets the following criteria:
 - i. For medical or cosmetic reasons – In the event a participant is required by a licensed medical physician to cover his/her head with a covering or wrap, the physician's statement is required before the state association can approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play.
 - ii. For religious reasons – In the event there is documented evidence provided to the state association that a participant may not expose his/her uncovered head the state association may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely it will come off during play.

Bench & Field Conduct

Reminder: See Rule 3-3 of High School Softball rules for all rules pertaining to conduct. A coach, player, or other bench personnel shall not:

1. Use Language intended to intimidate, or use profanity
2. Charge an Umpire
3. Deliberately throw a bat, helmet or other equipment
4. Use tobacco or tobacco – like products within the confines of the field
5. Argue balls and strikes or umpire judgment calls

Penalty:

- 1st Occurrence – Team warning for any of the above violations.
- 2nd Occurrence - Immediate ejection for the next teammate who violates a rule.

MPRB League Rules: All Divisions.

- 1. Batting Order** – The batting order shall include all players in uniform, and they will bat in this order throughout the game. Late arrivals will be added to the bottom of the batting order. If for any reason a player has to leave the game, that position in the batting order will be left blank.
- 2. Participation / Substitution** – All players in uniform must play a minimum of two complete innings (6 outs) in the field, before the start of the last inning. Defensive substitution shall be unlimited including the pitcher up to the maximum number of innings / outs allowed.
Penalty: Game Forfeit
- 3. No pinch-running** - A base runner who is injured will be replaced with the player who was last put out.
- 4.** Coaches have the authority to withhold a player from competition for disciplinary reasons. They must inform the umpire and opposing coach prior to the start of the game.
- 5.** A runner is out when she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or if she maliciously runs into a fielder. Malicious contact will also result in the offender being **ejected** from the game.
- 6.** The home team will occupy the third base bench. Schedules will list home teams.
- 7.** Team benches will only be occupied by the team players, coaches and scorekeeper.
- 8.** Teams may play with 10 defensive players, specifically a fourth outfielder, who may line up no closer than 15 feet from any baseline.
- 9. Foul Tip Definition** – A foul tip is a batted ball, which goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove, and is legally caught by the catcher. It is not a catch if it is a rebound unless the ball first touched the catcher's hand(s) or glove and does not touch the ground, batter or umpire.
- 10.** Effect – The ball is in play and runners may advance with liability to be put out. The batter is out if it is the third strike.
- 11.** If the umpire judges a player to have carelessly thrown a bat, the umpire will issue a team warning to the head coach of that player's team which will result in the next offender on that team being called out.

Rules of Play

12U & 15U Divisions use Fast Pitch Rules published by the ASA (Amateur Softball Association) with Park Board modifications; 10U use Modified FP Rules with Park Board modification listed in this bulletin.

League Rules: 10U

1. No leading off or stealing of base until pitched ball hits catcher's glove or a wild pitch is thrown. **Violation** - Runner is called OUT!
2. Runners on third may **ONLY** advance on a batted ball or forced walk home.
3. Once the pitcher has the ball in her glove, and is within 6 feet of the rubber, the umpire may call Time Out - preventing any base runners from advancing.
4. **5-Run per inning rule (In effect for the first 4 innings of the game).** The half inning will end after 3 outs are made or 5 runs have been scored, which ever comes first. This rule will be waived in the **fifth inning**.
5. 10U players are not allowed to coach bases.
6. **Infield Fly Rule** is **not** called in 10U.
7. On a **dropped 3rd strike**, the batter is out. Runners may advance to 2nd or 3rd at own risk.
8. On a walk, the batter-runner is awarded 1st base. The batter-runner may not advance another base until the next pitch hits the catchers' glove, or a wild pitch is thrown.

*** NEW 2004 ***

The Regulation Fast Pitch &/or Modified Pitch will be allowed for 10U

Modified Pitching Rules for 10U:

1. **Defined** -- A legal pitch is a flat pitch delivered with a limited wind-up.
2. If a pitcher delivers an illegal pitch and the batter hits the ball (fair or foul) or becomes a base runner, the coach of the team at bat shall have the option of the result of the play or the penalty for the illegal pitch.
3. There is NO inning limit that a softball pitcher may pitch.
4. A starting or substitute pitcher must pitch until a batter completes her turn at bat or until the side is out (whichever occurs first).
5. **The pitching delivery shall be as follows:**
 - a. The pitcher shall take a position with both feet firmly on the ground and in contact with the pitcher's plate.
 - b. Prior to starting the delivery (pitch) the pitcher shall take a position with the non-pivot contact with OR behind the pitcher's plate.
 - c. Once the hands are brought together, the pitcher shall not take more than one step that shall be forward, toward the batter, and simultaneous with delivery. Any step backward shall begin before the hands come together. The step may end before or after the hands come together.
 - d. The pivot foot may remain in contact with or may push off and draw away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

- e. The pitcher shall hold the ball in both hands for not less than one (1) second, and not more than ten (10) seconds before releasing it.
- f. The pitcher may take the ball behind the back on the back swing, but no higher than shoulder level.
- g. The shoulders and hips must be squared to home plate when the ball is released.
- h. The release of the ball must be on the first forward swing of the pitching arm past the hip.
- i. The pitch is completed with one step toward home plate and simultaneous with the delivery of the ball to the batter.

League Rules: 12U & 15U

1. Use regular High School pitching, stealing and leading off rules.
2. The Balk Rule will be called.
3. When the ball is in the infield, and a fielder shows control, and the runners make no attempt to advance, **then** the umpire **may** call time out.

Protests & Suspensions

1. Only player eligibility protests will be allowed.
2. A coach who believes any player on the opposite team is an ineligible player, they should request during the game that the official require the player in doubt to sign the official scorebook with name, address, and birth date. REFUSAL OF A PLAYER TO COMPLY WITH THE REQUEST WILL BE CONSIDERED PROOF THAT THE PLAYER IS INELIGIBLE. This procedure must be followed to prove that a player actually participated in the game. Using a player that is proved ineligible will result in the forfeit of the game. If both teams use ineligible players, both teams will be given a loss and the game will not be replayed.
2. Coaches must follow up eligibility protest in writing with their Park Director, no later than 2 working days (48 hours) after completion of the protested game. Send copy of protest to League Director. Park Director will follow-up and report to League Director.
4. Any player using an assumed name, giving incorrect age, or playing with a team other than one properly bearing his registration, will be suspended for the remainder of the season.
5. **A team that uses a suspended player will be dropped from the league.**
6. Any player fighting before, during or after the game will be suspended from that contest and will be suspended for (a) first offense - three games, (b) second offense - the rest of the season.
7. Any player or coach who physically assaults an official shall be subject to a one-year suspension from all MPRB Youth Sports League Programs from date of incident.

Registration Details

1. Players must be registered on an official roster form. Information about players shall be filled in completely with proof of age by time of registration. Center Directors and Coaches must sign off on all final rosters from his or her park, indicating the roster is accurate, complete and correct. The coach may submit birth certificate, baptismal certificate, immunization card, certificate from school administration, etc. to Center Director for age verification. An ineligible player will cause the loss of all games the player participated in.
2. **Attention Coaches: Remind your players of this rule!**
Players may register with one (1) Park Board youth team and in one (1) division only. A player that is proved ineligible for playing on two teams will cause a loss of games for both teams in which player participated. Transfer from one team to another will not be permitted after a player has played in a scheduled game – any deviation from this rule must be approved by the League Directors.
3. Spring Team roster registration is fifteen (15) players. Any deviation from this rule must be approved by the League Director. Note: No person shall be denied the right to participate, if all MPRB registration requirements have been met. (Player registration may not be denied until the roster exceeds 15 players.)
4. Summer Leagues use an expanded roster with a maximum of twenty (20) players per team.
5. Every attempt must be made to avoid a stronger or weaker team in any park having enough players to form two teams in the same division.
6. Agencies are welcome to participate in Minneapolis Park and Recreation Board youth sports leagues. Agencies must submit rosters by the due date directly to the appropriate League Director in the MPRB Youth Sport Office. Proof of age must accompany each player on the roster. These documents may be one of the following: birth certificate, baptismal certificate, immunization card, certificate from school administration.

Tournament and Awards

1. Awards will be presented to League Champions. Championships will be determined by a point system: **Two** points for a win, **One** point for a tie, **Zero** points for a loss.
2. A Post-Season Invitational Tournament for all 10U, 12U and 15U will be held **June 18, 19 & 20**. All teams are invited to participate in the tournament. Coaches must be NYSCA certified for teams to be eligible for league play and the tournament. To be NYSCA certified, a coach must attend a general clinic and a softball specific clinic.

Age Waiver Policy

1. Contact your Park Director for Age Waiver Policy information.

NYSCA Certification

- Wednesday, April 28, 2004 – NYSCA General Clinic – M.L. King Park 6:00 pm to 7:30 pm
- Wednesday, April 28, 2004 – Pre-Season Coaches Meeting at M.L. King Park 7:30 pm - Specific
- Monday, May 17, 2004 – NYSCA General & Specific Clinic – Logan Park 6:00 pm to 7:30 pm
- Wednesday, May 19, 2004 – NYSCA General & Specific Clinic – Stewart Park 6:00 pm to 7:30 pm
- Tuesday, May 25, 2004 – NYSCA General & Specific Clinic – Lynnhurst Park 6:00 pm to 7:30 pm
- Thursday, May 27, 2004 – NYSCA General & Specific Clinic – North Commons 6:00 pm to 7:30 pm

All coaches must attend a general clinic and a sport specific-softball clinic. Coaches who are currently certified from coaching other MPRB sports must attend a sport specific clinic. Coaches who were certified last season (general and specific-softball) only need to sign the code of ethics on the back of the roster to re-certify. *****If you have any questions on your certification, please contact the league director or park director to assure active certification is on file.*****

Sportsmanship Code For Spectators

The Minneapolis Parks and Recreation Board is taking a serious approach to ensuring that youth participating in our athletic programs have a safe, healthy, and positive environment in which to play and develop their skills.

Please adhere to the following Sportsmanship Code while attend MPRB youth athletic events:

- **Keep cheering positive**
- **Respect the opposing team and fans**
- **Learn and understand the rules of the game**
- **Respect the judgment of the officials
(Even if you disagree with them)**
- **Accept winning or losing with dignity**

Examples of Unsportsmanlike Behavior

- Disrespectful or derogatory yells or gestures (such as pointing and chanting “you, you, you”)
- Loud negative reaction to officials’ calls
- Distracting players attempting free throws by yelling or stomping your feet
- Swearing
- Coming on the playing field/court at any time
- Chants or yells with inappropriate content (racial, sexual, or gender connotations)
- Degrading yells about a player’s body size or shape
- Degrading yells about a player’s lack of skill or ability
- Encouraging players to inflict injury on other players
- Throwing objects onto the field/court
- Arguing with coaches, officials or other fans

If a spectator exhibits behavior that is inappropriate or unsportsmanlike, the staff person will hand the spectator a card that reads:

**We appreciate your attendance at this youth sports event.
Our participants need your positive support and encouragement.
Abusive or unsportsmanlike behavior towards players, coaches or fans
Will not be tolerated.**

**If your behavior continues, we will stop the game
Until you leave the premises.**

*If a spectator consistently uses unacceptable behavior, MPRB staff will stop the game until the person leaves the premises. If a spectator refuses to leave the premises, the officials will declare the game to be over.