

NATIONAL SOFTBALL FEDERATION ♦
MINNESOTA SPORTS FEDERATION
118 12th Ave. N. • South St. Paul, Minnesota 55075
(651) 451-3140 • www.msf1.org • staff@msf1.org



Spring '21

TO: Adult Softball League Directors and Managers

FR: NSF♦MSF Offices

Perry Coonce

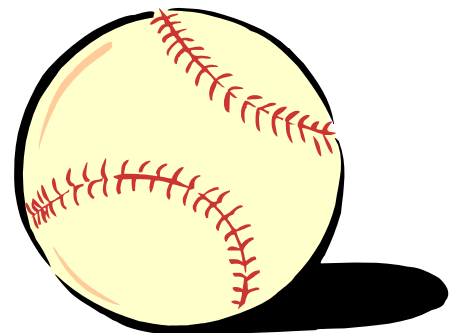
RE: State Tournament Packet/Schedule

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

Per previous memo the state tournament schedule will be posted on the MSF website no later than 7-10 days prior to the tournament. (www.msf1.org) (The tournament packet will also be posted there).

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

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





CORPORATE PARTNERS



Dear Team Manager:

Congratulations on qualifying for the **2021 MEN'S CLASS D FASTPITCH STATE CHAMPIONSHIPS** to be held in the city of **FREEPORT** on **AUGUST 22-23**.

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 or their designee must report to the tournament headquarters located at **I-94 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:

Mike Eveslage meveslage3@gmail.com **320-333-6453**

The Host Representative is:

Mike Eveslage meveslage3@gmail.com **320-333-6453**

The MSF Tournament Manager is:

Mike Eveslage meveslage3@gmail.com **320-333-6453**

The Umpire-in-Chief is:

Steve Hennen stevenhennen@gmail.com **612-810-3725**

If any pre-tournament questions arise, please contact:

Perry Coonce perry@msf1.org **651-451-3140; or**

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 *

ADULT POST SEASON 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!** Rosters of teams which competed in district play will automatically be forwarded to the state tournament site.
- Three pick up players are allowed in all divisions of play and must conform with the requirements for that specific division of play. (See current guidebook page 12 and below for specific rules and pages 80-82 for required form).

Once picked up, pick up players may be replaced but not re picked up by another team. (i.e. pickup players used for district or state play may be replaced for state or national play) Pick up players may not emanate from other teams participating in post-season play. Pickup players must come from the same softball division and same or lower class and same softball community as the team picking them up. Church teams are also allowed two pick up players and pick ups must come from another church team from the same softball community. If a masters - 35 team picks up a player they must comply with the above rules plus the masters age rule.

- 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 cash 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!!

NATIONAL SPORTS FEDERATION ♦ MINNESOTA SPORTS FEDERATION SOFTBALL TOURNAMENT ROSTER INSTRUCTIONS

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:

- a. Those players who are not eligible for post-season tournament play by virtue of their participation with another team (see NSF ♦ MSF playoff 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.

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 NSF ♦ 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 NSF ♦ 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 an MSF representative will be disqualified from tournament competition.

Rosters for softball teams participating in the industrial division must be signed in the designated space by the company's personnel manager and include both the work and home phone numbers of the personnel manager. (Players employment must have been established prior to March 1.)

Rosters for softball teams participating in church divisions must be signed in the designated space by the head of the church, which validates the church membership of the players listed on the official tournament roster. (Player's church membership must have been established prior to March 1.)

Players participating in the 30, 33, 35, 40,45, 50, 55, 60 & 65 and over divisions must verify their age by showing one of the following documents during random eligibility checks at MSF post-season tournaments:

1. Birth Certificate
2. Hospital Certificate of Birth
3. Baptismal Certificate
4. Military Separation Papers
5. U.S. Drivers License

Age verification documents must be in possession of the team at all times for random checks. Submit copies only as there is no guarantee of return.

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 cash 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.

ADULT PLAYING RULES

NSF ♦ MSF Softball-Minnesota Sports Federation

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. The tournament UIC shall be summoned immediately. 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 and they shall have their choice to bat first or field first.
5. The following run rules apply after the specified number of innings of play:
Slowpitch - 20 after 3; 15 after 4, 10 after 5. **Fastpitch** - 15 after 3; 8 after 5 **Modified Pitch** - 15 after 4; 10 after 5
6. **FLOP RULE OPTION (S.P.):** To assist in keeping league play and tournament play running on time, the "Flop Rule" will be employed, provided both managers agree to its use prior to the pre-game coin flip used in tournament play. If the home team is losing prior to the start of the 7th inning, or any other inning where the run rule may be invoked, the home team shall "flop" at-bats with the visiting team, batting two times in a row. If the new visiting team scores enough runs to avoid the run rule, or ties or goes ahead in the 7th inning, the original visiting team shall bat as the new home team for the remainder of the game. NOTE: Leagues and registered invitational tournaments may wish to make use of the "Flop Rule" automatic when multiple games are played on a field.
7. Slowpitch: 3/2 count (**NO courtesy foul**).
8. Slowpitch: Untouched fair balls hit over the fence in excess of the limits designated below shall be ruled outs.

Home Run Limits

Class A/B Men's - 6	Class C Men's - 4	Class DD Men's - 3	Class D Men's - 2	Class E Men's - 1
Men's Masters (35) Slow are:	Class A - 4	Class B - 2	Class C - 0	Church Slow - 2
Open Women's - Unlimited	Class B Women's - 4	Class C Women's - 2	Class DD, D, E Women's - 0	
Class A Co-Rec - 4	Class B Co-Rec - 2	Class C Co-Rec - 1	Class D Co-Rec - 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.

9. **Courtesy Runners (Slowpitch & Modified)**
 - a) Only one courtesy runner may be used per half inning.
 - b) The courtesy runner may be any individual listed on the scorecard, either in the starting lineup or a substitute, as decided by the team manager.
 - c) 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 C): An out is declared and runner is removed from base.

Note: In Men's FP & JOFP, courtesy runner will be allowed for pitchers and catchers only. The courtesy runner may be any individual listed on the scorecard, either in the starting lineup or a substitute, as decided by the team manager.

10. 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.
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. An extra player (EP) may bat in Modified Pitch. Only nine players may play defense.
13. Teams are allowed to start and/or finish a game with nine players in men's and women's slow pitch play and eight players in co-rec slow pitch, modified pitch and fast pitch play. An automatic out **is not** declared for missing player(s) in the batting line-up. In Co-Rec, male and female players must bat alternately! **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 arriving on the team bench after the start of a game up to 12 **must be** immediately inserted in open positions in the line-up and bat at the bottom of the batting order. If a Co-Rec team is reduced to eight players it is permissible to have two male/one female or vice versa, outfielders/infielders. In Co-Rec, teams must have a male/female or vice versa, pitcher/catcher combination at all times. Positioning of defensive players in Co-Rec is open, but players may not exchange defensive positions during a half inning. **Exception:** Pitcher and catcher. 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. **Exception:** Teams which are reduced to less than 10 (SP) or when using the EP (11-SP), (12 Co-Rec SP) and (9 FP/10 Modified); or when using the DP (10FP) due to a player ejection as a result of unsportsmanlike conduct, are not allowed to continue play in the affected game.
14. Masters slowpitch teams are permitted to bat the bench. If a batter is injured and cannot continue to play, an out **shall not** be recorded in the lineup.
15. **OPEN POSITIONING IN CO-REC SOFTBALL OF THE LEGAL NUMBER OF MALES AND FEMALES IS PERMITTED, BUT PLAYERS MAY NOT EXCHANGE FIELDING POSITIONS DURING AN INNING**
16. 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.
17. 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.)
18. MSF reserves the right to adjust a bracket prior to tournament play due to forfeits, inclement weather or other conflict.
19. 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.
20. In the event of inclement weather which causes **at least a 2-hour 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 55 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.
21. In the event of inclement weather which causes **postponement or cancellation** of the tournament the MSF 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 #28) Make a partial refund of surplus umpire fees to teams that did not receive minimum of two games.
22. 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.
23. 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 full 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.
24. There shall be no use of tobacco or e-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 game/tournament.
25. Only individuals listed on the official tournament roster may occupy a position on the team bench.

27. 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.
28. Teams are asked to form a line and shake hands following the conclusion of each game.
29. 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.
30. Unless amended, the number of teams designated in the softball guide, as advancing teams, shall receive berths into NSF regional, area or national tournament play.
31. 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 run differential (+ -)
 - 3) Average runs allowed per game
 - 4) Average runs scored per game
 - 5) Coin flip
- Note:** Games won on forfeit are not included in the totals for #'s 2-4.
32. 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.
33. **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
34. **Concussion Management Guidelines**
- A concussion is an injury to the brain and any injury to the brain is serious. It is caused by a blow to the head or a blow to the body resulting in an injured brain. Even a seemingly minor blow or jolt can cause a brain injury.
- All umpires in Minnesota who officiate games in which 18-under players participate, must undergo concussion training at the website provided below.
- Common Concussion Symptoms**
- | | | |
|--------------------------|------------------------|----------------|
| Headaches | Nausea | Vomiting |
| Balance Off | Dizziness | Fatigue |
| Sensitive to Light | Sensitive to Sound | Ear Ringing |
| Numbness and Tingling | Visual Problems | Mentally Foggy |
| Difficulty Concentrating | Difficulty Remembering | Confusion |
| Nervousness | Drowsiness | Slurred Speech |
- Return to Participation**
- Athletics should not return to play until:
- Evaluation and clearance by Health Care Professional
- Athletes must be symptom free at rest and during progressively demanding exercises.
- Athletes must remain symptom free upon returning to practice/play.
- Detailed Concussion Training is available at www.cdc.gov/concussion/headsup/youth.html
- Additional resources available at www.mnata.com or www.braininjurymn.org
35. 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).

CLASS D CO-REC PLAYING RULE MODIFICATION

Four outfielders must remain on the outfield grass until the ball is contacted by the batter.

CASUAL PROFANITY/FAMILY ATMOSPHERE RULE

Casual profanity pertains to expletives **not directed at umpires or opposing players**, but uttered by a player, manager/coach frustrated with themselves, a teammate or fan. (Examples include: A player/manager swearing after a pop out, strike out, boot of a ball, or at a belligerent fan, etc.). This type of "casual" profanity is penalized by "outs" being declared against the offending team.

PENALTY

If the offending team is at bat and profanity is used, the player is out unless the result of the play is an out in which case the next batter will be declared out.

If the offending team is in the field, the first player(s) to bat in their half of the inning will be declared out. It is possible for a team to come to bat with one or more outs already recorded or lose their at bat altogether. Outs will be treated as delayed dead ball situations.

NOTE: Profanity directed at opposing players or umpires must always be penalized by ejection (an out is not declared).

RATIONALE

The "**Casual Profanity Rule**" provides a lesser penalty for the grey area between accepted conduct and those situations where the offender must be ejected. This rule is meant to sensitize players and discourage them from using words that are considered offensive/obscene. In an ideal world this rule would not be necessary and hopefully it will serve as a major deterrent and reminder not to use unacceptable language.

The above "Casual Profanity Rule" has been officially adopted for sanctioned tournament/post season tournament play and is highly recommended for adoption at the local league level. Please check with your local league director to see if it has been adopted for use there.

EQUIPMENT

1. Until such time that the MSF establishes its own bat standards for various levels of postseason and registered invitational tournament play, we will be using the national bat standard found at <http://www.teamusa.org>. For a list of approved and non-approved bats for slowpitch, go to <http://www.teamusa.org>. For fastpitch, go to both <http://www.teamusa.org> AND <https://wbsc.org/documents>.
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. The following ball types shall be used:

Mens Fastpitch

The Dudley optic yellow red stitch ball (SB-12LRF FP YF-.47COR, 375 comp) will be utilized for MFP state tournaments.

Mens and Womens Modified Pitch

The Dudley red stitch optic yellow polycore ball (52COR, 300 comp) will be utilized for all modified pitch state tournaments.

Mens and Co-Rec 12" Ball

The two yellow polycore red stitch balls below, Dudley or Starr with a COR of .52/.300 compressions will be used for all mens slowpitch postseason tournament play as well as the 12" ball in co-rec championships.

Womens and Co-Rec 11" Ball

The three polycore red stitch optic yellow stich balls listed below, Starr, Dudley or Worth with a COR of .44, 375 comp will be used for all womens slowpitch postseason play as well as the 11" ball in co-rec state championships.

Below are the softball "brands" and the district and state tournaments they will be utilized in.



Girls Fast State
Co-Rec Slow State
Men's/Women's Slow State



Women's/Men's Slow State
Co-Rec Slow State
Men's Fast/Modified State

3. **The only post-season uniform rule is:** All teams must supply and wear jerseys which have at least four inch legible non-duplicate numbers from 0-99 in which the shirt bodies are of identical color. (Duplicate numbers or tape numbers are not acceptable.) **Exception:** Pickup players may wear their original team's uniform if the team picking them up does not have extra shirt(s) for them. **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. Handkerchiefs are not allowed to be worn on head or neck.

Exception: Masters slow, co-rec slow, and church slow jersey colors do not need to match, but must still be numbered.

VIOLATION

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. Any metal on the bottom of shoes is prohibited. **Exception:** Men's/Women's fastpitch & modified pitch. 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 provided they have no metal on the bottom. **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. **PITCHERS, CATCHERS, INFELDERS AND BASERUNNERS ARE PERMITTED TO WEAR HELMETS OR HELMETS/FACE SHIELD PROTECTION. IF A LEXAN/FACE SHIELD IS WORN, IT MAY NOT BE REFLECTIVE/HAVE MORE THAN A 50% TINT. THE PLAYER'S EYES MUST BE VISIBLE TO PREVENT DECEPTION/INTIMIDATION.**
10. Bats are legal regardless of type of metal provided they conform to the ASA bat performance standard. For a complete list of legal bats visit <http://www.teamusa.org>.
11. 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.
12. Bats will be tested for compliance at selected Slowpitch State/NQ Tournaments. Bats that fail shall be withheld from play and secured by the tournament UIC until the owner's team has been eliminated from tournament competition. Bats that are withheld will be randomly selected for a more rigorous inspection and will be returned undamaged to the owner within 30 days or the bat will be replaced. Players are reminded that an altered bat results in a two year suspension from all NSF ♦ MSF play.



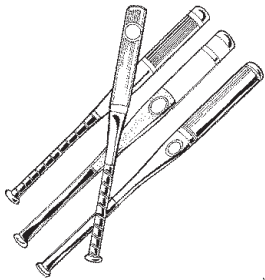
LET'S PLAY BALL!



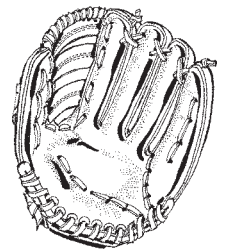
**NSF ♦ MSF SOFTBALL
MINNESOTA SPORTS FEDERATION**

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/>

and

<http://www.wbssc.org/documents>

AS NON-APPROVED!



**THANK YOU FOR
YOUR COOPERATION!**

★ NOTICE ★ IMPORTANT ★ NOTICE ★ IMPORTANT ★

Gate: No Gate Fee

- In turn, please support the Concessions Stands at both Ballparks & Local Sponsors
- Teams and Fans **MUST NOT** bring in outside coolers to either ballpark - Concessions are available on-site

I-94 Park & Church Park Rules:

- ABSOLUTELY no glass will be tolerated - for safety of children - if seen, you will be asked to leave
- Pets are allowed but MUST be supervised, leashed and cleaned/picked up after – You are responsible for your pets.
- Quiet Hours 10PM-8AM
- Lion's Park is adjacent to I-94 Park and available for use
 - No Camping allowed inside Lion's Park

Host Representative: Mike Eveslage (320) 333-6453

email: meveslage3@gmail.com

On-Site Tournament Manager: Sherry Blommel (320) 333-4825

email: seveslage04@gmail.com

Umpire-in-Chief: Steven Hennen (612) 859-0546

email: stevenhennen@gmail.com

Ballparks at Freeport:

1. I-94 Park

- a. Located on 7th Street SE Freeport, MN 56331
- b. "Headquarters" - Teams MUST check in here a minimum of 45 minutes prior to your first game

2. Church Park

- a. Located near 329 Main Street E, Freeport, MN 56331
- b. East side of Sacred Heart Catholic Church

3. Directions:

- From Twin Cities
 - I-94 West to Exit #140
 - I-94 Park: Turn LEFT/South to 7th Street SE
 - Turn LEFT/East - Go to entrance
 - Church Park: Turn RIGHT/North to Main Street
 - Turn RIGHT/East on Main St - travel approx .3 miles (field is on your left)
- From Fargo/Moorhead
 - I-94 East to Exit #140
 - I-94 Park: Turn RIGHT/South to 7th Street SE
 - Turn LEFT/East - Go to entrance
 - Church Park: Turn LEFT/North to Main Street
 - Turn RIGHT/East on Main St - travel approx .3 miles (field is on your left)

Lodging:

~ There is absolutely no tent OR RV camping at the Church Park. You WILL be required to move

asap ~

1. Tent Camping allowed behind Left Field Fence at I-94 Park (no hookups/no electric)
2. Camper Parking allowed along Right Field Fenceline area at I-94 Park (no hookups/no electric – limited space)
3. Lake Maria Campground (5 miles)
29584 Lake Maria Rd, Freeport, MN 56331 - Phone: Rich Gaebel 320-250-4800
4. Baymont Inn & Suites (6 miles)
820 Shamrock LN, Albany, MN 56307 Phone: 320-845-2145
5. Super 8 (6 miles)
231 East County Rd 173, Melrose MN 56352 Phone: 320-200-1207
6. Birch Lake State Forest Campground (13 miles)
31700 Birch Lake Road, Melrose MN 56352 Phone: 320-616-2525
7. AmericInn - Sauk Centre (14 miles)
1230 Timberlane Drive, Sauk Centre MN 56378 Phone: 320-352-2800

ST. CLOUD HOTEL INFORMATION 2021

	Hilton Garden Inn 9 550 Division St Waite Park, MN 56387 320-640-7990 VIEW WEBSITE		Riverside Inn & Conference Center, Inc. 9 118 3rd St S Cold Spring, MN 56320 320-685-4539 VIEW WEBSITE
	Residence Inn Marriott 9 450 Division Street Waite Park, MN 56387 320-640-0200 VIEW WEBSITE		Rodeway Inn 9 1825 E Minnesota St. St. Joseph, MN 56374 320-363-7711 VIEW WEBSITE
	Night's Inn 9 720 US Hwy 10 St. Cloud, MN 56304 320-255-1274		Super 8 9 50 Park Ave S St. Cloud, MN 56301 320-253-5530 VIEW WEBSITE
	Homewood Suites by Hilton 9 115 37th Ave N St. Cloud, MN 56303 320-252-5900 VIEW WEBSITE		Travelodge 9 3820 Roosevelt Rd St. Cloud, MN 56301 320-253-3338 VIEW WEBSITE
	Quality Inn of St. Cloud 9 4040 2nd St S St. Cloud, MN 56301 320-251-1500 VIEW WEBSITE		Courtyard by Marriott 9 404 W St. Germain St. St. Cloud, MN 56301 320-654-1661 VIEW WEBSITE
	America's Best Value Inn 9 520 US 10 St. Cloud, MN 56304 320-252-8700 VIEW WEBSITE		Country Inn & Suites by Carlson – St. Cloud East 9 120 7th Ave SE St. Cloud, MN 56304 320-252-8282 VIEW WEBSITE
	Sartell-AmericInn 9 119 Lesauk Drive Sartell, MN 56377 320-259-0877 VIEW WEBSITE		Country Inn & Suites by Carlson – St. Cloud West 9 235 Park Ave S St. Cloud, MN 56301 320-259-8999 VIEW WEBSITE
	AmericInn – St. Cloud 9 4385 Clearwater Rd St. Cloud, MN 56301 320-253-6337 VIEW WEBSITE		Days Inn 9 70 South 37th Ave St. Cloud, MN 56301 320-253-4444 VIEW WEBSITE
	Coratel Inn & Suites 9 815 1st St S Waite Park, MN 56387 +1 (320) 774-3471 VIEW WEBSITE		Fairfield Inn & Suites by Marriott 9 4120 2nd St S St. Cloud, MN 56301 320-654-1881 VIEW WEBSITE
	Best Western Plus Kelly Inn 9 100 4th Ave S St. Cloud, MN 56301 320-253-0606 VIEW WEBSITE		Grandstay Residential Suites Hotel 9 213 6th Ave South St. Cloud, MN 56301 320-251-5400 VIEW WEBSITE

City of Freeport Map

