



2010 BeBop Softball Information

League Information:

League startup dates will be week of Sunday, April 11 thru Friday, April 16. There will be a 15 game schedule for all teams; leagues will run thru the end of July.

There will not be any league games scheduled on the following dates due to holidays & others.

Sunday May 30	Memorial Day Weekend
Monday May 31	Memorial Day
Thursday June 17	Dudley HomeRun Challenge
Friday July 2	4 th Of July Weekend
Sunday July 4	4 th Of July Weekend

Game start times will be 6, 7, 8, 9 and 10 p.m. Monday thru Friday. Sunday league will start at 5.

AGAIN THIS YEAR: - The curfew is 11 P.M. Sunday thru Saturday nights. This means lights **WILL BE TURNED OFF AT 11:00pm**, whether games are complete or not. We need ballplayers to HUSTLE on and off field to get games in. If a 10pm game gets cut short because of the curfew, the game will revert back to the last complete inning for win/loss purposes.

This year there will be 10:00pm games on fields 1 and 2. It may be necessary to start a 10:00 game on field 3 if the 9:00 game on that field finishes early. This means players may need to be flexible. Umpires have been instructed that they may have to start a 10:00pm game on field 3.

ONLY 6pm games will have a 10-min grace period for starting. Umpire starts clock at **6:05pm**.

Game Cancellations due to weather:

Call the BeBop sports line **763-757-0501 AFTER 4:30pm on day of scheduled games**, 3:30pm on Sunday. If no message is received, or message is the games are still on, teams will be expected to show up at the park at their scheduled game time. After 4:30pm and prior to the start of games, Management, the Softball Director, and the Umpires will determine the playability of fields. After the start of a game, in the absence of the Director, conditions will be determined by the umpire assigned to the field, or the manager on duty in the Sports Bar.

Local Playing Rules and Policies:

1. **Games:** will be 7 innings in length. A three ball-walk and two strike-out will be used. **NO "courtesy foul"**. A foul ball on the second strike is a **DEAD BALL**.
2. **Time Limits:** No new inning after 55 minutes of play. Tie games end at the time limit. **WITH CURFEWS, NO NEW INNING STARTS if less than one minute on clock at the end of the previous full inning.**

3. **Run Rule:** If a team is ahead by 25 runs after 3 innings, 15 after 4, or 10 after 5 they will be declared the winner.
We WILL be using the flip/flop rule this year. This rule will go into effect when the run rule for that inning is reached. This is a further attempt to try and keep games on schedule and also to put an end to a “Kill” game before it gets more out of hand. Refer to USSSA rulebook online page 20, Rule 4, Section 3F for an explanation of this rule.
4. **Home team:** is to occupy the first base bench area. **Home team is also the official score book** and is responsible for keeping the scoreboard up to date. Each manager is responsible to check the score with the umpire and the other team after each inning to ensure accuracy.
5. **Smoking and/or alcoholic beverages:** NOT on the FIELD or in the DUGOUT. Teams are not allowed on the playing fields or in the player bench area with any type of alcohol or smoking. Players obviously intoxicated, in the umpire’s judgement, will be asked to leave, or not participate, in a game. Failure to do so will result in that player being ejected from the game and asked to leave the premises.
6. **Vulgar or profane language:** Directed toward officials, players, or spectators by players or spectators will not be tolerated. First time, umpire will give the offender a warning. After that the offender will be ejected from the game. **USE OF THE “F-WORD”:
AUTOMATIC EJECTION - NO WARNING NEEDED!!** Refer to USSSA rulebook page 29, rule 5, sections 9 & 10. The MRPA is again asking umpires to crack down even more on the swearing. At clinics they are saying you don’t even have to give a warning for swearing, just eject the player right away. The feeling is that it is getting out of hand.
7. **Ejections:** An individual ejected from a game must leave the field area immediately and take no further part in the game, remaining out of sight of the field. **If the player refuses to do so, if in the umpires judgment the violation was flagrant, the individual will be asked to leave the BeBop complex immediately. Failure to do so will result in the individual being assisted from the complex and his/her team forfeiting the game. In extreme cases, league directors will hand out multiple game suspensions.**
8. **Second ejection:** An individual ejected from a game for a second time will be suspended from the program for the remainder of the year.
9. **Fighting or Physical violence:** Any fighting or physical violence with an official and/or another player will result in immediate ejection from the game in progress, and suspension from the program for the rest of the year. In addition the person(s) involved will be reported to the MRPA/USSSA State Director for possible further disciplinary action.
10. **Lineup-Less than 10 players:** A team may start, continue and/or end a game with **8 players** without penalty. **Less than 8 players to start is a forfeit.** Teams can add additional players as they arrive. These players must be reported to the umpire and opposing manager and put at the end of the batting order.

11. **Hats** must be worn forward in accordance with National USSSA rules.

Mixed rule: If you have 8 players, you must have 4 men and 4 women and/or 5 women and 3 men to start and continue. As long as you have even numbers, there is “NO OUT” in the lineup. You can’t have 3 women and 5 men. If you have 9 players you can have 5 men and 4 women or 4 men and 5 women. If you have 9 players, the 10th spot in the batting order will be an out.

12. **Lineup - 10 or more players to start:**

A. **Limited re-entry substitution:** A team may bat 10 players, or 11 using the additional hitter rule (**Mixed: with additional hitter(s) must use 12 players, 6 female and 6 male**). **Mixed cannot play 11 or 13 (odd number) players. If a mixed team has at least 10 players then they must play even numbers.** If a team uses a 10 or 11 player (Mixed: 12 player) lineup, applicable re-entry rules **will be in effect**. A player who leaves the lineup can re-enter but only for the player who replaced him/her. Substitutes can enter the lineup only once.

B. **Unlimited substitution:** A team can play its entire roster. Use any 10 in the field defensively each inning (Mixed must be 5 and 5). Late players must go to the end of the lineup. **There is NO re-entry rule with unlimited substitution.**

13. **Injury to player:**

A. If a player leaves the game due to injury and no player is available to fill his/her spot in the lineup, no penalty will be assessed when that player's turn to bat comes around. His/her spot in the line-up will be skipped. Please notify the umpire and the other team if this occurs. **If a player leaves a game for any other reason, and no player is available to fill that spot in the line-up, an automatic out will be recorded when that player's turn at bat arrives.**

B. In the event a player leaves the game due to injury, and there are extra players available (i.e.: a player who was in the game previously for another player) free substitution will be allowed to avoid a forfeit.

C. A player who leaves a game due to injury will not be allowed to re-enter that game unless the team has enough players and can use the USSSA re-entry rule to get that player back in game.

14. **Continued participation due to bleeding or open wound:** Refer to USSSA rule book page 28, Rule 5, Section 4 for interpretation of this rule. All teams should have in their possession a first aid kit containing bandages, tape, etc., in order to treat any player who may become injured and sustain an open wound. Be-Bop has ice available, either at the Malibu Hut outside, or inside at the Sports Bar. Just ask the bartender for ice.

15. **Use of an illegal or altered bat:** Any player caught using an illegal or altered bat will be ejected from participating in the remainder of the game and the bat removed from the game. The bat will be returned to the team at the completion of their games that day. If the same individual uses an altered bat a second time during the season he/she will be suspended for the rest of the year, and reported to the State Director. Refer to USSSA rulebook page 8, under EQUIPMENT.

16. **Bats not approved by the USSSA:**

For a list of Legal Bats see www.mnusssa.com

Refer to page USSSA rulebook, page 8, rule 2, and section 2 on official bats.

17. **Throwing a bat:** For a first offense the violator will be warned that to repeat this offense will cause the player to be ejected from the game. All flagrant offenses (including a first offense) shall cause the player to be ejected from the game and the Be-Bop complex area. Refer to USSSA rulebook, page 30, rule 5, and section 9f.

18. **Pre-game warm-up and warm-up pitches:** No infield practice is permitted before games. 3 warm-up pitches before 1st inning, 1 between innings after that.

19. **Courtesy Runners:** Courtesy runners will be allowed. The courtesy runner will be the player occupying the last position in the batting order to make an out.

20. **Home Run rule:**

MEN'S PROGRAM – Each team is allowed 4 home runs total per game. Any home run hit by a player after the allotted 4 home runs will be declared and OUT.

MIXED PROGRAM – Each team is allowed 4 home runs by males and 4 home runs by females. Any home runs after the allotted number will be declared an OUT.

WOMEN'S PROGRAM – Unlimited.

21. **Protests:** A team that desires to file a protest on a non-judgment call, must let the umpire know before play resumes that the game is being played under protest. If protesting eligibility, team must file protest with the umpire before the last out of the game being played. Get the player(s) in question to sign the umpire scorecard before the last out of the game.

In addition a written protest, accompanied by a **\$50 cash deposit**, must be delivered to Be-Bop by 12:00 noon the following day. The written protest must follow the format set forth in the USSSA rulebook page 24, rule 4, Section 11. The \$50 cash deposit will **only be returned if the protest is upheld.**

22. **Awards/Berths:** In all leagues, the first place team will receive a paid Region or State Tournament berth, **IF THEY LET US KNOW BY JUNE 30 IF THEY ARE INTERESTED IN PARTICIPATING.**

23. **All other teams that wish to participate in Region or State competition MUST also let BeBop know by June 30, so we can reserve a berth thru the MRPA. The cost to the team for the berth is \$150.00 this year.**

21. **Mid Season Tournament dates:**

- A. Men's Class "E" tournament, June 19 & 20
- B. Women's and Men's Class "D" tournaments, July 17-18
- C. Mixed/Co-Rec tournament, July 24-25

Teams that wish to participate in their respective mid-season tournament must notify the Softball Director by the Monday preceding their tournament, so that scheduling can be done and teams notified. Teams that DO NOT notify BeBop that they want to play in the tournament WILL NOT be scheduled in their respective tournament.

A notice will be sent out to all teams reminding them of the tournament dates and deadline for entering. The old excuse "that we were not notified" will not fly, last year no mail was returned to us as being the wrong address. If any had been, we would have tried to contact the manager by phone to find out new address.

This is why it is important, that if you change manager's name, mailing address or phone numbers PLEASE contact us and let us know, so we can update our records.

Rosters:

Each team should have a team roster in your packet. This official roster must be turned in by the THIRD week of the season. An "official roster" means a roster that has been completed with a minimum of 10 players and is limited to a maximum of 20 players. New players can be added to a team's roster up until **June 30**.

We encourage all teams to have all players at least 21 years of age at the start of the season. **If there are players under 21, and they are caught drinking, the authorities will be called and individuals will be banned from playing here for the rest of the year. If this violation happens on the same team a second time the team will be kicked out of the league.**

Teams wishing to register as over 35, over 40 etc., all players must turn that age by the end of the calendar year.

Managers and/or players who falsify any information on a roster will be suspended from further participation in the program for the rest of the year.

Teams advancing to region and/or state tournaments: This league roster will accompany you to the tournament along with the MRPA tournament roster. Names on both are to be identical. That is why it is important you get a correct roster in to us, because that is whom you'll be allowed to play with.

GOOD LUCK THIS SEASON AND EVERYONE IS A WINNER!!