

2025 - PLAYING RULES & POLICIES

Rules for USSSA and Tournament Guidebooks will be online at MNRPA.COM Following are Plymouth rule exceptions:

1. ***Pitching Rule** – *The pitcher may pitch from the pitcher's plate or from an area the width of the pitcher's plate and up to six feet behind the pitcher's plate. If not using the pitcher's plate, the pitcher can only present and release the ball (no moving around and then releasing). This extra area is a safety modification for the pitcher and not intended for taking advantage of the batter. The pitcher may be able to switch from the 50' rubber and the farther distance from batter to batter, but not from pitch to pitch..*
2. **Lineup.** 2 choices, declare to umpire before each game which you'll be using. Teams may play with 8 players and add 9th and 10th players as they arrive. Forfeit time is game time.
7 Player Lineup – A team can start a game with only 7 players but they automatically are designated the visiting team. If their 8th player does not arrive by 3 outs or once through the lineup, the game is declared a forfeit (no less than 7 players). **This rule applies to men's leagues only – not co-rec.**
 - a. **Limited re-entry substitution: (12 players)** 10 players start in the field with a 10-player batting order. Any substitute who enters the game replaces someone in the field and batting order. The player who leaves the line-up can re-enter, but only for the player who replaced him/her. Any substitute can enter the line-up once.
 - b. **Unlimited substitution (round robin):** All players bat. Use any 10 in the field each inning. Late players must go to the end of the line-up. Any injured player, who cannot continue, will be skipped in the batting order.
 - c. **Co-Rec substitution:** Minimum 8 players (4 man/4 woman). May play one more man/woman in the field (5 men/ 4 women or 5 women/4 men). Never more than 5 of a given sex in the field. **STARTED IN 2003:** A team may elect to bat all players at the game. To do this, they must inform the umpire and the other team manager prior to the start of the game. The ratio of men to women in the batting order must be equal. Men and women shall bat alternately, but two women may bat back to back. Any odd numbered males have to alternate with another male in the order, provided they use the same position in the batting line up throughout the game. (This way there is no automatic out penalty – extra men just have to alternate their at bats with another man in the order.)
3. **Age.** All players must be at least 18 years of age by the start of the season.
4. **Limit to number of teams.** Players cannot play on more than one team in the same league or on the same night.
5. **Courtesy Runner.** We allow two courtesy runner per team for injured players only. Last out is the runner.
6. **Balls & Strikes.** All leagues require three balls for a walk and two strikes for a strikeout. No "courtesy foul."
7. **Time Limits.** Games are scheduled at 6:15, 7:15, 8:15, 9:15. No new inning after 55 minutes of play. A minimum of 4 innings or 40 minutes is required for a regulation game. If at the end of the time limit a game is tied – the tie breaker rule shall apply. TieBreaker: Continuing with the same batting order, an extra 1 out inning will be played. Each team will be given 1 out to try to score more runs. The team with the most runs in the extra 1 out inning wins the game. If no runs are scored, the team whose base-runner reached the farthest base wins the game. (ex. Team A scores no runs in the extra inning with a runner reaching 2nd base. Team B scores no runs in the extra inning with a runner reaching 1st base. Team A wins the game. There will only be 1 extra 1 out inning. If after this inning both teams have either scored the same number of runs, or have had base-runners advancing as far as the same base, the game will end in a tie.
8. **Run Rules.**
 - a. **Run Rule:** If a team is ahead by 15 after 5, or 10 after 6, the game is over.
 - b. **Flip-Flop Rule:** When the run rule has been reached by the visiting team by the end of the inning prior to the run rule going into effect, (15 after 4, 10 after 5), the home team clears the bases at the end of that inning and starts the next inning by continuing to bat as the visiting team. Play continues as it normally would with run rules in effect. If the situation reverses, the teams would flip-flop again.
9. **Homerun Rule.** All D Leagues are allowed 4 homeruns/game. All E Leagues are allowed 2 homeruns/game. Co-Rec Leagues are allowed 3 homeruns/game. Any other homeruns will be outs. For this rule, a homerun is any fair untouched fly ball over the fence. **Player hitting homerun has to touch first base. All other runners on base do not have to complete running bases. (Tournament 3 HR's)**
10. **Ejections/Unsportsmanlike Conduct.** *Any Player who is ejected from a game, for any reason, must sit out the remainder of the current game and that team's next scheduled game. Depending on the situation of any ejection, further penalties may follow.* If it happens again, he/she must sit out the next two games. For a third ejection, suspension the remainder of the year. If a team is playing Unlimited Substitution (batting everyone/round robin) and a player is ejected, every time that batting spot comes up, it is an automatic out. If a player is injured and cannot continue, their spot is skipped with no penalty. If a team is batting Limited Re-entry Substitution and a player is ejected from the game, the ejected player's team must have a substitute available to replace the ejected player or that team will forfeit the game. **We do not tolerate any kind of unsportsmanlike play – verbal or physical towards players, officials, spectators, facilities, etc. Player warnings are an exception not required by officials.**
Ejected players must leave the facility before the game can be resumed.
11. **No Dig Rule.** In order to better maintain batter's boxes, we don't allow you to "dig in". Loose material may be spread with your foot. Penalty - team warning on first violation; on any subsequent violation, the batter will be out.
12. **Base Running Rule.** A runner approaching second or third base must make an obvious effort to avoid interference if there is a play being made at that base.
13. **Retrieving Balls.** Teams that hit homeruns or hit foul balls must send a member of their team to retrieve the balls (**game holdup**).

- 14 **Bat Standards.** *In 2024 for MNUSSSA leagues, all bats used in league and tournament play must have the USSSA logo on its tapered end. Approved bats at: <http://www.ussa.com/sports/Announcements.asp?Sport=17&AA=517>*
Any bat that does not have this stamp cannot be used in league or tournament games.
- 15 **Co-Rec Leagues.** Co-Rec leagues MAY use position round scheduling when possible to try to equal out team play. Teams will play each team in their league once and then be broken into upper and lower groupings. League Champion for Upper and Lower divisions are based off of 2nd half standings only. 1st half of season is only to put teams into Upper or Lower Divisions.
(Summer league only) – this system may not be used.
- 16 **Protests.** To protest a non-judgment call, let the umpire know before play resumes. If protesting eligibility, have that player sign the scorecard before the final out of the game. A \$25 protest fee plus a written report of your protest must be filed at the Park & Recreation office by noon of the next working day.
- 17 **Awards/Berths.** In all leagues, the first place team will receive league champ shirts and a Region or State Tournament berth. Teams interested in the automatic berth need to pay \$200 upfront. If you win your league, the money will be refunded after post season tournaments). Teams are committed to post-season play whether they win their league or not.
- 18 **Berth is awarded for league play not playoff results.** Standings position is determined by results of games between tied teams.
No berth given in fall.
- 19 **Rosters.** Final rosters are due by your first game.
- 20 **Pregame Warmup.** No infield practice is permitted before games.
- 21 **Forfeit Fee.** For all forfeits you incur a \$25 Forfeit fee, unless you notify us by 3PM on gameday. If not paid by noon of your next gameday, that game will also be forfeited. Any team with 3 FFs. will be dropped from the league.
- 22 **Scorebook/Scoreboards.** Both teams should keep official score and check with official every half inning. Officials will run the scoreboards.
- 23 **Dugouts/Benches.** Only rostered players are allowed in the dugout/bench area. *USSSA rule – no kids in the dugouts or retrieving bats between batters. (Also-please do not bring your dog to the fields – they bark and distract others).*
Only the batter, on-deck batter, and base coaches are allowed outside of the dugout area while a team is batting.
- 24 **Umpires.** If your umpire doesn't show, try to find a volunteer, who we will then pay. If managers agree to the replacement the game will count. If not, we will reschedule the game as best possible.
- 25 **Rainouts/Makeups.** On rain days, managers can call (763) 509-5205 after 3:00 for a recorded message. Whenever possible, we will schedule makeups on any open dates of your regular league night. **Look at Important Dates Sheet for makeup dates.** All regular season and makeup dates are FINAL! We won't schedule individual requests.
- 26 **Standings/Schedules.** Standings/Schedules will be posted on the city's website. www.plymouthmn.gov
- 27 **Men's Leagues – Men Only, Co-Rec Leagues – Men and Women**
- 28 **NO METAL CLEATS OR METAL SHOWING THROUGH PLASTIC ALLOWED.**
- 29 **NO ALCOHOL ALLOWED IN THE PARKS OR SURROUNDING SCHOOL GROUNDS.**
- 30 **PLYMOUTH INDOOR AND OUTDOOR FACILITIES ARE TOBACCO-FREE**

REVISION:

- 31 **RULE 1 PLAYING FIELD** Sec 5, page 9 Clarifies that the batter, when hitting the ball, may not have the back foot completely further forward of a line defining the front edge of home plate; retains all other traditional restrictions regarding the side and rear lines of the batter's box, as well as stepping on home plate.

RULES ARE TENTATIVE AND MAY BE SUBJECT TO CHANGE

Rainout Number: (763) 509-5205
Call for recorded message after 3:00

For standings & weather alerts:
www.plymouthmn.gov

