MK SOFTBALL LEAGUE

CAPTAIN'S HANDBOOK

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THE ROLE OF A CAPTAIN

GENERAL

In the role of team captain, you have two key functions: to lead & look after your team mates, and to be the main point of contact for the committee, on behalf of your team.

We are keen for individual teams to become more autonomous. To allow for this to happen, there are a few tasks, in addition to those listed above, that will need to be completed by the team Captains to ensure the league runs smoothly. These tasks are detailed below.

The committee is here to make your life as easy as possible so please do keep in touch & let us know if you need support with anything.

Fixtures can be viewed at www.mksoftball.co.uk/fixtures.

2022 Team Captains:

- Double Ds Shosh Dzialoszynski & Jon Reynolds
- Homerun Hornets Robyn Hillyard & Trevor Morley
- Willow Lakers Adam Bee & Sam Gibson

MK Oddsox – Ross Hart & Rachel Silvester

Roundabout Rhinos - Carl Billson & Steve Lamb

- Base Cadets Aeilish Wynne & Laurie Markatos
- Towcester Tigers Felicity West, Hannah Galloway & Alex Reynolds



PRIOR TO FIXTURES

Captains are responsible for contacting team members to find out their availability for their team's fixtures. However, we understand that it will not always be possible to field a full team for every game, so we have come up with the following process for filling spots when teams fall short:

For MK teams:

- All MK players have been graded by level from Level 1 (rookie) to Level 5 (advanced). An up to date list of these gradings will be circulated to captains prior to the start of the season, and will be updated periodically throughout the season.
- When a team member is absent from a game it is the captain's responsibility to find a replacement player. Guidance will be given by the league to each team regarding what grade ringer a team can use as a replacement based on our sub system adopted in 2018.

For non MK teams:

- Captains must let a League representative know as soon as they are aware there will be a shortage of players, but at the latest by the Sunday before a fixture. Please advise of the gender and standard of the absentee player so a suitable replacement player can be found.
- A selection team will then endeavor to find suitable replacement player/s for the fixture.
- A league representative will let captains know who the player replacements are as soon as they are confirmed.

All teams are permitted to borrow extra players in order to be able to bat 6 & 6 (as long as this is to allow one of the team's rostered players to hit rather than be benched).

Please also remind players to complete our weekly sign up form before attending coaching sessions and games as this helps us track attendance and plan effective coaching sessions.

MATCH DAY DUTIES

Set up and take down

For all fixtures involving **two MK teams**, the home team will be responsible for the set up <u>and pack</u> <u>away</u> of the match pitch (on our fixtures list the home team is listed second for each fixture, after the (a) symbol). In the case of fixtures involving just **one MK team**, the MK team is responsible for pitch set up, regardless of whether they are the home or away team (this is to allow non-MK teams more travel time) however non MK teams are now responsible for pack away. Please make sure your players are aware of this and that several are available to arrive early and meet at the storage room located off the car park to the left of the Community Centre.



Pre game:

Marking - We expect chalk marking will need replenishing a minimum of every fourth game. This takes approximately half an hour and we can show your teams how to do this, however we will need advance notice of this (ideally the week prior as we will need to organise early opening and committee support) and teams will need to organise at least two volunteers who can arrive around 5.15 to do this.

Equipment to be taken to the diamond - Bases, rakes, digging out tool, helmets, bats, warm up balls, game balls, batting tee, first aid kit.

General set up - Bases to be plugged into sockets. Use the digging out tool available if any of the plugs have filled with dirt. General check of diamond for uneven areas to be raked over and clear any litter or other hazards. Share helmets & bats across two dugouts.

Post game:

Pack up - Pack up all equipment and bases (except pitchers plate)

Maintenance - Drag & rake infield. League representatives can demonstrate how this should be done at your first few games.

Grass diamond

We expect lines to be marked in time for our first game on the grass pitch so hopefully the only duties will be to collect the game equipment listed above, lay the bases and then pack up and return to the storage room afterwards.

Plate meeting

Captains will be called to the plate umpire five minutes before the start time of each match (this will be 6.15pm for fixtures involving two MK teams unless agreed in advance by teams, and 6.30pm for fixtures involving Towcester). Please make sure you are at the pitch in plenty of time for this as the game will start promptly afterwards. We would advise that you ask your teams to try and arrive by 6pm to allow adequate time for warming up & sharing line ups. If for any reason both captains are unable to attend please nominate a replacement captain from within your team to fulfill these duties.

Before the game starts you are also required to hand a copy of your team roster to the field umpire. A team roster template will be downloadable from our website (<u>www.mksoftball.co.uk/league-info</u>) or your scoresheet will suffice if all players are listed.

During the game each team is responsible for recording the score (as well as any home runs scored). We would recommend that Captains identify a specific person for this job. Please make your scorer is

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known to the opposing team, so that both team's scorers can communicate throughout the game & ensure both teams are in agreement over the score after the completion of each inning.

At the end of each game Captains should convene to complete the match score & feedback sheet, also downloadable from our website. This will confirm the game score, home run tally, notable plays & MVPs for the match. This must then be shown to the umpire who will photograph it.

FAIR PLAY

MK teams currently have eleven or twelve rostered to each side and we have set a limit of fourteen per team. This therefore means there is a high likelihood that some games you will have team players sitting out for part of the game. <u>Please bear in mind that all players are paying the same league fees and therefore playing time should be divided as equally as possible across the team</u>.

MK SOFTBALL LEAGUE REGULATIONS

MATCH DAY

For the most part the league will be following standard softball regulations (ISF rules), however, as our main focus is to be a welcoming league we have made a few adaptations to support those new to the game. A full regulations document is available on the British Softball Federation website (http://www.britishsoftball.org/document/isf-official-rules), but the main adaptations are highlighted below for your reference:

- Batting helmets are compulsory when batting and base running.
- Teams can play with 8 or 9 players if unable to find a full team, standard auto-out rules apply.
- The League run ahead ruling is that ball game will be called if one team is ahead by 20 runs at the end of the fourth inning, or 15 runs at the end of the fifth or sixth inning. Innings will also be capped to a maximum of 15 runs per team to prevent any heavily one-sided matches.
- Games will be seven innings long unless time must be called early due to light or inclement weather. A minimum of 5 innings must be played for the game to stand. Umpires will have a light measurement device they will check every half inning and ball game will be called should light levels go below 30. Where an inning has not been completed and time is called the score will roll back to the end of the previous complete inning.

Teams will also be given the option to nominate 'rookies' at the start of each game (for MK teams these players will have already been identified by the grading system). If approved by the umpires, these players will have the following additional regulations:

• 3 strikes & then the option to hit from the tee.



Each team will have one 'rookie recall request' per game to be granted at the umpire's discretion.

We will also be adopting BaseballSoftball*UK*'s inclusive rules to ensure the LGBTQ+ community feel welcome within our sport. Please download them <u>here</u>, familiarise yourself with them, and get in touch with any questions.

Lastly the umpire's decision is final! Our umpires are giving up their time voluntarily & will be making every effort to ensure the correct decisions are made, so please make sure your team respects this.

START TIME

In 2018 we introduced the following rules regarding start times to ensure there is a process in place for our umpires should teams have late arrivals for games.

Teams need a minimum of eight players to begin the game (4 & 4, 5 & 3, or 6 & 2 if a 6 & 4 match has been agreed prior to the fixture). Where a team has less than ten players the missing players will be moved to the bottom of the batting order (whilst still adhering to gender batting order rules) and if they have not arrived by their at bat an auto-out will be given. Fielding position gender rules remain the same.

If teams do not have a full squad at the game start time umpires will delay the start time to 6.40pm. After this time, if a team still does not have the eight players required to begin, they will forfeit the first inning and 3 runs will be awarded to the opposing team. This will be repeated every 10minutes.



Example:

- A team does not have 10 players at 6.30pm, the umpire delays the start time to 6.40pm.
- A team does not have 8 players at 6.40pm, the umpire awards the 1st inning to the opposing team and the scoreline is now 3-0.
- A team does not have 8 players at 6.50pm, the umpire awards the 2nd inning to the opposing team and the scoreline is now 6-0.
- A team does not have 8 players at 7pm, the umpire awards the 3nd inning to the opposing team and the scoreline is now 9-0.
- A team does not have 8 players at 7.10pm, the game is forfeit and the opposing team will be awarded a 10-0 victory.

We appreciate a number of players travel considerable distances to play and we want to do everything we can to ensure they are able to participate in the league. With this in mind, if you are aware that any of your players are likely to be late we would advise organising a ringer/or ringers who can take their place until your players arrive. However please note this should be done prior to the fixture rather than on the night as there is no guarantee a suitable replacement will be available.

RINGERS

A ringer is someone playing for your team who is not registered to your squad and is a member of another league team.

- Any ringer must play Catcher or Right Field. In certain circumstances a team may be permitted to borrow a Pitcher however this is at the discretion of the league and teams will need to seek advance permission for this.
- If two ringers are borrowed the above rule still applies. Where the gender rules prevent a player playing Catcher (e.g. two male ringers where the team has no female or non binary pitcher) the players must play Right Field and an additional Outfield position.
- If three ringers are borrowed the positions they must field are Catcher, Right Field and an additional Outfield position.
- If four ringers are borrowed the positions they must field are Catcher, Right Field and an additional Outfield position or First base.
- If five or more ringers are borrowed the game is forfeit but a friendly will be played.
- All ringers must play as low as possible in the batting line up, subject to the rule regarding gender of batters.



STANDINGS

League rankings will be decided by the following points system: 2 points for a win, 1 point for a draw, o points for a loss.

In the case of two or more teams being tied on points their positions will be decided as follows:

- 1) Head to head result
- 2) Run difference
- 3) Runs conceded
- 4) Runs scored
- 5) Coin toss.

PLAY OFFS

All players competing in a Play Off game must have played for the team they are representing in a minimum of two league games during the season.

For all Play Off games the highest placed team in the league table will be the home team.

In the event of a tie in a Play Off game the winner will be decided as follows:

- 1) Extra Innings, with a runner starting on 2nd (light permitting)
- 2) Roll back (inning by inning until a winner is identified)
- 3) Previous Head to Head result
- 4) Coin toss (called by home team captain)

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END OF SEASON AWARDS

AWARDS

We will be planning an end of season celebration event where the sought after MK Softball League trophy will be presented, as well as the following additional awards:

- Rookie of the Year
- Most Improved Player
- Home Run Champ for Big & Little Ballers (please note any homeruns scored by ringers will not be counted towards this trophy)
- Big Ball & Little Baller MVP Trophies
- Club Member of the Year

The date for this is TBC but we will be asking captains to nominate at least one person for each award.

THE MK COMMITTEE

CONTACTS

We are keen to continue to develop the league year on year and to help with this we welcome feedback, so please do share any challenges or ideas you have. You can see a full list of committee members and their roles at <u>www.mksoftball.co.uk/committee.</u>

The club mailbox is accessed by a number of committee members, so is the best contact point for general enquiries - <u>mkdiamondssoftball@gmail.com</u>.

SUMMARY

THANK YOU!

Finally we wanted to say a big thanks to all of you for stepping up & helping out. Without you guys the league could not function so we are incredibly grateful. We hope you have a great season & we look forward to seeing the league & your teams grow! Please do not hesitate to raise any concerns, improvements (or compliments!) to the committee.