



MICHIGAN CLASSICS



University of Michigan
Department of Recreational Sports

2009

PROCEDURES, POLICIES, & RULES

BLUE TEXT = clarification from 2008 Rules

RED TEXT = rule change from 2008 Rules

I. Michigan Classics Procedures

A) Practice Days, Dates, Times

- i. The week prior to regular games beginning will be designated as Practice Week.
- ii. Upon payment of the Entry Fee, each team can sign up for a one-hour time slot to be used for practice.
- iii. The Practice Week schedule will be posted mid-April. At this time managers will be contacted and given the opportunity to select a second practice hour on a first-come-first-serve basis.
- iv. Use of the infields for practice is not guaranteed due to weather conditions during the time period preceding Practice Week.

B) League Schedules

- i. League schedules will be posted to the Michigan Classics website at least three weeks prior to the start of Regular Season play. <http://www.recsports.umich.edu/classics/>
- ii. Paper copies of schedules will be posted in the bulletin boards outside of the Mitchell Field Office.
- iii. The Hotline will be updated with schedule information on a weekly basis.

C) Game Procedures

- i. Games will be played at Mitchell Fields on Fuller Road.
- ii. Fields number 2, 3, 4, 5, and 6 will be used.
- iii. Pre-Game Check-In:
 1. Check your field assignment on the schedules posted on the bulletin boards.
 2. Proceed to the scheduled field.
 3. Fill-in the Scorecard by listing each player in your batting line-up. The Scorecard will be with the Umpire at the scheduled playing field.
 4. Have all team players dressed, ready to play, at the designated field before or at game time.
- iv. In-field Practice:
 1. Infield Practice, prior to the game beginning, will be allowed so long as there is sufficient time before the posted starting time for that game, with the following stipulations:
 - a. Each team has the opportunity to "take" infield practice;
 - b. Must take place in front of home plate and the batters' boxes;
 - c. Does not include throw-ins from the outfield;
- v. Post-Game Check Out:
 1. Managers will verify the official score by signing the Scorecard.
- vi. Game Status: The Michigan Classics Hotline is the most up-to-date source of game status information. 734.763.0050

D) Inclement Weather

- i. Be prepared to play all games. Do not assume that games have been cancelled.

- ii. The decision to play or not to play any or all games will be made as early as possible.
- iii. The most up-to-date information will be located on the:
 - 1. Hotline – 734.763.0050
 - 2. Website - <http://www.recsports.umich.edu/classics/>
- iv. The umpire and/or supervisor is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. Games which are suspended for any of the above reasons will be treated as follows:
 - 1. In the Regular Season
 - a. A game shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings.
 - b. Games that are not considered regulation shall be rescheduled and replayed from the beginning of the game.
 - 2. In Weekday and Weekend Tournament Play
 - a. Games shall be resumed at the exact point where they were stopped.
 - 3. NOTE: Teams should make their best attempt to field the exact same line-up during rescheduled games. Should this not be possible, line-up changes may be made per ASA substitution procedures.
- v. Rescheduling of Games
 - 1. Cancelled games will be rescheduled in the following manner:
 - a. With a double-header later in the Regular Season, if it is possible for both teams' original schedules;
 - b. On the Rain Make-Up Days per the "Dates to Remember" sheet.
 - 2. The Coordinator will e-mail Managers when their schedules have been updated. At this time **it is the Manager's responsibility to check the website for their updated schedule.**
 - 3. Team Schedules will be on the website, Mitchell bulletin boards, and weekly Hotline updates. **The online schedule is the most frequently updated source of game information.**
- vi. The Recreational Sports Grounds Crew will determine which fields will be prepared first in the event of inclement weather. **Teams are not to attempt to prepare a field or attempt to clear the field of water.**

E) League Play

- i. All teams will be scheduled for either:
 - 1. Single Games – 10 games
 - 2. Double-Header Leagues – 20 games
 - 3. Co-Rec Half Season – 5 games
- ii. Some leagues may be required to play double-headers throughout the season. This decision will be made at the time the Coordinator makes the schedules. It is dependent on factors such as:
 - 1. number of teams in the league
 - 2. weeks which may be "off" due to Memorial Day, July 4 holiday
- iii. League Standings will be updated on the website and Mitchell bulletin boards.
- iv. Ties, for determination of place within a league, will be broken as follows:
 - 1. Win/Loss record in head-to-head competition
 - 2. Total runs in head-to-head competition
 - 3. Total runs in league competition
 - 4. Runs allowed in league competition
- v. Awards will be presented to Single and Double-Header Leagues as follows:
 - 1. First Place teams receive a team trophy and t-shirts
 - 2. Second Place teams receive a team trophy

F) Post-Season Tournament

- i. The Post-Season will be played upon the completion of all Regular Season games.

- ii. Each league will participate in Post-Season Play in the following format:
 - 1. Co-Rec Recreational
 - a. Play a Weekday Tournament against teams in their nightly league
 - b. The first place team from the regular season and the team that wins the Weekday Tournament will advance to play in the Weekend Tournament.
 - i. Co-Rec Weekend Tournament will be Saturday, August 2nd.
 - ii. Men's D Weekend Tournament will be Sunday, August 3rd.
 - iii. Tournament awards will be distributed at the conclusion of each day of Weekend Tournament play.
 - c. NOTE: This format is possible because there are multiple leagues playing on different nights.
 - 2. Co-Rec Competitive / Men's C / Men's D / Co-Rec Half / Women's
 - a. Play a Weekday Tournament upon the completion of all Regular Season games.
 - b. Tournament awards will be distributed at the completion of the Weekday Tournament.

G) Health & Injuries

- i. Each of a team's members is to be made aware of the Department of Recreational Sports Michigan Classics Program's policy concerning health and injuries.
- ii. **Participation is on a voluntary basis. Participants assume the risks normally associated with activity characteristic of slow-pitch softball. It is recommended that all participants undergo a physical examination prior to participating in the Michigan Classics Program; and, carry some form of health and injury insurance. The University of Michigan and/or the Department of Recreational Sports Michigan Classics Program accept no responsibility for ill health or injury sustained while participating as a player, spectator, and/or passer-by, in the Michigan Classics Program. Medial and/or ambulance expenses incurred by a player, spectator, and/or passer-by will not be paid by the University of Michigan and/or Department of Recreational Sports Michigan Classics Program. Should an injury occur, it should be reported to the game Umpire and to the Field Supervisor.**

II. Michigan Classics Policies

A) Eligibility

- i. Players must be at least 18 years of age by the starting date of the season to be eligible to compete.
- ii. Players may compete for only one team in each level. The levels of play offered by Michigan Classics are: Women's, Co-Rec Recreational, Co-Rec Competitive, Men's D, and Men's C.

B) Roster and Roster Additions

- i. Player additions may not be made to the roster after the "Roster Finalization Date" (refer to "Dates to Remember" sheet).
- ii. The roster limit for players is TWENTY-FOUR (24).
- iii. Players may be added to the "official" roster by:
 - 1. During normal business hours, contacting the Michigan Classics Coordinator. (Nicole at nmgreen@umich.edu or 734.764.0515)
 - 2. From 5:15-10 PM Monday - Thursday, contacting the Michigan Classics Supervisor at the Mitchell Fieldhouse, beginning the first scheduled week of the regular season.
 - 3. You must list the name, address and phone number of the player. NOTE: All information must be printed.
 - 4. Any additions must be made prior to a player participating in a game.

- iv. Players must be prepared to present photo identification prior to or during each game. Proper identification includes any state or government issued piece of identification.

C) Forfeits

- i. A team **not ready to play** (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
- ii. In order to be credited for the forfeit "win," the team receiving the forfeit "win" for the contest must have the minimum number of required players to start a game.
- iii. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - 1. If a team decides to wait the 10 minutes for the opposing team to show they must wait the entire 10 minutes.
 - 2. If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present must accept the forfeit.
 - 3. Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - 4. If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
- iii. If at game time neither teams have the minimum number required to play the umpires will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.
- v. Should a team forfeit two games due to being a "no show", the manager of that team must meet with the Michigan Classics Coordinator to determine the continued playing status of the team.
- vi. Should a team be dropped from a league, opponents of that team will receive a "win" for any games scheduled against that team.
- vii. Refunds will not be given to a team forfeiting out of the Michigan Classics. NOTE: Games started and forfeited due to "non-compliance" of a rule other than that pertaining to the "no-show or late-show" rule, are not under the jurisdiction of this policy.

D) Protests

- i. Protests should seldom occur. If, however, a team or individual feels that the rules in a game have been unfairly administered, that team/individual may protest the incident providing that the protest procedures adhere to the following guidelines:
- ii. Umpire's Judgment Call – A protest based on an official's judgment call **will not be allowed** under any circumstances.
- iii. Rules Interpretations
 - 1. Protests based on misinterpretation of the rules must be made by the Team Manager or the Team Manager's designee in the following process:
 - a. Report to the Umpire at the time the alleged misinterpretation occurs and prior to the next live ball (prior to the next pitch); or,
 - b. If the alleged misinterpretation takes place at the end of the game, prior to the protesting team leaving the field.
 - 2. Upon completion of the game which is being played under protest, the team manager must immediately proceed to the Mitchell Fieldhouse to:
 - a. Fill out the Protest Form; and,
 - b. Pay the \$20.00 protest fee.
 - 3. The protest will not be considered unless steps 1 and 2 have been followed.
 - 4. The protest will be considered by the Michigan Classics Coordinator.
 - 5. Protest Upheld:
 - a. The game will be replayed from the point the misinterpretation occurred.
 - b. The protest fee will be returned.
 - 6. Protest Denied:
 - a. The game will be recorded per the original results.
 - b. The protest fee will not be refunded.

iv. Eligibility

1. Eligibility protests will be acted upon by the Umpire and/or Field Supervisor in the following manner:
 - a. The Umpire/Field Supervisor will require the player(s), whose eligibility is being protested, to present a legal form of picture ID.
 - b. The following will be considered by Rec Sports to be legal forms of picture ID:
 - i. Pictured Driver's License
 - ii. State of Michigan pictured ID
 - iii. UM faculty, staff or student pictured ID
 - c. The Umpire/Field Supervisor will match the ID to the player and will then match the ID to the "official" team roster on file at the Mitchell Office.
2. Failure to produce or present a legal form of ID will result in the player being declared ineligible and the game will be declared a forfeit for the team using the "ineligible" player.
3. Should the player's picture ID not match the official team roster, the game will be declared a forfeit for the team using the "ineligible" player.

E) Ejections / Suspension

- i. Any player and/or individual (ie; manager, spectator) ejected or suspended from a game or written up for a disciplinary incident will:
 1. Receive a minimum of one-game suspension for the next game to be played; and,
 2. Will be required to meet with the Michigan Classics Coordinator.
 - a. Failure to meet with the Coordinator will result in indefinite suspension until the meeting is held.
 - b. Further incidents involving a player "once-suspended" could result in that player being suspended from Michigan Classics for the remainder of the Regular Season and Playoff Season.
 - c. Should a suspended player play in a game in which s/he was suspended, that player will immediately be suspended from Michigan Classics for the remainder of the season, including regular and post-season games. In addition, the team for which the individual played will forfeit any game and any game in which the player participated while suspended.
 - d. Any disciplinary situation not resolved on the field of play will be handled by the Michigan Classics Coordinator.

F) Alcohol

- i. The consumption of alcohol by players prior to and/or during Michigan Classics games is prohibited.
- ii. The consumption of alcohol by spectators on the Mitchell Field property is prohibited. This includes: fields, bleachers, areas surrounding the fields, parking lot, picnic area.
- iii. Team Managers are responsible for the conduct of their players AND spectators. Actions and/or words that are deemed as being a problem (such as alcohol related incidents) by the Umpire, Supervisor, Coordinator, or Director could result in a team being suspended from Michigan Classics indefinitely.
- iv. A team suspended will not be refunded the entry fee.
- v. Any player(s) who is consuming or has been consuming alcohol prior to or during a game will be immediately ejected from the game. That player(s) will then be required to follow the guidelines described in "Ejections / Suspensions."
- vi. Any team and/or individual associated with the team, which blatantly violate the alcohol policy while at Mitchell Field assumes the responsibility for any resulting action taken by the UM Public Safety and/or Ann Arbor Police Department.

G) Refunds

- i. If a team drops out of Michigan Classics prior to the season beginning, the full amount of the entry fee will be refunded provided that a team is available and willing to replace the “dropping” team. If a replacement team is not available, a refund of one-half the entry fee will be issued.
- ii. Upon the first day of the season, and anytime thereafter, refunds will not be given.
- iii. Refunds will not be given to teams suspended from Michigan Classics.

III. Michigan Classics Rules

NOTE: The Official Rules of the Amateur Softball Association apply to Michigan Classics games except for the following modifications.

A) Roster

- i. A team’s roster must be filled out completely in print, and include each players’ name, address, and phone number.
- ii. The completed Team Roster must be submitted by the roster deadlines (see Dates to Remember sheet).
- iii. The number of players listed on the roster shall not exceed 24. **Only 24 players may play for a team during the course of the Regular and Playoff Seasons.**
- iv. See “Policies – Roster and Roster Additions.”

B) Time Factors

- i. Each game shall be completed within 75 minutes.
- ii. No inning will begin after 75 minutes from the start of the game.
 1. The Umpire will note the official start time of each game on the Scorecard.
 2. TIME EXCEPTION: During the Weekday and Weekend Playoff Tournament games, the time limit will not be in effect.
- iii. Game time is forfeit time.
 1. A team must be at the scheduled playing site ready to play at the scheduled starting time.
 2. Should a team not be present at the scheduled playing site and at the scheduled play time, that team will forfeit the game.
 3. EXCEPTION: A team may waive the right to forfeit and wait for the opposing team to arrive.
 - a. If a team decides to wait the 10 minutes for the opposing team to show they must wait the entire 10 minutes.
 - b. If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present must accept the forfeit.
 - c. Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - d. If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - e. See “Policies – Forfeits” for more information.

C) The following special ground rules are in effect:

- i. Fields 4 & 5: A ball hitting the fence that runs between the two fields will be considered “alive” and in play.
- ii. A ball going into the “dugout/team bench” area (the area lined around the team bench area) or hitting a player and/or equipment in the team bench area, will be considered a dead ball immediately and the overthrow rule will be in effect.
- iii. Players may stand on the home-run fence when attempting to catch a ball. As long as the defensive player has not stepped outside the playing area (other side of the fence) the catch is good. If they player catches the ball before he/she touches the ground outside the

- playing area the catch is legal, but if he/she catches the ball after he/she touches the ground outside the playing area, it is not a catch.
- iv. **The home team will occupy the third base bench area, and the away team will occupy the first base bench area.**

D) Players

- i. An official team consists of ten players.
- ii. Nine players are required to start and continue a game.
 1. A team that starts a game with nine players may add a tenth player at any time; however, the player must be added to the end of the batting order.
 2. If a team only has nine players **to start a game**, an out will **not** be assessed for the “missing” player.
 3. If at any time during the game a player is removed from the game, and not replaced, an out **will** be assessed each time that player should have batted.
 4. If, for any reason, a team goes below the nine required players, the game will be ended and a forfeit will be called.
 5. See “Co-Rec Modifications” for regulations pertaining to Co-Rec play.
- iii. Any substitutions made after the start of the game must follow ASA Rules.

E) Equipment

- i. Team uniforms are optional.
- ii. Metal spikes/cleats are not allowed. **If a player continues to wear metal cleats after being warned not to by the umpire, the player shall be ejected.**
- iii. Only ASA approved bats will be allowed. Players must challenge the use of an illegal bat with the Umpire on their game. **Unapproved bat lists will be at the fields, and a copy of the approved bat list will be with the supervisor, should a dispute arise. Bats also must be free of burrs, dents, and visible cracks, per ASA rules. The ASA 2000/2004 certification stamp must be on the bat. If the bat was manufactured before 2000, the umpire will allow the bat if it meets all other bat equipment standards per ASA.**
- iv. Players are not allowed to wear jewelry while participating in a game. Jewelry must be removed prior to participating. Jewelry includes but is not limited to: watches, rings, earrings, bracelets, necklaces.
- v. Game balls and catcher’s masks will be provided by the Department of Recreational Sports.
 1. The Co-Recreational Thursday night league shall alternate men’s ball and women’s ball based on the gender of the batter.
 2. All other Co-Recreational leagues shall play with the men’s ball for all batters.

F) Batting

- i. Any number (**up to 24**) of players may be included in a team’s batting order.
- ii. When a player bats it establishes their position in the line-up for the entire game.
- iii. **The batter shall enter the box with a 0-0 count.**
- iv. If, for any reason, a player must leave the batting line-up, the substitute must be a person who has not yet batted. If no qualified substitute is available, an out shall be declared each time the vacated position in the batting order comes up.
- v. A player may leave and return to the line-up only once, provided that the player returns to the same spot in the batting order.
- vi. Players arriving after the start of the game are to be added to the end of the batting order.
- vii. There will be no limitations on the number of over-the-fence home runs during Michigan Classics play.
- viii. **Bat-Around Option**
 1. The Umpire must be notified prior to the game starting, that the **Bat-Around Option** is to be used.
 2. Each eligible player, on the team choosing to use the option, will be in the batting order.

3. Players arriving after the start of the game are to be added to the end of the batting order.
 4. Only ten players may play while on defense. Players may be substituted freely; however, only ten players may be on the field.
 5. NOTE: Refer to Co-Rec Rules Modifications for Bat-Around Option requirements during Co-Rec play.
- ix. See "Co-Rec Modifications" for Co-Rec play.

G) Extra Player Option

- i. An **extra player (EP)** is optional. If, however, the EP option is used, the Umpire must be notified prior to the start of the game and use of the option so noted on the scorecard.
- ii. The EP must be listed on the score sheet as being in the regular batting order and must be used the entire game. Failure to complete the game with the EP will result in an out being recorded for each time the EP was supposed to have batted.
- iii. The EP must remain in the same position of the batting order for the entire game.
- iv. All eleven players must bat; however, only ten players (any ten in the batting order) can play on defense. Defensive positions may be changed but the batting order must remain the same.
- v. The EP may be substituted for at any time during the game by either a pinch runner or pinch hitter who then becomes the EP. The substitute must be a player who has not yet been in the game. The starting EP may "re-enter" the game once.
- vi. When the EP option is used in Co-Rec games, all twelve players (6 men & 6 women) must bat.
 1. Only ten players shall play on defense.
 2. The number of male defensive players must equal the number of female defensive players.
 3. The defensive positions may be changed.
 4. The batting order must remain the same throughout the game.

H) Scoring

- i. Tie Games
 1. Regular Season games – at the completion of the 75 minute time limit, tie games will be considered and recorded as "ties" for both teams.
 2. Weekday & Weekend Tournament games – because the 75 minute time limit is not in effect, additional innings shall be played to determine a winning team.
- ii. Mercy / Run Ahead Rule
 1. 20 runs after three innings;
 2. 15 runs after four innings; and
 3. 10 after five innings.
- iii. The Home team shall keep the official score.
 1. The Home team will be the first team listed on the schedule unless otherwise noted.
 2. During the Weekday Tournaments, the Home team shall be determined by league standings.
 3. During the Weekend Tournament, the Home team shall be determined by a coin toss.

I) Co-Rec Modifications

- i. Co-Rec teams ordinarily consist of five men and five women.
- ii. Four men and four women are required to start and continue a game.
- iii. A game may be played with ONE more female than males, but not more males than females.
 1. EXCEPTION: If a team does not have ten players, a team may play with five men and four women. An out will be assessed between the back-to-back male batters.
 2. A team may not play with six men and four women.

- iv. If a team starts with eight players, ninth and tenth players may be added only at the end of the batting order. If a male arrives late, he must be inserted into the batting order between two females at the first opportunity in which two females are listed back-to-back. NOTE: Outs will not be assessed for "missing" male players.
- v. If a player is removed and not replaced, for any reason at any time, an out will be assessed each time that player should have batted.
- vi. If for any reason a team goes below the eight required players, the game will be ended and a forfeit will be called.
- vii. Batting Order
 - 1. Teams must alternate men and women.
 - 2. Should a team play with more women than men, a woman must follow another woman at some point in the batting order. NOTE: An out will not be assessed whenever two women follow each other in the batting order.
- viii. Walk Rule
 - 1. Should the male batter, preceding a female batter, be issued any type of base-on-balls without a strike being thrown, the female batter shall then have the option of:
 - a. Batting; or,
 - b. Being issued an intentional base-on-balls.
 - 2. The option will end upon the first pitch to that female batter being made.
- ix. When playing defense:
 - 1. No more than seven fielders may be in front of the 125' restraining line at the time that ball is hit by the batter. When a team is found in violation of this rule, the offensive team's manager will be given the option of taking the result of the play or awarding the batter first base and advancing runners one base only if they are forced because of the award. If the batter-runner reaches first base safely and all other runners have advanced at least one base, the violation is cancelled.
 - 2. A team does not have to alternate men and women by position.