

VALLEY CITY MEN'S LEAGUE SOFTBALL



RULES

ASA rules govern play with the following exceptions:

1. Starting time 6:45 p.m. Infield must be completed by 6:55 p.m. Except May!
2. Alike uniforms are recommended.
3. A team must start at 6:45 p.m. if 8 players are available.
4. Forfeit time for both games are 15 minutes after scheduled game time. (*7 pm forfeit both games*)
5. Teams may start with 8 players. The 9th & 10th players' show up, they can enter the game at any time. If they start with 10 and the 11 player shows up, they cannot enter the game unless they sub for another player.
6. Teams can never fall below 8 players because of an ejection. If a team starts with 8, 9, 10, or 11 players and you have an ejection and there are no subs, the game is forfeited.
7. 20 run rule after 3 innings, 15 run rule after 4 innings and 10 run rule after 5 innings.
8. Each team will be allowed 3 homeruns per game for any exceeding will be an out. No runners can advance. LEAGUE RULE ONLY!
9. All players (on roster) that are present at game time may bat. Any of those players may substitute freely throughout the game on defense. If a team is batting more than 11 players, and a player is ejected, an out must be taken in that spot and the game continues. If a player is ejected and the team falls below 11 players the game is forfeited. LEAGUE RULE ONLY!
10. If there is an injury on the bases and all players are batting, the closest preceding batter not on base must run. A team isn't batting all their players a substitution must be made. If a player leaves the bases because of an injury and there are no subs, an out must be taken. However, whenever that spot comes up later in the game no out is taken.
11. A game called by the umpire shall be a regulation game, if 5 or more innings have been played or if the home team is ahead after 4½ innings have been completed. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
12. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. NOTE: Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body, so the medical alert information remains visible.
13. Protests will be settled immediately.
14. All bats must have NDASA orange sticker on them.
15. No metal spikes are allowed in any division of slow pitch, Co-ed, or Junior Olympic play. No hard plastic or polyurethane spikes similar to metal sole and heel plate are allowed in any division of slow pitch, Co-ed, or Junior Olympic play. No shoes with detachable cleats that screw ON are allowed; however shoes with detachable cleats the screw INTO the shoe are allowed. The same rule applies in Women's Fast Pitch with the exception the pitchers in A and B can wear them for pitching only. They must change for batting purposes.

MAKE-UP POLICY

A team may make up a game for work-related reasons or situations beyond their control.

Steps to follow if not able to play on scheduled game date.

1. Contact other team to cancel game, then try and set-up a new date to play.
2. Call Recreation Office at (701) 845-3294 to inform office of canceled game. Also give new date to play.
3. Recreation Office must be contacted by 3:00 pm the day before scheduled game. **NO EXCEPTIONS!** If game is on a Monday, Office must be notified by 3:00 p.m. on the Friday before. **NO EXCEPTIONS!**
4. Days open for make-up games are Wednesday, Thursday and Friday.

(If steps above are not followed, team will result in forfeiting game)

RAIN MAKE-UP POLICY

Listen to KOVC for rain information - will announce **between 4:00 and 5:00 p.m.** of changes.

If one or both teams cannot play at the time the Recreation Office reschedules, a two-week period for make-up will be allowed from the date of the rescheduled make-up date. If not completed in that time period, the team that couldn't make the rescheduled date will forfeit the rescheduled games.

For other information check the website: www.vcparks.com