

CHAMPLIN YOUTH SOFTBALL

1. Home team is determined by a coin toss
2. 55 minute time limit. No new inning may start after 55 minutes.
Scheduled game time is forfeit time. A 5 minute grace period will be allowed for only the 1st game of the evening.
3. Teams may bat their full roster with free substitution if declared to the umpire before the game. A late arriving player can be added to the bottom of the batting order. A player that is injured may be removed from the line-up without penalty.
4. A team may start and end with 8 players.
5. Courtesy runners are permitted.
6. The infield fly rule will be in effect.
7. **EQUIPMENT BOYS & GIRLS 19U:** All protective gear is optional but highly recommended.
EQUIPMENT GIRLS 16U: The catcher must wear a mask & protective helmet, and it is strongly recommended to wear a chest protector. OFFENSIVE PLAYERS must wear "NOCSAE" approved batting helmet with extended earflaps, which cover both ears and temples when in the live ball areas.
8. **Strike Count:** Three balls and two strikes count with NO courtesy foul.
9. **Base Distances:** All youth leagues will play at 65' base paths
10. **Pitching:** The pitcher may pitch from the pitcher's plate (50') or from an area the width of the pitcher's plate and up to six feet behind the pitcher's plate.
11. **Run rule:** 15 runs after 4, 10 after 5.
12. All games will be subject to the flip flop rule.
The flip-flop rule is designed to prevent very large victory/loss margins and prevent long, extended games. If the home team is losing at the end of an inning immediately prior to a run rule inning, and the home team is losing by the run rule amount or more, that team will remain in the dugout (the visiting team will remain on the field). All base runners (if any) will be removed from the bases and the team will bat again as the visiting team in the run rule inning. They must score enough runs to avoid the run rule for the game to continue. If the new visiting team scores enough runs to avoid the run rule, the game will continue as normal and the "new" home team (previously the visiting team) will bat. If they don't, the game will continue with teams now swapped as home/visitor until a run rule occurs or the game ends.
13. Teams that fail to show up for any scheduled game without prior notice will be charged a \$25.00 forfeit fee. Notice must be made by calling 763-923-7193 by 1:00 p.m. of your game day.
14. A game must go four innings. Three and a half if the home team is ahead.
15. **Ties are played out.** Extra innings or the start of a new inning (after time limit) will begin the next inning with the last batter of the previous inning on second base with no outs.
16. All protests must be made on the field with the umpire before the game ends. Once the game has concluded, no protests can be made.
17. **Rainout Hotline: 763-421-5576.** Rainouts will be updated after 4:00 p.m. Most decisions will be made by the umpire at the time of the first game.
18. Bats will be checked on the field by the umpire. The BPF must be 1.20 or less.
19. **Questions about legal bats, go to www.ussa.com**
20. **Verbal abuse on an umpire is not tolerated.** Please refer to the team conduct form.
21. Any player ejected is subject to a one game suspension. 2nd suspension = 3 games. 3rd suspension = expulsion from the league.
22. **Absolutely NO FANS OR FAMILY MEMBERS ALLOWED IN THE DUGOUTS.**
23. **USSSA Rulebook: go to www.mnusssa.com**
24. **Weekend Tournaments and State and Regional Tournaments go to www.mnusssa.com**
25. All additional rules will be governed by the USSSA Slow Pitch Rule Book.