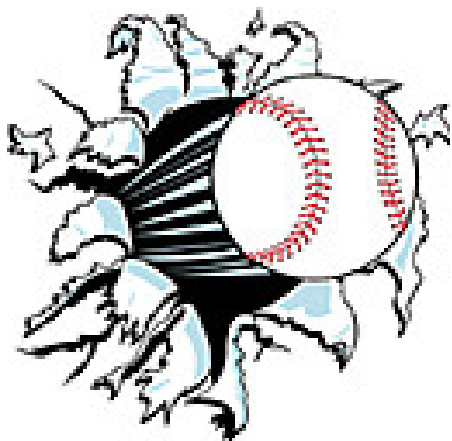


BASA League Procedures

1. TEAM/PLAYER ELIGIBILITY

- A. The number, variety and type of leagues shall be determined by the Bemidji Area Softball Association Board of Directors.
- B. First Place and Second Place winner of Division Two and Three will be required to move up to the next division the following two years.
- C. Four players from a previous season's roster constitute the same team. The BASA board has final decision on team make-up and movement, which will be in the best interest of the BASA.
- D. The BASA Board of Directors and the League Director has the option of moving team(s) to any league night of play, if it is in the best interest of providing a balanced softball program.
- E. No player under **15** years of age will be allowed to participate without a parental release form.
- F. Teams may only enter one league of play; Individuals may only play on ONE BASA league night.
- G. Teams may **NOT** add players after the established deadline date. **June 1st, 2008**
- H. Managers who lost players due to injury or employment transfer, and such player cannot continue to play in the league, may petition the League Director and League Board to obtain permission to replace the player, Proof of the above may be required with the petition.
- I. The League Director and BASA Board have the authority to make special exceptions regarding eligibility and roster procedures.
- J. All players' names must appear on the BASA City League Roster before they are eligible for play. This roster is due before the first game of the year, and additions can be made before the deadline of **June 1, 2008**. If you intend on participating in State or Districts, complete the ASA/MSF OFFICIAL TEAM ROSTER FORM and submit to the League Direct before **June 1st, 2008**.



2. Code of Conduct

- A. No Player May: Refuse to abide by an official's decision, **threaten** an official, or at any time lay a hand upon, push, shove, or strike an official. "Player" means any participant, i.e., player, squad member, coach, manager, scorekeeper or fan.
- B. **No Player May:** Demonstrate objection to an official's decision by throwing any object, and no object shall be thrown in any manner, for any reason, that an official judges to be dangerous. This applies to before, during, and after the game.
- C. **No Player May:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.
- D. **No Player May:** Be guilty of an abusive verbal attack upon any player, official, or spectator. Any use of profanity, obscene or vulgar language in any manner, at any time, will not be tolerated. This applies to before, during, and after the game.
- E. If a player/manager is ejected, he/she has two minutes to leave the ball park. If offender does not leave, his or her team will forfeit the game.
- F. The League Board has the power and full discretion of imposing penalties on **all** violations of player's code of conduct. For any violation not explicitly stated in the code, the penalty will be at the discretion of the League Director and B.A.S.A. Board.
- G. The Game Official in Charge may either suspend or declare forfeit any game where in his or her judgment there has been a violation of the code, making it unsafe to continue the contest.

3. Manager Responsibilities

- A. The manager is the official representative of his team unless he designates one of the other players as a team captain prior to the game.
- B. The manager will be held responsible for all rules as stated in these rules and the A.S.A rule book
- C. Managers are responsible to see that their players are familiar with the B.A.S.A. Player Code of Conduct.
- D. Managers can also be held responsible for actions of the spectators.

4. Protests

- A. There will be no protest involving a decision based upon the judgment of an umpire.
- B. Only the manager may notify the plate umpire of his or her intent to play the game under protest. The notification of intent to protest must be made to the plate umpire immediately -- before the next pitch. Be sure the plate umpire has noted your intent to protest on the lineup card and in the

- scorebook and has informed the manager of the other team before continuing play.
- C. Any player who is challenged on eligibility will be requested to show an I.D. to the umpire. If player does not have I.D., he or she must sign the lineup card or the game is forfeited. All identification is done by a Minnesota Driver's License or Minnesota DMVIC and signature. All information must match official rosters.
- D. After properly notifying the plate umpire, all protests (including player eligibility) must then be submitted in writing accompanied by a **\$50.00** protest fee (*cash, cashier's check or money order only*) and received by the League Director within two business days following the protested game; otherwise the game will stand as played. Protests in tie-breaker and playoff games must be received prior to 5:00 p.m. on the first business day following the protested game.
- E. The protest fee will be returned if the protest is upheld. If denied, the fee will revert to the League Association.
- F. Illegal Bat protest will go as follows:
1. The bat protest fee is **\$150.00** (*cash, cashier's check or money order only*). If the bat is found to be illegal a refund from the protest fee of \$100.00 will be given back to the challenging team.
 2. The team challenging the illegal bat will notify the umpire.
 3. The umpire will then take the bat. If the team refuses to give up the bat, they will then be forced to forfeit the current game, and any subsequent games, until the bat in question is produced.
 4. The bat is then sent into ASA by the BASA league director or BASA Board of Directors. ASA then tests the bat and if it is found ILLEGAL they destroy the bat. If it is found legal it will then be returned to the team's manager.

5. BASA League Playing Rules

- A. Unless otherwise stated, A.S.A Official Softball Rules govern league play.
- B. Home Run Rule:
- Division 1: 8 home runs
 - Division 2: 5 home runs
 - Division 3: 3 home runs
- Every home run after the allotted home runs have been used will be an **OUT**.
- C. No team may start or continue a league game with less than 8 players. Less than 8 players constitutes a forfeit.
- D. League games have a time limit of 65 minutes. No new inning may be started after the time limit has elapsed, unless there is a tie. In such case, the following tie breaker procedure will be used:

1. Next inning—last out recorded will go to second base.
 2. Next inning—last out recorded will go out to third base.
- E. Any inning begun before the time expires shall be completed unless the home team is at bat.
- F. Games are seven innings or the full time allotment (whichever occurs first).
- G. Games will begin each night at 6:30pm. Start times for all the proceeding games will be scheduled to begin at 7:30, 8:30, and 9:30pm, respectively. There will be a 5-minute grace period for the 6:30pm game only. The parking lot does not constitute being ready to play.
- H. A three ball, two strike count will be enforced with one courtesy foul after the first strike.
- I. The following Mercy Rule will preside:
1. 20 runs after 3 innings
 2. 15 runs after 4 innings
 3. 12 runs after 5 innings
- J. NO GLASS BOTTLE alcohol is to be brought into the park. As we all know, violations of this ordinance are common and fall outside the jurisdiction of the umpires. However if deemed by the umpire that alcohol is contributing to less than appropriate behavior, said individual will be asked to leave the area. If a problem persists, a forfeit may be called as well as the police. No alcohol into Bardwell Park or Bardwell's Parking Lot.

6. Miscellaneous

- A. Website, www.bemidjisoftball.org
- B. League Director, David White
 - 1.Cell, (218)760-6668
 - 2.E-mail, dwhitey@charter.net