

Minnesota Fastpitch League 2010 Policies and Procedures (proposed)

In all cases, ASA and where applicable ASA*USA-MSF rules will apply in all MFL games, except where modified by the following League rules.

League Games:

- Starting time for weeknight league games is 6:15 pm. There should be a 15 minute grace period for late arriving teams.
- No new innings will begin after 65 minutes; any inning started before 65 minutes will be completed.
- If the game ends in a tie, international rules will be used for one more inning. If after that inning, the score is still tied, the game will be complete and finish in a tie.
- There is a ten minute break between games.
- Teams are encouraged to bat the full rosters (with unlimited substitutions) if mutually agreed to by both teams.
- 16U & 18U will use a 43' pitching plate. Unless agreed upon by both coaches, 12U & 14U will be 40' and 10U 35'.
- Scores should be reported on the League Tracking site within 24 hours of the event.

Game Cancellations and No-Shows:

- A team must contact their opponent by 3:30 pm on game day if they are not able to play. Failure to make this contact results in a "forfeit due to no show", and the forfeiting team will not be given a refund on their evening/event fees.
- If the event is rained out, the home team must notify the visiting team(s) by 3:30 pm and contact the umpire scheduler. The league must also be notified within 24 hours via info@mnfastpitchleague.com if no make-up is arranged. Rescheduling the event should be attempted if possible. It is the league's policy to refund unpaid umpire fees in the event of weather. This reconciliation will happen after the season.

State Tournament Seeding:

- League play will determine the seeding into state tournament play, if that tournament requires seeding. Ranking is done by vote by each coach in the age level and division of play. The league will provide the coaches with a list of teams in their division by email. The coach should email their team ranking – 1..N back to the league by the designated deadline. A team is assigned a rank-order value (top team=1, weakest=N). The team with the lowest overall score will be seeded first. There is no default rank based on league standing.

Game Schedules:

- League games will generally be scheduled as double headers against the same opponent.
- If facilities permit, league games may be scheduled with two hosting teams and two visiting teams, rotating competition instead of playing the same opponent in the double header.
- Hosting coaches are responsible for:
 - Confirming availability of the facility
 - Communicating field assignments in the schedule to other coaches/umpires
 - Contacting umpires in the event of rainouts or cancellations