



## Adult Softball Rules

### General Information:

1. Foothills Park & Recreation District is a non-sanctioned adult softball program.
2. **A non-refundable deposit of \$200 is required at the time of registration in order to hold your team a spot in the league you would like to participate in. All fees are due prior to the start of your second regular season game.**
3. ASA rules will govern league play along with rules implemented by Foothills Parks & Recreation.
4. Any and all situations not specifically covered in the rulebook shall be acted upon by the Adult Athletic Coordinator, and all such action taken shall be final.
5. Foothills reserve the right to re-classify a team at any point in the season in order to maintain a fair balance of competition. Previous season records (if applicable) will be utilized to assist in classifying teams. It is recommended that if a team wins its respective division in the previous season that they move up to the next division. The only exception is if a team is already playing in the highest division offered by Foothills.
6. Team managers are responsible for briefing each team member about league rules. Managers are also responsible for the conduct of his/her team during league play and tournament play. Team managers are also responsible for obtaining all make-up and tournament information.
7. Foothills Park & Recreation District reserves the right to expel any team/player from the league(s) (with no compensation) that do not adhere to the rules and regulations implemented by Foothills Parks & Recreation District.
8. Foothills Park & Recreation strives in providing staff (officials & supervisors) that are professional, knowledgeable, and courteous. Please contact the Athletics Office immediately if any of our staff does not meet the standard of performance that you deserve.

### Game Schedule Web Site, Inclement Weather & Make-Up Games:

1. Game schedules can be found on-line at [www.teamsideline.com/ifoothills](http://www.teamsideline.com/ifoothills)
2. The weather line has a recorded message, which will inform teams of the status of that day or evening's game. Messages will not be recorded until 4:30pm on weekdays and 2 hours prior to first scheduled weekend game. Updates are made as necessary.
3. Weather Line for Clement, Schaefer & Easton Parks: **303-409-2625**
4. Please do not call the Athletic Office asking if games are cancelled.
5. Umpires can only delay a game. Only the field supervisor can officially cancel a game(s). In the event a game is delayed, teams are required to wait (at the complex) for a minimum of 30 minutes. Games may be resumed prior to the 30 minutes. After a 30 minute waiting period, a decision will be made by the field supervisor.
6. If your team leaves prior to instructions given by the field supervisor and games continue, your team will be given a forfeit.
7. All suspended/cancel games will be made up. Make-up games may be scheduled at any time, including weekends or when fields are available on weeknights. We will not call teams with their make-up times. Make-up times will be available at [www.teamsideline.com/ifoothills](http://www.teamsideline.com/ifoothills).
8. If a game is cancelled, it shall be resumed from the exact point where it was stopped as long as one inning has been completed. Exception: If the game is not tied after 5 innings of play or 4 ½ innings of play if the home team is ahead.

**A. Uniforms/Shoes/Safety Equipment:**

1. Uniforms are not required.
2. All players must wear shoes. Shoes must cover entire foot. The soles may have soft or hard rubber cleats. Metal cleats are **PROHIBITED**. The all-purpose molded cleat softball shoe is legal.
3. Pitchers/catchers are encouraged (but not required) to wear some type of head/face protection. Chest and leg protection can also be worn by pitcher/catchers as well.

**B. Bats:**

1. Any bat that has the ASA certification stamp on it is legal.
2. Wood "Certified Softball" bats are legal to use at Foothills, baseball wood bats are deemed illegal.
3. Men's D-Comp league can use either ASA or USSSA bat as long as it has the certification stamp on it.
4. Any bat that is altered, cracked or dented is illegal.
5. Penalty: 1<sup>st</sup> offense – Batter stands in batter box yielding illegal bat, batter will be called out.  
2<sup>nd</sup> offense – Batter will be ejected from game.

**C. Jewelry:**

1. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game. Jewelry that is deemed dangerous must be removed prior to league play.

**D. Alcohol Policy:**

1. Alcohol consumption during your game either in or outside the dugout will result in the following:
  - a. Identified player(s) will be ejected from the game (NO WARNING).
  - b. Second offense during same game will result in forfeiture of game.
2. Alcohol may be consumed (only 3.2%) once your game has been completed.
  - a. **Doubleheader leagues both game must be completed.**
3. Cans only glass containers are prohibited.
4. You must be of legal age (21) to consume alcohol at all Foothills Parks.

**E. Courtesy Runner:**

1. Courtesy runners are permitted anytime, must be the last recorded out.
2. Male for a male & female for a female.

**F. Slide Rule:**

1. Do not have to slide, just have to avoid contact.
2. No fake tags.
3. No lead offs, no stealing.

**G. Boom Boxes:**

1. Boom boxes or any other music producing device is not allowed in the dugouts or bleachers during league play.

**Game Times:**

1. Games are 55 minutes long or seven innings, whichever comes first.
2. Playoffs only: Championship game will be 65 minutes long or seven innings, whichever comes first.
3. Game time is forfeit time with the following exceptions:
  - a. If a team has six players (3 & 3 for Co-Rec) the opposing team can be asked for an immediate forfeit or allow the game clock to count off five minutes. If the seventh player has not arrived in that five minute grace period the game is ruled a forfeit.
  - b. If a team has seven players (4 & 3 for Co-Rec), this team will be designated the visiting team. Once three outs have been recorded by the visiting team and the eighth player has not shown, the game will be designated a forfeit.
  - c. If both teams have less than eight players, the game will be declared a double forfeit.
  - d. If a team is playing with eight players and a player becomes injured or ejected, the game will be ruled a forfeit due to playing with seven (7) players.

4. In the event of a tied game after seven innings or time has expired the last recorded out will be placed at 2<sup>nd</sup> base. If the game is still tied the last recorded out will then be placed at 3<sup>rd</sup> base. The game will continue in this manner until a winner is declared.
5. In addition the batter will get one pitch to put the ball into play in extra innings. If the pitch is a ball the batter will get first base, if the pitch is swung at and missed the batter is out, if the pitch is a called strike the batter is out, if the batter fouls off the pitch the batter is out.
6. 10 run rule & 15 run rule applies in all games. 10 run rule applies after 4 ½ or 5 innings of play and the 15 run rule applies after 3 ½ or 4 innings of play.
7. Game times are as follow 6:15pm, 7:10pm 8:05pm & 9:00pm on weeknights, and 6:00pm, 6:55pm, 7:50pm & 8:45pm for the Sunday night leagues.

#### **H. Rosters/Player Eligibility:**

1. Players must be 18 years of age prior to the season in which they are playing in.
2. Rosters must have a minimum of 10 players and are unlimited in size.
3. Rosters are due prior to your first game, and must be completely filled out ledge ably.
4. Rosters can be faxed to 303-409-2630, e-mailed to [breich@fhprd.org](mailto:breich@fhprd.org), dropped off at the Athletic Office or given to your field supervisor at your first game.
5. Rosters are frozen by the 3<sup>rd</sup> Friday from the start date of each new season.
6. Roster additions must be made by that 3<sup>rd</sup> Friday (from the start date of each new season) for players to be eligible to play in Foothills adult softball leagues.
7. Player(s) cannot play on a different team on the same night in the same league.
8. Players can play in as many leagues as they desire, as long as they do not violate rule H-7.
9. Men can only play in Co-Rec & Men's leagues and Women can only play in Women's & Co-Rec leagues.
10. Roster check/protest may be done prior to the first pitch of said game, after first pitch rosters may not be checked or protested.
11. The field supervisor has the authority to disallow an in-eligible player(s) to participate.
12. The use of an illegal player will result in the forfeiture of the game.
13. Any player ejected during a game must leave the complex in a timely manner, or his/her team will forfeit game.

#### **I. The Game:**

1. Home team is determined by a coin flip.
2. Game time will begin after the coin flip.
3. The umpire will keep track of both the time and the score of the game.
4. The distance from pitching rubber to home plate is 55 feet.
5. The distance from home plate to 1<sup>st</sup> base is 65 feet.
6. Pitching height is 6 feet minimum and 10 feet maximum.
7. Pitcher will get 5 warm up pitches in the 1<sup>st</sup> inning and one warm up for the remainder of the game.
8. Batter will start with a 1 & 1 count. The batter will be out when the umpire calls two strikes. The batter is awarded 1<sup>st</sup> base when the umpire calls three balls.
9. The batter will be called out when he/she hits two foul balls after one called strike or if the batter hits three consecutive foul balls.
10. The foul ball is dead whether caught or not. Runners may not advance on the last foul ball that is considered an out.
11. Double First Base:
  - a. Fielder is entitled to the white base and the runner is entitled to the orange base on all balls hit in the infield.
  - b. If fielder touches any part of the orange bag during a play at 1<sup>st</sup> base, the runner will be declared safe.
  - c. If runner touches any part of the white base on any play at first base, the runner will be declared out.
  - d. On a ball hit to the outfield runner may touch the white bag.

**J. Blood Rule:**

- a. Any player who is bleeding, or has an open wound, or has an excessive amount of blood on his/her uniform must leave the game.
- b. The player may not return until either the bleeding has stopped, or the wound has been covered and bandaged, or uniform has been changed.
- c. Player could be ruled out if sufficient time was given to clean wound and blood still flows.
- d. Teams are responsible for supplying their own First Aid Kits.

**K. Forfeits:**

- a. Non Appearance Forfeit: When a team fails to show up for their assigned game without notification. The team must pay a \$25.00 fee prior to participating in their next scheduled game.
- b. Failure to pay the forfeit fee shall result in another Non Appearance Forfeit and another \$25.00 fee will be assessed.
- c. EXCEPTIONS: If a team has to forfeit, the team MUST contact the Adult Sports Coordinator by 3:30pm the day of the game or by 3:30pm on Friday for games played on Sunday. If notified properly, there will be no forfeit fee charged to the team. Teams MUST call the Adult Sports Coordinator at 303-409-2615.
- d. If a team has two forfeits during the regular season, the team is automatically dropped from the league with no refund (this includes make-up games).
- e. Umpires will not officiate forfeited games. Teams will be allowed the use of the field until 10 minutes prior to the start of the next scheduled game.
- f. A forfeited game will be scored 10-0

**L. Batting Order/Substitutions:**

1. Teams can bat up to 12 players at the start of the game (**Exception: See Special Co-Rec Rules**)
2. If the 11<sup>th</sup> or 12<sup>th</sup> player arrives after the first pitch they are now considered substitutes and cannot be inserted at the end of the lineup. They can only be inserted as subs into the lineup.
3. Any 10 of the 12 players may take a defensive position throughout the game.
4. Starters and subs may be withdrawn from the lineup and re-enter once. They can only re-enter into the same spot in the batting order.
5. The starting player and the substitute cannot be in the lineup at the same time.
6. If a player is injured and cannot continue to play and there is no substitute to take his place in the lineup, that spot in the lineup will be skipped over with no penalty (no out). **EXCEPTION:** In co-rec if a male/female substitute is not available, then when the same sex bats back to back there will still be an out (see rule K3 in Special Co-Rec Rule section)
7. If a player is ejected and there is no substitute to take the ejected players spot, then every time that vacant spot in the lineup is due to bat an out will be recorded.
8. You may start a game with as many as 12 players and finish a game with as few as 8 players.

**M. Special Co-Rec Rules:**

1. Co-Rec teams can play with 14,13, 12, 11, 10, 9, 8, or 7 (**only for the first half of an inning**)
  - a. 14 players – 7 men & 7 women
  - b. 13 players – 7 men & 6 women or 7 women & 6 men
  - c. 12 players – 6 men & 6 women
  - d. 11 players – 6 men & 5 women or 6 women & 5 men
  - e. 10 players – 5 men & 5 women
  - f. 9 players – 5 men & 4 women or 5 women & 4 men
  - g. 8 players – 4 men & 4 women
  - h. **7 players – 4 men & 3 women or 4 women & 3 men (only in the first half of an inning)**

2. Batting order shall alternate sexes.
3. Teams playing with 13, 11, or 9 players must take an out when same sex bats back to back.
4. Player substitution must be a man for a man and a woman for a woman.
5. Any walk to a male batter, intentional or not will result in a two base award.
6. If there are less than two outs the female batter must bat if a male batter walks.
7. If there are two outs and the male batter walks than the female batter has the option to take the walk or bat.
8. For defensive positioning there must be an equal number of males & females on the playing field.  
Exception: When playing with nine players, must be 5 & 4.
9. All infielders must remain on the infield, and all outfielders must remain behind the outfield arc line until the ball has been put into play (for ALL batters).
10. Men & women can play anywhere in the infield

**N. League Classification/Home Run Limit in ( )**

1. **Men's D-Comp (4)** Teams consist of both experienced & above average players who play both league & tournaments.
2. **Men's D-Open (3)** Teams consist of both experienced & average players who play league & some tournaments.
3. **Men's D-Rec Upper (3)** Teams consist of both above average & average players who play league and the occasional tournament.
4. **Men's D-Rec (2)** Teams consist of average players who play league.
5. **Men's D-Rec Lower (1)** Teams consist of average players & inexperienced players who play league.
6. **Co-Rec D Upper (3)** Teams consist of experienced & above average players who play both league & tournaments.
7. **Co-Rec D (2)** Teams consist of average & inexperienced players who play league and occasional tournament.
8. **Co-Rec D Lower (1)** Teams consist of casual players out for enjoyment, strictly recreational type players.

**\* All batters are required to touch all bases on any home run hit in Foothills adult softball leagues.**

**O. Protests:**

Protests shall be received and considered in matters of:

1. Misinterpretation of a playing rule
2. Failure to apply correct rule to a given situation
3. Failure to impose correct penalty for a given situation

Notification of intent to protest must be made immediately before the next pitch. Upon notification to the umpire, the umpire shall inform opposing manager. Team managers should notify the field supervisor immediately. The supervisor will note all the game details at that moment (outs, score, runners, etc).

Immediately after the game a \$100 cash protest fee shall be paid to the field supervisor and a written protest must be completed before the manager leaves the field. The Foothills Park & Recreation District office has 2 business days to make a judgment on the protest. If the protest is valid, the fee will be returned; if not valid, the fee will be retained for operating expenses.

**P. Tiebreakers:**

1. Head to head competition between tied teams.
2. Run differential in the head to head games.
3. Run differential in all league games.

**Q. Awards:**

1. Individual awards will be given to the team that wins the season ending tournament.
2. The amount of awards distributed will be determined by how many players are present in the dugout during the championship game – up to 14 awards.