



WS1 & WS2 League Rules

The following are the Brainerd League Rules. Please refer to the ASA rule book for all other definitions.

Home Team – is determined by schedule.

Run Rules – 20-run rule after 3 innings; 15-run rule after 4 innings; 10- run rule after 5 innings.

Game Postponement – Games may be cancelled by the Parks and Recreation Department prior to the first game or by the umpire when teams arrive to play. **For cancellation information, call 454-2900 ext. 3350 or go to www.ci.brainerd.mn.us/parks.**

Rain dates - Will either be played at 10 p.m. during league night or tacked on to the end of the season.

Number of players - If there is not a person in the 10th batting position, no out is recorded. Teams will not be assessed an out for a player injured during the game who cannot continue to play. The injured player may not re-enter the game.

Ejections - A player ejected from game will be suspended from league play. If a substitute is not available the game can be forfeited, or a team may play with fewer players and an out will be recorded for the ejected player.

Player suspension: Players who receive a game disqualification according to ASA/MSF guidelines will also receive a 10-day suspension that begins the day following the incident. Suspended players are not allowed on park property during the suspension period. The suspended player's team will not be allowed to play if the suspended player is on park property and that game will also be forfeited if the suspended player does not leave immediately.

Reinstatement: Suspensions shall be immediate and remain in effect until such time that the suspended party and his team manager appear before the Parks and Recreation Sportsmanship and Eligibility committee.

Home Run Rule – 2 home runs will be allowed per team total per game, any additional home runs will be recorded as an out. No "1 upping". In-the-park home runs do not count toward home run rule.

Courtesy Runner - The person who made the last out is the courtesy runner.

Balls – Teams will be provided with a season's worth of balls (1 new ball per game). Teams will bat their own softballs. They must use the 11" 44/375 composite AD Starr Tattoo softballs provided by Brainerd Parks and Recreation. The teams may choose to use the softballs at the rate they desire. If you need new softballs because you ran out, then you will need to purchase those through us at our Lum Park office or concession stand.

Time Limit - No new inning will start after 1 hour time limit. Ties will be recorded; do not try to break the tie.

Profanity - Rule will be enforced as per ASA guidelines

League Standings - All games will count in the league standings. The WS1 team that takes last place in the league will be asked to move down, and the WS2 team that wins the league will be forced to move up. The end of season tournament will not impact whether you move up or down. Your rank in league standings will correspond with your seed for the end of season tournament.

Subbing in lower league – Only **2** WS1 players can sub/be rostered on a WS2 team. This means, if there is one WS1 player rostered on a WS2 team they can only have one WS1 sub.

Subbing within WS1 League – Your team is allowed **1** WS1 sub, if your team uses 2 or more subs from WS1 league- your team will forfeit, however you can play the game out and end before hour time limit.

Subbing within WS2 League- Your team is allowed **3** WS2 subs and 2 WS1, if your team uses 4 or more subs from WS2 league or 3 or more WS1 – your team will forfeit, however you can play the game out and end before hour time limit.

Rosters will be on hand in the concessions building this year as well as online using SportNgin

Note: You must go to state with your highest rostered team; you will not be allowed to go to state with a lower team that you play on.

Please use the garbage containers provided. If littering becomes a problem, staff will ask for extra police patrols. By ordinance, all city parks close at 10 p.m. Teams playing late games must leave the park once their game concludes.