

## SOFTBALL RULES

## GENERAL POLICY STATEMENT

The City of Greenwood Village reserves the right to change any and all rules, regulations, and policies whenever due cause warrants a change. When a change is made all managers of teams affected by such a change will be notified immediately. All rules, regulations, and policies will be enforced by the league supervisor, umpires, and scorekeepers and are subject to change at their discrepancy. ASA rules shall apply outside these house rules. The recreation staff has full authority to suspend, or eject any player, team, or spectator. Ejection will include leaving the playing area.

## TEAM ROSTER

1. A roster/waiver form is required by all teams. Roster size is unlimited.
2. Roster additions are made at the field of play prior to start. Scorekeepers have player waivers at each field.
3. Players can be added throughout the summer; however in order for a player to play in the post season tournament a player must have played one league game.
4. Players must be 18 yrs or older to play in our leagues. Greenwood Village staff can ask for an ID at any time.
5. Players can register and play on only one team in a given league.
6. The City reserves the right to reclassify a team or team member at any point in the season in order to maintain a fair balance of competition.

## GAME REGULATIONS

1. A regulation game is 7 innings or 1 hour (50 minutes in May).
2. The one-hour (50 minutes in May) game time automatically begins at game time.
3. If a team has 7 or more players at game time they must begin play. Players 8, 9, and 10 will be added to the bottom of the line-up when they arrive. **(Exception: see Coed rules)**
4. If a team has 6 players or less at game time the game clock begins and the shorthanded team has 10 minutes to have a 7 player minimum roster. If after 10 minutes the team has less than 7 players the shorthanded team forfeits.
5. Scorekeeper is official timekeeper.
6. If after 4 ½ innings the home team is ahead by 12 runs or after 5 innings either team is ahead by 12 runs the game will be considered complete.
7. In case of darkness or inclement weather a complete game is 4 innings if the visitor is ahead and 3 ½ if the home team is ahead.
8. All games will begin with a 1-1 count. The batter will be given an extra foul ball only. Example: If a player has a 2-2 count and hits a foul ball; the player is allowed one more strike. If a player has a 2-2 count and swings and misses he is out.
9. Strike zone mats will be utilized for all softball divisions. A legally pitched ball (between an arch of 6' and 12') landing on home plate and/or the strike zone mat will be called a strike. Any pitch (legal or illegal) not landing on home plate or the strike zone mat will be called a ball. The catcher must allow the ball to hit the plate and/or the mat. A pitched ball that is caught by the catcher and does not make contact with the plate/mat will result in a called "ball".
10. Scores must be challenged and corrected prior to the first pitch of the next half inning or it is too late and the book shall stand.
11. There will be no coin toss the schedule reflects an even number of home/visitor games.
12. Forfeit score is 12-0, double forfeit is 0-0 and both teams will record a loss.
13. The 12 Run Rule per team per inning shall be in effect. Once the 12<sup>th</sup> run is scored the teams switch sides on dead ball play. **EXCEPTION:** A team can score as many to tie game and then go ahead by 12 runs.
14. Each team is allowed unlimited homeruns.
15. A **"point of no return line"** will be chalked thirty feet from home plate toward third base at a ninety-degree angle from the foul line to the fence. Once a runner steps on or past this line, the runner must proceed home or be declared out for returning to third base.
16. **All plays at home plate will be treated as a force play once the runner has stepped on or past the point of no return line. Fielders may not tag the runner once they cross the line. They must touch home plate for the force out.**
17. **Home plate will be painted. All runners must step on the painted plate or will be called out. Any runner that touches the white fielder's plate will be called out, unless avoiding a collision.**

## EXTRA INNINGS

It is up to the discretion of the field supervisor if extra innings shall be played directly following the tie (Daylight permitting). The last runner out will be placed at second base to start the inning. If still tied after the extra inning the last two outs will be placed at 2<sup>nd</sup> and 3<sup>rd</sup> bases for the remainder of each extra inning.

## LINE-UPS

All teams will receive line-up cards. Cards are due to scorekeeper prior to first at bat. ALL CARDS SHOULD INCLUDE TEAM NAME AND PLAYER NUMBERS (No Names).

1. A team can bat up to 14 players.
2. If a team has less than 10 players at game time, players 8, 9, and 10 may be added to the bottom of the line-up at any time during the game (alternating sexes mandatory in coed). If players 11 and 12 arrive after the team has batted through the line-up they must follow the substitution guidelines.
3. **A maximum of 4 players may be borrowed from any team to bring the lineup up to a maximum of 10 players. However, the team may only borrow players to bring their lineup to an equal or lesser number than the team they are playing against. The borrowed player(s) must bat in the last four places in the lineup. The borrowed player(s) must play catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base and right field on defense.**
4. If you put more than 10 players on your line-up card remember once you play with 11, 12, 13, or 14 players you must finish the game with that many. **Failure to complete the game with the extra players will result in an out (See injury). When a player is ejected, an out will be recorded in that player's position for the remainder of the game.**
5. Any of the extra players (11-14) can play any defensive position. Batting order must remain constant.
6. CoRec line-up (See Coed Rec. rules).
7. The men's league can have up to 3 women players on their line-up at any given game.

## SUBSTITUTION

A player not in the original line-up is a substitute. A substitute player replaces an original player in the batting line-up. The original player sits out and can go back in once. He or she must come back in the same batting position on the line-up card. The substitute can NOT re-enter the game.

## INJURY/COURTESY RUNNER

If an injury occurs and a team is playing with extra players (11-14) and there are no players available to substitute the game continues with a recorded out for the injured players batting position.

If an injury occurs and there are less than 10 players and there are no substitutes available the team can continue play with no penalty (No outs are recorded for missing player).

If an injury occurs in a CoRec game with the female being injured and no substitutes are available the male counterpart must leave the game as well. A courtesy runner is used if the opposing team agrees. It shall be the last recorded out (See CoRec rules).

## BLOOD RULE

A player who is bleeding or has blood on his/her uniform shall be prohibited from participating until appropriate action is taken. If blood is on the uniform the uniform must be replaced. If blood is on the body it must be appropriately covered. It is the umpire's judgment call to decide if a player can be treated in a reasonable amount of time. If not he or she shall be substituted. If a uniform change occurs there is no penalty for uniform violation.

## BATS

*See ASA Approved bat list. There will be no multi-wall bats allowed. All bats must be approved by a Greenwood Village staff member, and have a Greenwood Village sticker on it. If a player is caught using an illegal bat or unapproved by GV staff the player will be an automatic out for the first offense. The second offense will be an ejection, and the third will be suspension from the league for the remainder of the season.*

## UNIFORM AND JEWELRY

Each team must have a shirt with a number on the back. A player is ineligible if he or she does not have a number on the shirt. Jewelry is allowed at the risk of the player.

## **COREC RULES**

1. Teams can bat a maximum of 14 players and field a maximum of 10 players. There is also a 7 player minimum restriction.
2. There can be more WOMEN than men playing but NOT more men than women playing. *Exception: When a team has 7 players at game time there can be 4 men and 3 women, and 2 men will bat consecutively. Once a Woman arrives she will be placed in the batting order between the men, even if he has batted.*
3. Batting order shall alternate sexes when possible. Men can not bat back to back (**Coed rule # 2 exception**) women can.
4. Players can play any position; there are no restrictions.
5. Players can bat either handed; there are no restrictions.
6. Outfield arc is in effect. All outfielders must stand behind the 185 ft. marker until the hitter has contacted ball.
7. If a male batter walks he is automatically awarded 2<sup>nd</sup> base. The female batter must bat until there are two outs. With two outs the female batter has the option of hitting or taking a walk.

## **PROTEST POLICY**

No judgment calls can be protested.

## **PLAYER ELIGIBILITY**

A player is required to fill out the roster/waiver form with the City. Failure to fill out the form will result in player ejection. Ineligible player (one who has not signed a roster) will also be ejected from the next game. It is the INTENT of Greenwood Village to have EVERY player sign a roster/waiver form.

## **PLAYER INELIGIBILITY PROTEST**

An ineligible player is a player not registered in our league and/or a player registered on 2 teams in the same league. A team manager can challenge the player to the first pitch of the player in question. Time shall be called and \$25 cash shall be submitted to the scorekeeper. At that time an ID must be presented and the roster checked. If the player is found ineligible he will be ejected from the game and his next regularly scheduled game. Failure to produce an ID is an automatic ejection from game and the next scheduled game. Protest fee will NOT be refunded if player is found eligible.

## **RULE INTERPRETATION PROTEST**

1. A team manager can protest a rule but must do so immediately before the next pitch or the manager loses the right to protest.
2. The manager must ask the umpire for a time-out. He has one minute to announce his argument or declare a protest.
3. If he declares a protest he must give the scorekeeper \$25 cash as a protest fee. The field supervisor and umpire has 4 minutes (clock stopped) to make a decision. If a decision can not be made in 4 minutes the umpire call stands and a decision will be made within one week of protest. If protest is upheld fee will be returned.  
WARNING: Excessive arguing with the umpire is reason for ejection.
4. At the end of the game a rule interpretation form must be filled out and attached to the \$25.
5. The \$25 fee is non-refundable if the rule interpretation is upheld.

## **EJECTIONS**

An umpire may eject a player. They have 5 minutes to leave the playing area. Non-playing area is the parking lot. If they choose not to the game is a forfeit. A player ejected from 3 games is ejected from the rest of season play. If a team has 3 or more players ejected from the same game that team shall forfeit that game.

## **TIE BREAKING PROCEDURES**

At the completion of the regular season teams have a tie in the league standings the following procedures shall apply:

1. Win-loss record between tied teams.
2. Run differential between tied teams.
3. Team that has the least runs scored against them in all league games.

## MISCELLANEOUS RULES

1. Smoking and consumption of alcohol in the dugout and playing field is not allowed.
2. Glass bottles are not allowed in the park.
3. Pets are required to be on a leash in the park and supervised by a non-playing adult.  
**(Pets are not allowed to be tied to a tree or backstop; an adult must be holding leash.)**
4. Infield practice is not allowed prior to the game. Batting practice is not allowed on any field prior to the game.
5. Pitchers are allowed 3 warm-up pitches at start of game and 1 per inning.

## MAKE-UP POLICY

Make-ups will be scheduled 1 week after cancellation. Managers are responsible for calling the City for schedule.

### GAME DATES

May 9 - August 13

### MAKE-UP DATES

June 18 July 9, 16  
August 6, 13

If you cannot field a team for a make-up game it will be considered a forfeit.

## INCLEMENT WEATHER POLICY

3 pm cancellations - It has been raining for a long time and staff knows the fields are unplayable. The weather line will be edited for the second game between 5:15 and 5:30 pm.

Call the weather line at **(303) 486-5770**.

5-6 pm cancellations - Games called at the field of play. If you play the first game show up! The weather line will be edited for the second game between 5:15 and 5:30 pm. Call the weather line at **(303) 486-5770**.

Postponement during the first game - DON'T LEAVE the parking lot. There may be a game delay. If you are not available during game delay and the games are completed that night you will have forfeited your game. Cancelled games will be made up from the point of postponement.

## INSURANCE

The City of Greenwood Village does not provide insurance coverage for players, coaches, spectators, passer-bys, or employees. You are strongly advised to check your coverage with your personal carrier.

## CUSTOMER SERVICE

Greenwood Village continually strives to provide a staff that is professional, knowledgeable, and courteous. Please contact us immediately if any of our staff does not provide a fair level of customer service. Our umpires are Independent Contractor's and are not required to give out their names. In this case notify the supervisor or scorekeeper. If you have any questions call Brian Sowder, Recreation Coordinator at 303-486-5765, or J.T. Flahive, Recreation Coordinator at 303-486-5768.