

CHAMPLIN SOFTBALL RULES

- A. Pitcher Protection: If the umpire believes a batter is intentionally trying to hit the ball at the pitcher, he/she has the right to automatically eject that player from the game. Player will be suspended an additional 2 games and subject to lose of team conduct fee.**
1. Home team is determined by a coin toss
 2. 60 minute time limit. No new inning may start after **55** minutes.
 3. **International Rules for Ties.** When a game is tied at the end of regulation, the International Tie Breaker rule goes into effect. At the start of each inning, a runner is placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion.
 4. Teams may bat their full roster with free substitution if declared to the umpire before the game.
 5. Teams must have a minimum of 8 players to start a game.
 6. **Stike Count:** Three balls and two strikes count with NO courtesy foul.
 7. **Home Run Rule:** The home run rule will be on a sliding scale. Two Home runs are allowed to begin each game with a 5 home run maximum. Example, away team hits two home runs first. Away team must wait until home team has hit two home runs before a third home run will be added. All other home runs are considered **OUTS**. When each team reaches three home runs, a fourth home run will be added and so on until both teams reach the maximum of five.
 8. **Run rule:** 15 runs after 4, 10 after 5.
 9. All games will be subject to the flip-flop rule.
The flip-flop rule is deigned 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.
 10. **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.
 11. A game must go four innings. Three and a half if the home team is ahead.
 12. **USSSA Rulebook: go to www.ussa.com**
 13. Bats will be checked on the field by the umpire. The BPF must be 1.20 or less.
 14. All protests must be made on the field with the umpire before the game ends.
 15. **Rainout Hotline: 763-421-5576. Rainouts will be updated after 4:00 p.m. Monday - Friday, 3pm on Sundays. Most decisions will be made by the umpire at the time of the first game.**
 16. **Base Distances:** All adult leagues will play at 70’ base paths
 17. **Pitching:** The pitcher may pitch from the pitcher’s plate or from an area the width of the pitcher’s plate and up to six feet behind the pitcher’s plate.
 18. **Verbal abuse on an umpire is not tolerated.** Please refer to the team conduct form.
 19. Player ejection = 1 game. 2nd offense = 3 games. 3rd offense = expulsion from the league.
 20. **Absolutely NO CHILDREN ALLOWED IN THE DUGOUTS.**
 21. **Trespassing:** All softballs hit in private residential homes are off limit for retrieval.
 22. **Smoking:** Champlin participates in the tobacco free park program.