



TO: Fall Adult Softball League Directors and Managers

FR: NSF♦MSF Offices

Perry Coonce

Steve Ketter

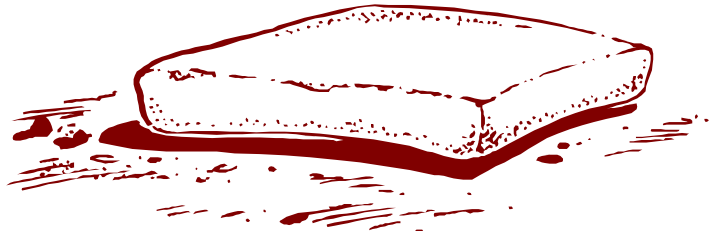
RE: State Tournament Packet/Schedule

Attached is a tournament packets for teams you have entered in NSF♦MSF Fall State Tournament Play. ***We would appreciate you forwarding this memo and packet to all your participating teams ASAP.***

Per previous memo the fall state tournament schedule will be posted on the MSF website no later than the Tuesday prior to the tournament.
(www.msf1.org)

Managers should continue to check the tournament schedule through Friday at 12 Noon before state tournament play commences for changes made due to forfeits and/or changes in the schedule.

Thank you for participation in NSF♦MSF programs and **GOOD LUCK!**





CORPORATE PARTNERS



Dear Team Manager:

Congratulations on qualifying for the **2015 FALL CO-REC SLOWPITCH STATE TOURNAMENT** to be held in the city of **SAUK RAPIDS** on **SEPTEMBER 19-20**. Enclosed please find the site map, tournament rules and other pertinent information. Please carefully review the information to avoid any misfortune which may disqualify your team from competition.

Leagues or teams receiving notice of a forfeit in State Tournaments should verify the authenticity of the forfeit with NSF ♦ MSF Offices.

All team managers must report to the tournament headquarters located at **BOB CROSS PARK** one-half hour prior to their first scheduled contest. At this time your "official tournament roster" will be checked. Teams without a properly completed roster will not be permitted to play. Teams found to have ineligible players will be immediately disqualified from competition.

Please note admission fees will be charged excluding players, two coaches and one scorekeeper.

Teams are asked to support the tournament host by purchasing their food and beverages at the concession stands. Coolers or picnic lunches may not be brought into the complex.

State Tournament Personnel include:

The Housing Coordinator is:

St. Cloud Area CVB 320-251-4170

The Host Representative is:

Dennis Kenning dennisbea1970@gmail.com 320-290-6190

The MSF Tournament Manager is:

Dennis Kenning dennisbea1970@gmail.com 320-290-6190

The Umpire-in-Chief is:

Jon Lang jlang23@gmail.com 320-281-8623

If any pre-tournament questions arise, please contact:

Steve Ketter steve@msf1.org 952-405-6936; or

Perry Coonce perry@msf1.org

As a guest of the host community, it is asked that your team conduct itself in a responsible manner during their entire stay in the host city. Your observance of any specials rules that the host has established will assure the tournament's success. As you know, without willing hosts we would have not have postseason competition for the sports enthusiasts in the state of Minnesota. With your assistance, we can all be assured that our sports program will continue to grow and benefit thousands of participants each year.

In closing, it is the MSF's desire that your team performs to the best of their ability and enjoys the opportunity to participate against teams of their own caliber.



* BULLETIN TO TEAM MANAGERS *

FALL ADULT STATE TOURNAMENT PLAY



IMPORTANT — PLEASE READ

Your ticket to play is to follow the below checklist:

- Check in with your NSF♦MSF roster properly completed with all names, signatures and blanks completed. **Important - No Roster - No Play!** Three pick up players in the same class or below from a team in your league which is not in the tournament is permitted. Utilize the pick up player form located on page 82 of the program guide.
- Casual Profanity Rule will be enforced (see current NSF♦MSF softball guide book).
- Team Eligibility & I.D. Rule

All players participating in post-season tournament play must have their current state driver's license picture I.D., military picture I.D., company picture I.D., college picture I.D., drivers permit or license revocation slip in their possession (at the team bench) for each game they play in. If a rostered player is under 16 years of age and does not have a driver's license, they must bring either a student picture I.D. or birth certificate. **No other form of I.D. will be accepted.** If a player's last name is different on their license versus the roster due to a name change (i.e. marriage) they must also bring a copy of their marriage license. If a driver's license has been revoked, the player must have the state revocation/application slip. Teams will be checked at random during state tournament play. Teams found with player(s) not in possession of the required I.D. will be required to deposit a \$200.00 identification bond in order for the team to continue tournament play (teams with illegal players should immediately drop out of the tournament to mitigate harsher penalties). Teams who do not pay the \$200.00 deposit will not be allowed to continue in the tournament. In addition, **each** player(s) without required I.D. who testifies they are legal and the player listed on the scorecard/roster, may continue tournament participation by submitting a \$25.00 **non-refundable cash** (no checks) participation fee (this non-refundable **cash** fee will be divided equally between the state Junior Olympic program and Softball Hall of Fame). Players without the proper identification who do not pay the \$25.00 non-refundable fee will not be allowed to participate. In addition, the unidentified player(s) must pose for a photograph and sign a statement of identification in order for their team to continue play. Upon proof of each player(s) identification and legality, either at the site or at NSF♦MSF offices, the \$200.00 bond will be returned. Failure to pay the \$200.00 bond, pose for a picture and sign the I.D. statement will disqualify the player and team from the game, tournament and advancement to further competition. Failure to exhibit proof of identification by the Wednesday after the tournament will cause the team to forfeit the \$200.00 bond.

Please contact NSF♦MSF offices at least three days prior to the tournament if you have a potential problem with required I.D.'s.

TEAMS WILL BE CHECKED AT RANDOM - BE PREPARED!!



MINNESOTA SPORTS FEDERATION
SOFTBALL TOURNAMENT RULES AND REGULATIONS
FALL SLOWPITCH SOFTBALL
PLEASE READ CAREFULLY



ELIGIBILITY

All teams and players must comply with the eligibility rules set forth in the current Program Guide. Teams found in noncompliance shall be immediately disqualified from competition.

ROSTERS

Rosters must be completed in the manner described on the accompanying tournament roster instructions. Teams with unsigned or improperly completed rosters will not be allowed to participate.

Slow Pitch

Roster limit-20 (includes player/manager) **Three "pick-up" players allowed provided they are from the same or lower classification and same league.** Use the pick-up form located on page 82 of the program guidebook.

PLAYING RULES

Unless specifically noted, the playing rules listed below apply to slowpitch.

GENERAL

1. Except where modified by these rules, all NSF ♦ MSF play shall be governed by the National Softball Federation rules which govern that specific division of play.
2. Protests on the interpretation of game rules shall be decided on the playing field and must be made before the next pitch is thrown. Decisions of the tournament umpire-in-chief are final. Judgement plays may not be protested.
3. Protests on eligibility may be made before or during, but not after a game has been officially completed. **The MSF reserves the right to investigate eligibility matters at any time including after a game or tournament has been completed and take action deemed appropriate. Note: Gender protests must be made to MSF Offices at least 10 days before affected tournament and be accompanied by supporting evidence/documentation.**
4. Home team shall be determined by coin toss.
5. The following run rules apply after the specified number of innings of play:
Slowpitch - 20 after 4; 12 after 5
6. Slowpitch: 3/2 count with one courtesy foul shall apply.
7. Slowpitch: Untouched fair balls hit over the fence in excess of the limits designated below shall be ruled outs.

Home Run Limits

Tier I = 4 Tier II = 2 Tier III = 0

Any ball touched in flight by a defensive player that goes over the fence shall count as a four base award but not be included in a teams home run total.

8. Courtesy Runner.

- a) Only one courtesy runner may be used per half inning.
- b) The courtesy runner shall be the last person of the same gender to make an out **OR** the person of the same gender farthest from being due up to bat that is not currently on base (team's choice).
- c) When announced by a team rep, the courtesy runner is officially in the game.
- d) If a courtesy runner's time at bat comes while they are on base they will be called out as a base runner, be removed from base and allowed to take their turn at bat.

PENALTY (for violating A through D): An out is declared and runner is removed from base.

9. Slow pitch pitchers have the option to take a position up to six feet behind the 50" pitcher's plate as a safety and defensive measure. Once they take their position, the pitcher must come to a full and complete stop (one second) with both feet firmly on the ground. Also, one foot must remain in contact with the ground at least partially within the width area of the pitcher's plate until the pitched ball leaves the hand.
10. "Runners may advance" rule will be used in class A/B and C men's and Open women's slowpitch national qualifiers and post season tournament play where two umpires are scheduled for use throughout the entire tournament.
11. In the event a team is disqualified from tournament competition it only affects the status of the last team the disqualified team played and then only if a protest had been filed by the team prior to the completion of the game. **The MSF reserves the right to investigate eligibility matters at any time including after a game or tournament has been completed and take action deemed appropriate.**
12. Teams are allowed to start and/or finish a game with nine players in men's, women's slow pitch and nine or eight in co-rec slow pitch. An automatic out **is not** declared for missing player (s) in the batting line-up. **Exception:** If a co-rec team is playing with nine players an automatic out is always declared at the end of the line-up and occurs where players of the same gender bat back to back. Extra players up to 10 or 12 arriving on the team bench after the start of a game **must** be immediately inserted in open positions in the line-up and bat at the bottom of the batting order. A catcher must be used in the defensive lineup. A Co-Rec slowpitch team playing with 8, 10 or 12 players must have an equal number of males and females in the game at all times with no requirement on position played. **Exception:** Teams which are reduced to less than 10 (SP) or when using the EP (11-SP), (12 Co-Rec SP) are not allowed to continue play.
13. A ten minute grace period shall be allowed on the team's first scheduled game before a forfeit is declared. Game time is forfeit time for succeeding games. Teams which forfeit their first game in a double elimination district or state tournament shall have one hour and fifteen minutes from their initial game time to contact the NSF ♦ MSF tournament site manager regarding their second game. Should no contact be made within the 1:15 time limit the second game shall be declared a forfeit.
14. In the event of a double forfeit in the winners' bracket, a coin toss shall determine which team drops to the losers' bracket. (Neither team advances in the winners' bracket.)
15. MSF reserves the right to adjust a bracket prior to tournament play due to forfeits, inclement weather or other conflict.
16. A game which is suspended due to inclement weather, darkness or any other reason, shall be resumed from the exact point of suspension. Affected teams should report to tournament headquarters site manager before departing the site to ascertain any changes.
17. In the event of inclement weather which causes significant delay of the tournament the MSF tournament manager (after consulting with MSF Administrative Staff) reserves the right to:
 - a. In slowpitch shorten the length of games to five innings with a 55 minute time limit and drop courtesy foul. (No new inning shall begin after 50 minutes.) In fast and modified pitch shorten the length of games to five innings with a 65 minute time limit. Once the **entire** tournament is within one hour of being back on schedule and at an even point in the bracket (end of a round), revert back to standard rules.
 - b. Play the remainder of the tournament on a single elimination basis. Teams possessing one loss at the time the tournament is placed on a single elimination basis shall be dropped from tournament play.
18. In the event of inclement weather which causes postponement or cancellation of the tournament the MSF tournament tournament manager (after consulting with MSF Administrative Staff) reserves the right to:
 - a. Complete the remaining portion of the tournament during a weeknight(s) or if possible, on the succeeding weekend(s).
Note: In the case of a one day Saturday tournament, postpone the tournament until the next day (Sunday).
 - b. Determine the site based upon the remaining teams.
 - c. Cancel the remainder of the tournament when all of the teams which are left will advance to further competition. Seeding and determination of awards will be accomplished by tiebreaking procedures. (See rule #26) Make a partial refund of surplus umpire fees to teams that did not receive minimum of two games.

19. During their time(s) at bat the batting team is allowed to have a first base coach, third base coach, on deck batter and batter on the field of play. All other team members must remain in the dugout or outside the "live ball" areas.
20. Any player, coach or manager ejected from a game for an unsportsmanlike act shall be prohibited from participating in any remaining contests (subject to appeal) in the tournament and must leave the tournament site. If reinstated, must sit out a minimum of one game. MSF tournament managers, UIC's and district/state staff have the authority to eject unsportsmanlike players, coaches, managers or fans prior to, during and after a game has been officially completed.
21. There shall be no use of tobacco products or consumption of alcoholic beverages in, near or adjacent to the designated team areas.
Violation: Tournament disqualification of violating player. **Note:** Players disqualified for violation of the dugout rule are disqualified for that game only. If the disqualified player acts in an unsportsmanlike manner upon their disqualification, the player is ejected from the tournament.
22. Only individuals listed on the official tournament roster may occupy a position on the team bench.
23. Teams are asked to support the tournament host by purchasing their food and beverages at the concessions stand. Coolers or picnic lunches may not be brought into the complex where concessions are present. **Violation:** Tournament disqualification of violating team.
24. Teams are asked to form a line and shake hands following the conclusion of each game.
25. Following completion of the first round of tournament play the official tournament schedule becomes the bracket board posted at tournament headquarters. Managers/players must check it after each game they play.
26. When two or more teams are tied for a place or an advancing position in bracket play and playoff games are unnecessary or not possible or the tournament is cancelled due to inclement weather, the below tiebreaking criteria shall apply to games played in the tournament in the order shown: (order winners' bracket teams first, then losers' bracket)
 - 1) Head to head competition (when two teams are tied)
 - 2) Average runs allowed per game
 - 3) Average run differential (+ -)
 - 4) Average runs scored per game
 - 5) Coin flip**Note:** Games won on forfeit are not included in the totals for #'s 2-4.
27. If a team qualifies to advance to the next level of tournament competition (i.e. state, regional) and then forfeits a succeeding game in the tournament they are currently playing in, they shall also forfeit their advancing position to state, regional or national tournament play.
28. **Infectious Disease Control Rule:** A player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. Appropriate treatment is:
 - 1) Bleeding has stopped
 - 2) Injury is covered
 - 3) Uniform changed (contrasting color will be allowed) or disinfected with acceptable disinfectant*
 - 4) Competition area/equipment disinfected with acceptable disinfectant
 If treatment can be administered within three minutes, the individual would not have to leave the game. Otherwise, substitution of the individual must take place.
 *Acceptable disinfectants are:
 - 1) A solution of 1/4 cup of sodium hypochlorite and one gallon of water
 - 2) A solution of 1/4 cup of 70% isopropyl alcohol and one gallon of water
 - 3) A commercially produced infectious disease spray
29. In case of an injury to a player the game official shall allow an individual(s) identifying themselves as a coach, relative or qualified medical person on the playing area to help provide medical assistance. The game official shall record the name of the individual(s) allowed on the playing area on the scorecard. **Note:** If a qualified medical person has been provided by the MSF or tournament host, this shall be the only medical person allowed on the playing area unless the medical person provided requests or authorizes the assistance of another medically qualified person. (Coaches or relative(s) shall always be permitted on the playing field to check on or assist with an injured player.)

EQUIPMENT

1. Except where modified by these rules all game equipment shall be in accordance with the National Softball Federation Rules specifications and approved for use by the tournament Umpire-In-Chief.
2. Game balls shall be supplied by the NSF ♦ MSF. One new and one good used ball shall be utilized in each slowpitch and modified pitch game and two new balls in each fastpitch game.
3. **The only post-season uniform rule is:** All teams must supply and wear jerseys which have at least four inch legible nonduplicate numbers from 0-99 in which the shirt bodies are of identical color. **Exception:** For fall co-rec softball, players may be in their respective men's or women's summer team shirts, provided the respective men's or women's shirts is of identical color. (Duplicate numbers or tape numbers are not acceptable.) **NOTE:** Numbers on game shorts meets the number requirement. Matching pants/shorts **are not** required for NSF ♦ MSF district or state tournament play. Caps and visors are optional, but if worn, must be worn properly with the bill forward. If a mask is worn, the catcher may wear their cap/visor backwards. Hankerchiefs are not allowed to be worn on head or neck. Pickup players may wear either a jersey of the team picking them up or their jersey of the team they were picked up from.
Illegally uniformed player(s) shall be withheld from competition by their team until they become legal. If a player(s) violates this rule by attempting to enter or entering the game prior to becoming legal the umpire shall not permit the game to proceed and a forfeit shall be declared if sufficient legally uniformed players are not present.
(Note: If the umpire fails to note an illegally uniformed player until it is brought to their attention, the player(s) shall then be withheld from the game until they become legal. If they cannot become immediately legal and sufficient properly uniformed players are not present (nine-men's and women's slow, eight-co-rec slow, men's modified and men's fastpitch) a forfeit shall be declared.
4. Teams are responsible for supplying their own trainer (if desired) and first aid equipment which shall include infectious disease control solution.
5. Metal spikes are not permitted in any class or division of play. **Exception:** Men's & women's fastpitch. Shoes with detachable cleats that leave a metal post exposed when removed are not allowed; however, shoes with detachable cleats that screw into the shoe are allowed. **Violation:** Game disqualification of violating player.
6. All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is not legal. Note: Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players. **Violation:** Removal from the game until becoming legal.
7. Use of the weighted bat donut for warmup purpose is prohibited. **Violation:** Tournament disqualification of violating player.
8. The "sleeve type" warm-up device formerly named the "bat or power wrap" is legal for regular and post season tournament play.
9. Bats are legal regardless of type of metal provided they conform to the bat performance standard. For a complete list of legal bats visit the ASA's website at <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment>
10. Players presenting or caught using banned, illegal or altered bats will be disqualified from tournament play. Players who use an altered bat must also appear for a hearing due to their unsportsmanlike conduct.
11. No team shall possess an artificial means of cooling or warming softballs or bats for the purpose of gaining an advantage over their opponent. This includes but is not limited to ice, coolers or bat warming devices. **Violation:** Game disqualification of the violating team's manager. Second offense is a game/tournament disqualification of the violating team.

PLAYING RULES

Unless specifically noted, the playing rules listed below apply to slow pitch.

TOURNAMENT STRUCTURE

All state tournaments are tiered three game guarantee.

OFFICIALS

All game officials will be assigned by the NSF ♦ MSF registered officials (dependent on the division and class of play) shall be utilized on all district and state contests.

AWARDS

In accordance with the current NSF ♦ MSF Program Guide, designated awards will be presented immediately following the championship game.



MINNESOTA SPORTS FEDERATION
TOURNAMENT ROSTER INSTRUCTIONS
FALL SOFTBALL



PLEASE READ CAREFULLY

Teams shall hand carry their correctly completed white copy of the roster to the post-season tournament site and hand deliver it to the MSF tournament manager prior to commencing play. Important Note: White copy must match identically the regular season roster (yellow copy) which was previously submitted by the league director with the exception of:

Those players who are not eligible for post-season tournament play by virtue of their participation with another team (see MSF play-off rules) SHALL HAVE A SINGLE LINE DRAWN THROUGH THEIR NAME BY THE LEAGUE DIRECTOR/TEAM MANAGER AND THE SPACE INITIALED BY THE LEAGUE DIRECTOR.

All players' names must appear on the tournament roster and be accompanied by their signature. Players who participate without previously completing the signature block shall cause their team to be eliminated from competition. League directors signature block must be completed prior to commencing play. League directors may submit the regular season roster (yellow copy) without players' signatures, but the white copy **MUST** contain all players names and addresses. Rosters which are incomplete or not legible will be rejected and the team eliminated from competition.

Teams are allowed to pick up three players from the same or lower class as their team and from their same league provided that team they are from is not going to post-season play. Use the pick up form on page 82 of the program guide.

League directors are responsible for reviewing the roster, crossing out the extra blank spaces and signing the post-season roster (white copy). League directors are also responsible for designating and circling the "team number assigned" on the white state tournament roster at the time the team advances to state tournament play. This number identifies the team number the team is advancing as from your community and corresponds to the number located on the tournament draw.

In order for the team manager to be eligible as a player, their name must also be listed and signed in the players section.

Do not mail the tournament roster. Teams without "official tournament rosters" will not be permitted to participate.

In addition to presenting one of the forms of I.D. listed below, players claiming eligibility through employment or residence in the USA shall be prepared to exhibit **one** of the following items:

Employment

1. Previous years W-2 tax statement.
2. Two payroll receipts or check stubs with player's and company's name dated in accordance with the date specified in applicable MSF Sports Guide. Check stub must reflect full time employment.
3. Company I.D. Badge dated with current year.

Residence

1. Previous years property tax statement.
2. Two copies of rent receipts dated in accordance with the dates specified in applicable MSF Sports Guide.
3. Notarized statement from landlord indicating occupancy was held in accordance with the dates specified in applicable MSF Sports Guide.

Teams unable to prove the eligible residence, employment address or identification of each of their participating players upon request of a MSF representative will be disqualified from tournament competition.

Any team without a properly completed roster (includes team manager and league director's signatures) or found to have an ineligible player(s) (i.e. a player who has illegally participated in two post-season tournaments in the same division of play, etc.) shall be immediately disqualified from competition.

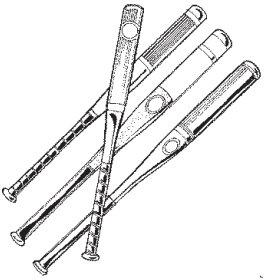
All players participating in post-season tournament play must have their current state driver's license picture I.D., military picture I.D., tribal enrollment picture I.D., company picture I.D., college picture I.D., drivers permit or license revocation slip in their possession (at the team bench) for each game they play in. If a rostered player is under 16 years of age and does not have a driver's license, they must bring either a student picture I.D. or birth certificate. **No other form of I.D. will be accepted.** If a players last name is different on their license versus the roster due to a name change (i.e. marriage) they must also bring a copy of their marriage license. If a driver's license has been revoked, the player must have the state revocation/application slip. Teams will be checked at random during state tournament play. Teams found with player(s) not in possession of the required I.D. will be required to deposit a \$200.00 identification bond in order for the team to continue tournament play (teams with illegal players should immediately drop out of the tournament to mitigate harsher penalties). Teams who do not pay the \$200.00 deposit will not be allowed to continue in the tournament. In addition, **each** player(s) without required I.D. who testifies they are legal and the player listed on the scorecard/roster, may continue tournament participation by submitting a \$25.00 **non-refundable cash** (no checks) participation fee. (This non-refundable **cash** fee will be divided equally between the state Junior Olympic program and Softball Hall of Fame). Players without the proper identification who do not pay the \$25.00 non-refundable fee will not be allowed to participate. In addition, the unidentified player(s) must pose for a photograph and sign a statement of identification in order for their team to continue play. Upon proof of each player(s) identification and legality, either at the site or at MSF offices, the \$200.00 bond will be returned. Failure to pay the \$200.00 bond, pose for a picture and sign the I.D. statement will disqualify the player and team from the game, tournament and advancement to further competition. Failure to exhibit proof of identification by the Wednesday after the tournament will cause the team to forfeit the \$200.00 bond.

NSF ♦ MSF SOFTBALL
MINNESOTA SPORTS FEDERATION

Q & A

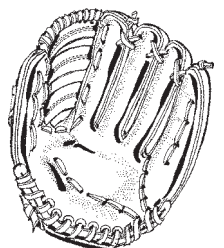
Q:

What does a player need to play in an NSF♦MSF post-season tournament besides their bat and glove?



A:

Their current state drivers license picture I.D. or an optional picture I.D. listed on the enclosed tournament roster instructions.



★ NOTICE ★ IMPORTANT ★ NOTICE ★ IMPORTANT ★



**PLEASE DO NOT
BRING TO THE
COMPLEX OR SUBMIT
FOR BAT CHECK ANY
BATS LISTED AT:**

<http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment>

AS NON-APPROVED!



**THANK YOU FOR
YOUR COOPERATION!**

★ NOTICE ★ IMPORTANT ★ NOTICE ★ IMPORTANT ★

Bob Cross Field

40 10th Avenue South, Sauk Rapids

FROM HWY 15

- exit onto Benton Drive, traveling East
- Follow to 1st Street South and turn left, traveling north
- Bob Cross Field is located at 1st Street South and 10th Avenue South

FROM HWY 10

- Exit onto Golden Spike Road and turn left, traveling west
- Follow to 6th Avenue N and turn left, traveling south
- Turn left onto 1st Street South
- Bob Cross Field is located at 1st Street South and 10th Avenue South

