

2010

**BSSA MANAGERS' HANDBOOK**



4-26-10

**PUBLICITY CHAIRMAN**

**BERNIE BECKER**

## SOFTBALL LEAGUES AND COMPLEXES

1. We will have approximately 146 teams participating in 13 different leagues.
2. We intend to use the following diamonds:  

6 @ Clem Kelly  
12 @ Cottonwood
3. Where possible, leagues will rotate complexes yearly. The recommended rotation is Clem Kelly to New Cottonwood to Old Cottonwood.

## FEES

1. The sponsor fee for the 2010 season was \$200.00 – it was paid at the January managers' meeting. Fees are \$250.00 if paid after the January meeting. NDASA gets \$70.00 of each fee.
2. Player fees for the 2010 season are \$60.00, if paid by the April 26<sup>th</sup> meeting. All player fees paid after April 26<sup>th</sup> meeting are \$75.00. Parks and Recreation Department gets \$12.00 of each fee – the remainder goes for the operation of the league and for capital improvements.
3. There is a \$25.00 team fee for beverage permits.

## ROSTERS

1. Teams will not be allowed to play any games (league or tournament) before a completed roster is submitted. **PLAYERS MUST BE ON YOUR ROSTER IN ORDER TO PLAY. ANY VIOLATIONS OF THIS RULE WILL RESULT IN SUSPENSION FOR BOTH THE MANAGER AND THE NON-ROSTERED PLAYER. 4 GAME SUSPENSION FOR FIRST OFFENSE AND 8 GAME SUSPENSION FOR SECOND OFFENSE.**
2. Maximum number of players allowed on a roster is 20, and the minimum is 13. State rules state all teams **MUST** have 13 names on the roster.
3. All players must be a minimum of 17 years old any time during this calendar year, or they are not eligible to play in the Bismarck association. Players under 18 must have a parent's signature on the back of the roster.
4. Copies of the rosters will be on file at Parks & Rec. Any changes can be made during the normal working hours at the Parks & Rec office.
5. A player is eligible for league play as soon as he is added to a roster. **CHANGES DO NOT TAKE EFFECT RIGHT AWAY FOR TOURNAMENTS...**changes must be made by Monday in order for a player to play in a weekend tournament.

6. Player fees cannot be switched from one player to another. If one player drops off a roster and another is added, another player fee **MUST** be paid. If a player switches teams, he does not have to pay another fee.
7. A team's most recent roster is their official roster for league and tournament play. Managers should have a copy of the roster available at all games, as rosters may be checked.

## **LEAGUE SCHEDULE**

1. Weather permitting, league play begins Friday, May 7<sup>th</sup>, and will run for 14 consecutive weeks. The Monday night leagues will continue one extra week, as no games are scheduled for July 4<sup>th</sup> (Independence Day). Monday leagues **WILL** be playing on Memorial Day. The Friday night leagues will begin one week early, as no games are scheduled for June 26<sup>th</sup> (McQuade Tournament).
2. Rule #2 is for all 12 team leagues. The Board will issue a new ranking of teams (from 1 through 12) after week 11 games are completed. This ranking shall be used to determine diamond assignments and opponents for the final 3 weeks of the schedule. The updated schedule will also be available on our website.
3. Rule #3 is for all 14 team leagues. The Board will issue a new ranking of teams (from 1 through 14) after week 13 games are completed. This ranking shall be used to determine diamond assignments and opponents for the last week of league. The updated schedule will also be available on our website.
4. Rainouts: The rainout policy calls for rainouts to be called on a diamond to diamond basis, rather than canceling all games for that night. If any team in your league is able to play their games, and your diamond is unplayable, your games can be made up at any time, or at the end of the year, if the outcome affects the final league standings. However, if none of the league games are played on a given night, the games will be cancelled. The possibility of some diamonds being playable, and others unplayable, may be more likely with split leagues. We try to get a minimum of 24 games in for each team. Makeup games, if needed, will be scheduled by the Board on a case by case basis. An attempt will be made to allow you to play all the teams in your league.

## **TROPHIES**

1. Trophies will be awarded for the 1<sup>st</sup> and 2<sup>nd</sup> place finishers in each league with 8 or fewer teams. Leagues with 12 and 14 teams will receive three trophies due to the number of the teams in their leagues. Head to head win-loss record will be the only tie-breaking rule applied.
2. Trophies will be handed out at the following years January meeting.
3. Trophies will be awarded to the top finishers in tournaments.

## **BALLS**

1. All teams will receive 14 softballs...that means each team manager has a new ball for each league night. Should you use the balls for practice, you will be required to provide a new one, at your own expense.
2. Used tournament balls may be purchased from Doug Bowers, home phone # 258-5790.

## **RULES**

1. Any team not attending the April 26<sup>th</sup> meeting and rules clinic will have to attend a make-up meeting before being allowed to play. An additional fee will be charged for a make-up clinic.
2. Managers will be given team beverage permits at the April 26<sup>th</sup> meeting. Permits are good only on softball complexes. This means teams can't move their drinking into city parks with the permits they are issued in conjunction with softball. **REMEMBER – NO GLASS CONTAINERS!** The local law enforcement has indicated they will be enforcing this law.
3. Managers are responsible for the conduct of their team members **ON AND OFF THE FIELD**. Managers shall also be responsible for assuring that their team members do their part in keeping the parking lots free of any debris. Last year, \$100 fines were assessed to teams not cleaning up after themselves, and will be assessed again this season.
4. No smoking or drinking is allowed on the playing field or in the dugouts. No drinking is allowed during games...violations will result in ejection from the game.
5. Each manager should read his ASA rule book...that should lead to a better understanding of the game and result in fewer arguments. The manager should also explain the rules to his players so they know what is going on when a call is made.
6. Teams missing games without proper notification will be assessed a fine. Teams will not be allowed to compete in the state tournament until these fines are paid.
7. Outs will not be assessed against teams who do not put 10 players on the field. A minimum of 8 players will be required for league games. For tournaments, check with the tournament manager to find out the rule about playing with less than 10 players.
8. Rule #8 is for Bismarck league play only. Teams are allowed to place all present rostered players in their batting order. All players are free to rotate fielding positions. The team will not be assessed an automatic out if a player has to leave the game for any reason, except for an ejection. The ejected player's spot in the batting order is declared an out, unless the team has less than 11 remaining players, when the game will be declared a forfeit. If a player reaches base safely, but cannot continue to play, a substitute may run the bases for him. If no substitutes are available, the closest preceding player in the batting order, who is not on base, may run for the player. The removed player's position in the batting order will be removed for the remainder of the game.

9. Substitutions – Any starting and any substituting players may re-enter the game one time. That is you're allowed to have starter, substitute, starter, substitute as long as they remain in the same spot in the batting order.
10. The ADA Rule will apply.
11. The Home Run Limit Rule will apply for all tournaments with a revised home run rule limit for league play. In all leagues, 4 home runs will be allowed, with each additional home run being an out. Players hitting home runs, and runners on base when a home run is hit, do not have to run the bases.
12. Each player must carry a picture ID with signature to all tournaments. If a player cannot produce a picture ID within 5 minutes of being asked, the player is ineligible. The team may replace the ineligible player if they have legal substitutes. A team roster must also be made available at tournaments.
13. Only complete games will be used for league standings. Five innings are required for a complete game, unless the home team is leading after 4 ½ innings.
14. 10-Run Rule after 5 innings, 15-Run Rule after 4 innings, and 20 runs after 3 innings will be used for all league play.
15. Teams in Division I, Division II, and Division III must play in total uniforms. Teams in Recreation classes must have like jersey tops.
16. Stealing will be allowed in the Division I, Division II, and Division III state tournaments and National qualifiers.

## **CLASSIFICATIONS**

1. The 2010 classifications are Class B, Class C, Class D, Rec I, Rec II, Rec III, and Rec IV. Call Kelly Wrangham or Roger Weigel with any questions about classifications.
2. Some teams have moved up a class because of placing or winning some games in last years state tournaments. All other teams will start the season at the equivalent classification it had at the end of last year, unless roster changes warrant a re-classification. Those changes will be handled though Area Commissioner Roger Weigel (258-0011 or 328-4403). New teams should check with one of the league representatives if they are unsure of their classification.
3. Teams that challenge up for State Tournaments, and win 2 games at the State Tournament, must remain the class they challenged to.
4. New teams created with 4 or more players from an old team will be classified at a minimum classification as the old team's classification.
5. Any team with 4 or more players from another team's roster, on their roster, will be classified, at a minimum, the highest classification of the 2 teams.

6. Teams who have 2 or more players two or more classification higher will have their classification raised a minimum of one class.
7. No Class B, Class C, or Class D rostered players will be allowed to play on a Rec IV team.
8. The city's official season ending classification meeting will be held Monday June 28<sup>th</sup>.

## **PLAYER EJECTION & GAME PROTESTS**

1. A player ejected from a game is out of play for the rest of the night. If the ejection occurs in the second game of play, the person **MUST** sit out his team's next game, whether it is a weekend tournament game or the next game of league.
2. If a player is ejected, the team manager **MUST** sign a statement indicating they understand the ejection rule and that the player in question will not play in the team's next game. **MANAGERS NOT SIGNING THE EJECTION FORM WILL RESULT IN SUSPENSIONS. 4 GAME SUSPENSION FOR FIRST OFFENSE, AND 8 GAME SUSPENSION FOR SECOND OFFENSE.**
3. Protests will be handled by the Board of Arbitration...they must be filed in writing within 24 hours after the game. They should be submitted to the Parks & Rec Department.
4. **NOTE OF WARNING...**Umpires will not put up with harassment...they will issue one warning to the team manager and then the offending player will be kicked out if he persists.

## **GAME TIME AND BODIES NEEDED**

1. A team must have 8 players to start league games. The game can be finished with 8 players...but anything less will be a forfeit. League play starts at 6:30PM.

## **PUBLICITY**

1. The Bismarck Slowpitch Softball Association has developed a website ([bismarcksoftball.com](http://bismarcksoftball.com)). Schedules, standings, and upcoming meetings will be published on this site, along with other important information.
2. Along with the BSSA website, we still plan for league standings to be published in the paper weekly, and possibly on the Bismarck Parks and Rec website ([bisparks.org](http://bisparks.org)). Success of this depends on the umpire filling out score cards and depositing them in the boxes provided at the diamonds. The team managers and the umpire must sign the cards.
3. Mandatory managers' meetings will also be announced on our website, in the local paper, and plans are to have them posted on the Bismarck Parks and Rec website ([bisparks.org](http://bisparks.org)).

## **FIELD USAGE**

1. **USE COMMON SENSE WHEN GETTING ON THE DIAMONDS!** Under no circumstances should the diamonds be used if games have been postponed due to weather. Teams caught on wet diamonds will be penalized.

## **IMPORTANT INFORMATION**

1. Players may be on more than one slow pitch roster if they wish. A multiple roster player may play on either team for all tournaments, except the state tournament. If a multiple roster player has two state tournaments on the same weekend, he must play on the highest ranking team. Make sure you understand the rules if you have a player on more than one roster.
2. The final date for roster changes in 12:00 NOON, June 11, 2010. **NO EXCEPTIONS!**
3. Masters teams must declare classification and pay state tournament fees by June 28<sup>th</sup>. Information and checks should be sent to Roger Weigel, 620 West Wachter Ave, Bismarck ND 58504. Remember, Roger must have them in by June 28<sup>th</sup>. **NO EXCEPTIONS!** Please use the attached State Tournament Registration sheet. The fee is \$130.00.
4. Classification meeting will be held Monday, June 28<sup>th</sup>. Teams wishing to participate in state tournaments must have submitted their checks to Parks & Rec by 4:30PM on June 28<sup>th</sup>, or bring them to the classification meeting. Fees are \$150 for Class B, Class C, and Class C (Division 1, 2, and 3). Fees are \$130.00 for Rec I thru Rec IV.

**TEAMS NOT HAVING THEIR FEES IN BY MONDAY, JUNE 28<sup>TH</sup> WILL BE PLACED ON A WAITING LIST TO PLAY IN STATE TOURNAMENTS. STATE TOURNAMENT ENTRY FEES WILL BE \$175.00, IF PAID AFTER JUNE 28<sup>TH</sup>.**

## **RESCHEDULING LEAGUE GAMES**

1. Your games shall be played on your scheduled league nights or you forfeit your games. There will be **NO** rescheduling games, except possibly for rainouts.

If you need to forfeit your games, contact Mike Wolf, so he can cancel the umpire. Also, call Roger Weigel, so he can compile proper league standings.

## **SLOWPITCH PICKUP RULES FOR INVITATIONAL TOURNAMENTS**

The pickup rule is intended to be used when you are short of players for a tournament and might have to cancel out of the event. It is not intended to be used to strengthen a team.

Teams may pick up players to the highest class of the tournament. Example: if the classification of the tournament is Rec I and below, a Rec III team will be allowed to pick

up a Rec I player. Pickup players may come from any North Dakota Association. The player must be on a NDASA roster. A multiple roster players' highest-ranking team is used as his class for the pickup player rule.

There will be no pickups if a team has 12 of their own players available. With 11, you may pickup one; with 10, you may pickup two. The rule still stands that you are allowed only two pickups, but, in extreme circumstances, extras may be allowed if you cannot otherwise field a team for an invitational tournament. This must be cleared through the State Commissioner or Assistant State Commissioner, and confirmed in writing by your local commissioner. Present that slip to the tournament director. If any team that a player is rostered on is entered in a tournament, then that player cannot be a pickup player on a different team.

### **PICKUP PLAYERS MUST WEAR THEIR OWN TEAM'S UNIFORM.**

Once a tournament starts, a team is not allowed to add any additional players. They must play with the players they had intended to use during the tournament. This means if a team has picked up a player and another player should get hurt, they are not allowed to add an additional player once the tournament starts. If they have picked up two players to start the tournament, giving them a total of 12 players, the team may not bring in an additional member of their own team later in the tournament.

Two-Day Pickup Rule: Teams may pick up players to play for them on Saturday. If the team's regular players are available for Sunday, the regular members may play for the team, but the pickups cannot play on Sunday. Likewise, teams may pick up players to play for them on Sunday. If the team's regular players are available for Saturday, the regular members may play for the team, but the pickups cannot play on Saturday.

1. Team managers must report all pickup players to the Tournament Director before playing their first game. In a two-day tournament, the team manager must report all pickups before the first game on the first day, and any changes planned for Sunday.
2. When the team manager reports to the Tournament Director Saturday, the team manager must tell the Tournament Director if regular team members will play on Sunday, and which pickups will be dropped to conform to the 12 total rule. (11/84 & 4/85)

### **NO PERSON MAY PLAY WITH MORE THAN ONE TEAM IN ANY TOURNAMENT!**

Once a team has been eliminated from a tournament, the players are not eligible to play as pickup players in any other tournament. If a team has been defeated in this tournament, no other team may use one of their members as a pickup player, as this would be an addition during the tournament. The same thing occurs if a team that is using a pickup player is eliminated from the tournament; the pickup player is not eligible to compete with another team as he did not start the tournament with that team.

### **A REMINDER: NO PICKUPS ARE ALLOWED FOR STATE TOURNAMENTS OR LEAGUE!**

## STATE TOURNAMENTS

Masters 40	Fargo - July 17-18
Masters 60	Fargo - July 17-18
Masters 35	Mandan - July 24-25
Masters 50	Mandan - July 24-25
Division I	Fargo – July 31 - August 1
Division II	Fargo - July 31 - August 1
Division III	Fargo - July 31 - August 1
Rec I	Jamestown - July 31 - August 1
Rec II (West)	Williston – July 31 - August 1
Rec II (East)	Fargo – July 31 - August 1
Rec III (West)	Bismarck – August 7-8
Rec III (East)	Grand Forks – August 7-8
Masters 50 (wood bat)	Mandan – August 7-8
Rec IV (West)	Dickinson – August 14-15
Rec IV (East)	Fargo – August 14-15

## LOCAL TOURNAMENTS

Contact Doug Bowers      H: 258-5790

If you have any questions that deal with softball, please contact one of your local representatives. They have answers, or they will try to get them for you.

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## OFFICERS

Chairman	Roger Weigel	H: 258-0011	W: 328-4403
Finances	Keith Ulmer	H: 258-9481	W: 222-6283
Tournaments	Doug Bowers	H: 258-5790	W: 255-1234
Arbitration	Gordy Smith	H: 258-1620	W: 328-4990
Rosters	Scott Kinnischtzke	H: 751-4098	C: 527-5538
Classification	Kelly Wrangham	H: 355-0514	W: 224-0514
Publicity	Bernie Becker	H: 223-8014	C: 527-0541

## COMMISSIONER AND UMPIRE COORDINATOR

AREA COMMISSIONER	Roger Weigel	H: 258-0011	W: 328-4403
UMPIRE COORDINATOR	Mike Wolf	H: 222-0478	C: 400-2100

Missing umpires for league games? Mike Wolf will again assign an umpire-in-chief for each complex for each league night. If your umpire fails to show, contact the umpire-in-chief and he will get an umpire for you. If no umpire is available, ump your own game, complete a score card, and place it in score box. Also, contact Mike Wolf for umpire pay. Mike also needs to be aware if scheduled umpires are **not showing up** for games.

**STATE TOURNAMENT REGISTRATION**

TEAM NAME:

MANAGER'S NAME:

PHONE (H)  
(W)

TEAM CLASSIFICATION (CIRCLE ONE)

B      C      D      REC I      REC II      REC III      REC IV

STATE TOURNAMENT DESIRED (CIRCLE ONE)

DIV 1, 2, or 3      REC I      REC II      REC III      REC IV

MASTERS 35      MASTERS 40      MASTERS 50      MASTERS 60

MASTERS 50 (WOOD BAT)

ATTACH APPROPRIATE ENTRY FEE

Please make checks payable to BSSA.

\$150.00 for DIV 1, 2, and 3.

\$130.00 for Rec I, Rec II, Rec III, or Rec IV.