



## Adult Softball Rules as of January 14, 2022

### 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/USA 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.
  - c. **Doubleheader games/leagues, no drinking in between games – only allowed once both games have been completed.**
2. Cans only glass containers are prohibited.
3. 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. Once batter reaches a base safely then batter runner is entitled to a courtesy runner once the umpire has stop play.
3. 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. Music Policy:**

1. Music is allowed in the dugouts as long as the music is not offensive in any way and the volume is at a respectable level, if the Umpire or the Field Supervisor has to tell you to turn down the music or your music is inappropriate then you need to turn down the music or change the channel/CD/tape etc. If you do not adhere to the Umpire/Field Supervisor request your team will forfeit the game.

**H. 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 follows: 6:15pm, 7:10pm, 8:05pm & 9:00pm on weeknights, and 6:00pm, 6:55pm, 7:50pm & 8:45pm for the Sunday night leagues.

- I. **ROSTERS:** All players must sign an Adult Softball league roster for each season in order to be an eligible player (please see below for more information). All team managers **MUST** turn in their completed team roster which shall include player's name, address, phone number and signature by their first league game. All teams are permitted to pick up players during the regular season as long as all players sign the team's roster with player's name, address, phone number and signature (this must be done prior to roster cut-off date). Players are not allowed to participate on more than one team in the same league on the same night.

**Players playing in a "lower" league are permitted to play up in an "upper" league, but players playing in an "upper" league are not permitted to play down in a "lower" league.**

1. **Roster Cut-off Date - Last game to add Players:** Spring - by game 5 Summer - by game 8 Fall - by game 6  
No players may be added to teams after these games. This includes the end of season tournaments.
2. If illegal players are found to be in the line-up - that team will have to play without that player but the game will proceed (unless the team does not have enough players to legally play the game, in which case the game will be forfeited).
3. Full roster checks (if requested by team(s)) must be done before the game starts and both teams will be checked. IDs must be provided to prove each player's eligibility.
4. If an illegal player enters the game after it has started, the protest must be made before the current inning is completed.  
An illegal player is defined as:
  - a. Not listed on the roster.
  - b. Player name and signature are not on roster (we also ask for phone numbers and email addresses for each player, but player won't be deemed ineligible without this information).
  - c. Player is participating on two teams within the same league on the same night.
5. Players must be able to produce valid picture ID upon request.
6. All players must be 18 years of age to participate.
7. Protest of a player must be made before the player bats.
8. Dual registration is permitted; however, a player cannot be on two rosters in the same league.
9. Rosters may be transferred over from the spring to the summer and from the summer to the fall (when applicable); however cannot be used from one calendar year to the next. Managers must tell the league coordinator if they want this to occur. It is the team manager's responsibility to submit, add to and/or change the roster as needed.

10. Any player ejected during a game must leave the complex in a timely manner, or his/her team will forfeit game.
11. **Women cannot play in Men's leagues.** Transgender participants are eligible to play based on their expressed gender identity. Individuals who identify as a woman are eligible to play on women's and co-rec teams; individuals who identify as a man are eligible to play on a men's and co-rec teams.  
**A women can play in a men's league if cleared by League Coordinator (Butch Reich).**

**J. The Game:**

1. Home team is determined by a coin flip during the regular season.
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. **If the pitched ball touches any part of the STRIKE MAT within the legal height (6ft - 10ft) arc limit the pitch will be called a strike.**
9. 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.
10. 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.
11. The foul ball is dead whether caught or not. Runners may not advance on the last foul ball that is considered an out.
12. 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.

**K. 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.

**L. 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

**M. 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. Only a maximum of 10 defensive players can take the field at once.
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 N3 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.

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

1. Co-Rec teams can play with 12, 11, 10, 9, 8, or 7 (**only for the first half of an inning**)
  - a. 12 players – 6 men & 6 women
  - b. 11 players – 6 men & 5 women or 6 women & 5 men
  - c. 10 players – 5 men & 5 women
  - d. 9 players – 5 men & 4 women or 5 women & 4 men
  - e. 8 players – 4 men & 4 women
  - f. 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 11, 9 or 7 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. Co-Rec Legal Field Positioning:**
  - a. Infield includes the following: P, C, 1B, 2B, SS, 3B – all infielders must remain on the infield dirt during pitch to batter
  - b. Outfield includes the following LF, LC, RC, RF – outfielders must remain behind the 175 arc line in the outfield during the pitch to the batter
  - c. Cannot play with more than 4 outfielders any time during the game, and cannot have more than 6 infielders in the infield dirt any time during the game.
  - d. Playing with 10 players – 6 in the infield and 4 in the outfield, Playing with 9 players – 6 in the infield and 3 in the outfield or 5 in the infield and 4 in the outfield
  - e. Playing with 8 players – 4 and 4 or 5 infield and 3 outfield or 6 infield and 2 outfield
  - f. Men & women can play anywhere in the infield/outfield as long as the above rules are followed.

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

**1. Men's D-Rec +: (3)** Teams that have played together and been successful for several seasons, half the team play in tournaments on a consistent bases – our most competitive division.

**2. Men's D-Rec: (2)** Teams that have been together for a year or two, a couple of the players play in tournaments a couple of times a softball season but are not quite at the level of the D-Rec+ division.

**3. Men's D-Rec Lower: (1)** Teams that are just starting out or their individual skills have diminished over the years – our least competitive division (**Upper players not allowed**).

**4. Co-Rec D: (2)** Teams that have played together for several seasons, may play a couple of tournaments a softball season, and have a consistent pool of players that have played the game of softball.

**5. Co-Rec D Lower: (1)** Teams that are just starting out, have not played league ball before or their skills have diminished over the years – our least competitive division (**Upper players not allowed**).

**\* Batter/Runners are not required to touch the bases in the event of a homerun over the fence.**

**P. 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.

**Q. 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.

**R. Awards:**

1. Individual awards (15) will be given to the team that wins the season ending tournament.