

2017 DOUGLAS COUNTY WEDNESDAY NIGHT MENS SOFTBALL SCHEDULE

1	LAKEVIEW LODGE	378-2727	BUDA	715-520-0284	9	MIDDLE RIVER III	398-6206	DAVID	218-428-7032
2	LOG CABIN I	398-6170	LUNK	218-391-2693	10	BORDERS I	392-1007	KYLE	218-461-6750
3	LOG CABIN II	398-6170	NOLAN	715-919-2559	11	BORDERS II	392-1007	BRENT	218-591-5016
4	CHOO CHOO I	398-3788	CRAIG	218-391-7163	12	GRAVEL PIT	364-6883	CODY	715-815-0351
5	CHOO CHOO II	398-3788	AARON	218-464-7424	13	PUDGES	398-5408	BRENT	218-591-4535
6	CHECKERBOARD	398-7027	TREVOR	218-390-1049	14	THE INFIELD BAR I	399-8369	KYLER	218-348-2613
7	MIDDLE RIVER I	398-6206	JORDAN	218-349-6953	15	THE INFIELD BAR II	399-8369	JAKE	218-390-5210
8	MIDDLE RIVER II	398-6206	MARK	715-398-5234					

****HOME TEAM SUPPLIES 1 NEW GAME BALL FOR EACH GAME!!****

5-2-17

5/10	5/17	5/24	5/31	6/7	6/14	6/21	6/28
12@1	9@1	13@1	1@15	1@10	1@14	1@6	1@5
13@11	8@10	14@12	14@BYE	11@9	15@13	7@5	6@4
10@14	11@7	15@11	2@13	12@8	12@BYE	8@4	3@7
15@9	12@6	10@BYE	12@3	7@13	11@2	3@9	8@2
8@BYE	5@13	2@9	4@11	14@6	3@10	2@10	9@BYE
2@7	4@14	8@3	10@5	5@15	4@9	11@BYE	10@15
6@3	15@3	7@4	9@6	4@BYE	5@8	15@12	14@11
5@4	2@BYE	5@6	7@8	3@2	7@6	13@14	13@12

7/5	7/12	7/19	7/26	8/2	8/9	8/16	8/23
1@BYE	1@4	1@2	11@1	8@1	3@1	7@1	***
15@2	3@5	3@BYE	12@10	9@7	4@2	8@6	***
3@14	6@2	4@15	9@13	6@10	5@BYE	5@9	***
4@13	7@BYE	14@5	14@8	11@5	6@15	10@4	MAKE
5@12	15@8	6@13	7@15	12@4	14@7	11@3	UP WEEK
6@11	9@14	12@7	6@BYE	13@3	13@8	2@12	***
10@7	13@10	8@11	2@5	2@14	9@12	13@BYE	***
9@8	11@12	10@9	4@3	15@BYE	10@11	14@15	***

REMEMBER IT'S A RAIN OR SHINE LEAGUE, PLAY THE GAMES OR MAKE THEM UP ON THE MAKE UP WEEK OR A DIFFERENT WEEK NIGHT****

FIELD LOCATIONS:

**THE GRAVEL PIT PLAYS AT POPLAR FIELD

** LAKEVIEW PLAYS AT SOLON

**CHOO CHOO I AND PUDGES PLAY AT ITASCA FIELD

**CHOO CHOO II PLAYS AT 58TH STREET IN SUPERIOR

LEAGUE PLAY OFFS:

AUGUST 26TH & 27TH AT POPLAR

CALL IN OR TEXT SCORES AFTER GAMES TO 218-343-6464

Douglas County Wednesday Men's Softball Rules 2017

1. A team must start a game with at least 7 players. You can add players throughout the game, but you must finish the game with the highest amount of players that you entered into your line-up, if an injury occurs and you must go below the required amount of players (10) you **can** remove the player **without** that spot being an out. The same applies if you have exceeded the regular amount (10) and a legitimate injury occurs, it is **not** an out. This is an honor rule and all teams please be courteous if an injury occurs. Each team may bat any amount of extra hitters during each game.
2. A player may only re-enter a game at their original spot in the line-up. Example: A player starting at the number 3 position in the batting order cannot re-enter in the 7 position in the batting order.
3. Bases **must** be 65 feet apart. Pitching rubber 50-55 feet from home plate and the pitcher may stand anywhere directly behind the rubber (does not have to be on it). **THE MAT BEHIND HOME PLATE MUST BE 17 INCHES WIDE AND 34 INCHES DEEP!!!** No Quick pitches.
4. Game time is at 6:15 with a 15 minute grace period. If game one does not start by 6:30 it is a forfeit. If game 2 does not start by 7:00 it is a forfeit. **Game times after July 26th will be 15 minutes earlier.** All league nights are doubleheaders. (Two 7 inning games)
5. **Twenty run rule after 4 innings** and fifteen run rule after 5 innings in all league games.
6. This is a rain or shine league. If a team wants to reschedule, they must call their opponents captain by 5:00 pm and must **mutually** agree to reschedule. If this cannot be agreed upon, the team wanting to reschedule must forfeit.
7. Balls: Up to a max of .44 core/450 compression. Home team **must** supply a **new** ball for **each** game. You must use the **best** playable ball, regardless of which team throws it in. You cannot exchange a ball in the middle of an inning unless both teams agree.
8. Arc limit: 6-12 feet. 3 balls 2 strikes with no courtesy strike. **PLATE AND MAT ARE STRIKES!!** Intentional walks are allowed. No lead off until the ball crosses the plate.
9. Once a player plays 3 nights with a team they must stay with that team. Players need to play **3** nights to be eligible for play-offs.
10. No player under the age of 18 unless a parent is present. Must be 21 to enter the bar or a parent needs to be present. This is the bartenders discretion.
11. The taverns of this league are not responsible for any injuries that happen before, during, or after any league game being played.
12. No metal cleats.
13. Pinch runner is the last out, if there is no outs in the game yet then it is the last batter in the lineup. If a baserunner reaches second base or farther he must run himself unless he is hurt during the play.
14. No excessive foul language will be tolerated. It is the captains job to keep foul language from becoming a problem.
15. **One up Rule: 6 homeruns allowed, after that each team can alternate going up one homerun. No one up rule in the bottom of the 7th inning or the bottom of any subsequent inning.**
16. This league follows ASA rules. This league uses ASA, NSA, and USSSA bats only. A qualified stamp must be visible on the bat. Absolutely no Miken Ultras, Ultra 2, Outlaw bats, etc... unless it has a 2013 stamp on it. This is up to each team captain to make sure that your bats are legal. Using an illegal bat will result in a dead ball out situation, batter is out and all runners return to original bases.
17. Absolutely **NO CARRY-ONS** at any time. Please support your home and away bars.