2014 Softball Rules

The 2014 ASA Rulebook shall govern all league games with the exception of local league rules.

TEAM RULES:

1. All Leagues:
   A. Teams are made up of 10 starting players.
   B. A team must have a minimum of 8 players to start play and to continue play. Failure to have 8 players at game time results in a forfeit.
   C. A team can finish a game with fewer players than they started with, provided the team continues to field the minimum number of 8 players. Teams are not allowed to play with 7 or fewer players.
   D. Within five minutes before the start of each game, the team managers must meet with the umpire to discuss rules and player conduct.
   E. Each team must submit a correct team lineup to the opposing team before the start of the game. This is in an effort to help teams "self police" to cut down on illegal players, enforce the line ups, etc.
   F. It is highly recommend that teams keep their own scorebook, in case of protest.

2. Coed Leagues:
   A. Teams are made up of 5 men and 5 women starting players.
   B. A team must have 2 men and 2 women in the outfield and 2 men and 2 women in the infield and opposite genders for the pitcher and catcher positions. Infielder must be positioned on the dirt of the infield diamond. Outfielders must be positioned on the grass of the outfield.
   C. A team may play with a minimum combination of 4 men and 4 women. In this configuration, the pitcher/catcher must be opposite gender, and at least one man and one woman must play in the both the infield and outfield.
   D. Teams may play with combinations of 5 men and 4 women or 4 men and 5 women.
   E. Players will bat on an alternating basis between male and female. Either gender may bat first. Teams having more of one sex than the other must rotate them into the batting order as listed below. (NEW)

Example: 8 men and 5 women listed on the lineup:

1st Batter #1 Female	9th Batter #5 Female
2nd Batter #1 Male	10th Batter #5 Male
3rd Batter #2 Female	11th Batter #1 Female
4th Batter #2 Male	12th Batter #6 Male
5th Batter #3 Female	13th Batter #2 Female
6th Batter #3 Male	14th Batter #7 Male
7th Batter #4 Female	15th Batter #3 Female
8th Batter #4 Male	16th Batter #8 Male

   F. Walks: A walk to a male batter results in a two base award. The next batter, a female will bat. If there are 2 outs, the female batter has the option to walk or bat.

G. **Two different size balls are used for coed leagues.** It is batting team's base coach, closet to the home dugout, responsibility to switch balls with the pitcher between batters. This allows the officials to better track scored runs and monitor the field. It is an appeal play when the wrong ball is pitched to a batter. If the appeal is allowed, then the batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any base runners must return to the base occupied at the time of pitch.

3. Limited Gender Restriction (LGR) League
   A. Teams may play with as few as 2 women or 2 men on the field at a time as long as they have at least 8 players on the field at any given time.
   B. The batting order must remain consistent and does not need to alternate sexes.
   C. Walks will always be for one base.
   D. **Two different size balls are used for LGR leagues.** See Rule 2.G.

4. Extra Player (EP):
   A. A team may add 1 to 4 EP's into their batting line-up (for a total of 11 to 14 batters). EP's must be declared before the start of the game. EP's are starting players.
   B. The batting order with EP's must remain constant. Any 10 players may take defensive position anytime during the course of the game in accordance with specific league rules: 2.B and 3.A. *A rotating order stated in 2.E will be considered a constant batting order*

5. Re-entry Rule:
   A. Any of the starting players (including any EP's) may be substituted for and subsequently re-enter the game once for that substitute
   B. A re-entering player must occupy their original position in the batting order.
   C. Non-starting players may not re-enter the game.
   D. A 9th or 10th player entering a game in progress is considered a starting player.

6. Pick-up Players:
   A. In order for teams to have enough players to start or continue a game, a team may "pick-up" players for a single night's games. The "pick-up" player must sign the team roster <u>before</u> being eligible to play.
   B. A "pick-up" player may not play for more than one team in the same league on the same night. ***Exception:** a player from the same league may be picked up if it is to avoid a forfeit only. This may mean the picked up player is the 8th person for this team or the 4th male or female for coed leagues.*

7. Courtesy (Pinch) Runners:
   A. Prior to the start of the game when team managers exchange lineups, all players requiring a courtesy runner must be reported in the lineups. Unless it is an obvious injury situation, umpires will discourage any type of courtesy runner late in the game where an obvious advantage is being given to a team.
   B. All batter-runners will be expected to run for themselves once they have legally attained first base and become a runner.

8. Pitch Count:
   A. All batters start with a count of 1 ball and 1 strike.
   B. On the 3rd strike, the batter is allowed 1 foul ball. The next foul ball is an out.

9. Fastpitch:
   A. A designated player (DP) may be used for any player provided it is made known prior to the start of the game and the player's name is on the line-up as one of the 9 hitters in the batting order. For clarification see ASA Rule 4 Section 3.
   B. The name of the player for whom the DP is batting will be placed in the 10th position; this person will be the FLEX player.
   C. The starting player listed as the DP must remain in the same position in the batting order for the entire game. The DP and DP's substitute or the substitute's replacement may never play offense at the same time.

D. The DP may be substituted for at any time, either by a pinch-hitter, pinch-runner or replaced by a defensive player for whom the DP is hitting.
E. The DP may play defense at any position.
F. If the batter hits a foul ball over the fence or a homerun ball, a member of the offensive team must collect ball and return to umpire.
G. Helmets are required for batters, runners on base and batters on deck.
H. For "D" leagues, pitchers will not be allowed to crow hop. Pitchers will be given one warning before illegal pitch will be called. (NEW)

GENERAL PLAYING RULES

1. For the 6:00pm game, if a team does not have the minimum of 8 of players to start a game, the team with the legal number of players has the option of asking for an immediate forfeit or starting the game clock to allow the team up to 10 minutes to field enough players. If enough players have been located, the game will then begin in the 2nd inning. Failure to field 8 players within the 10 minutes will result in a forfeit. Field Supervisor has the final decision.

2. Time limit:
   Slowpitch 60 minutes
   Fastpitch 1 hour 12 minutes; no new inning will begin with less than 2 minutes on the clock.
   the field supervisor reserves the right to move a game to a different field, if needed, for time management, umpire availability etc.

3. Complete game: A game is considered a complete game if: 7 innings have been played or the time limit has expired. During inclement weather, if 5 or more complete innings have been played, or if the home team has scored more runs in 4 ½ innings. **Incomplete games (those under 4 ½ innings) will start over when made up.**

   A. Run Ahead (Mercy) Rule: Games will be considered complete if the run spread is: (NEW)
      1. Slowpitch: 20 runs after 4 innings or 12 runs after 5 innings
      2. Fastpitch: 15 runs after 4 innings or 8 runs after 5 innings
      3. The official has the right to call the game, if either team intentionally hastens/ delays the game to avoid the run ahead rule. The team that hastens would be charged with a forfeit of that game.

   B. Extra Inning Rule: Games tied after the time limit and any extra inning games will go to a one pitch game (except for fast pitch). Any foul ball is an out. The start of the inning begins with the last player who batted in the previous inning on 2nd base with no outs. After one extra inning and the game is still tied, the last player who batted from the previous inning will start on 3rd base. This procedure will continue for any subsequent extra innings until the winner of the game is determined.

4. Protests: **Protests are not allowed on judgment calls**. If protesting a game, all of the following must be completed.
   A. Notify the umpire at the time of the protest. The following information must be recorded: inning, outs, players on base, batter, and the count on the batter.
   B. Submit a typed protest explaining the protest and the specific rule misinterpretation and submit to the Sports Office by 5:00 pm the next working day; protest may be emailed or faxed.
   C. A $25.00 protest fee must accompany the typed protest. If the protest is upheld, the $25.00 fee will be refunded. If the protest is denied, the $25.00 fee is deposited in the general fund.
   D. The protest will be ruled on as soon as possible.

5. 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. Exception: If a team has to forfeit, the team MUST contact the Sports Office at 303-413-7465 and the opposing team by 4:00 pm the day of the game or by 2:00 pm on

Friday for games played on the weekend. If notified properly, there will be no forfeit fee charged.

B. If a team has 3 forfeits, that team is dropped from the league and opponents remaining games will be rescheduled.
C. All fines can be paid by calling the Program Coordinator.

6. Rosters: Each player must sign the City of Boulder roster <u>before</u> they can participate in any league.
   A. Players must sign a roster for each team they play on.
   B. Rosters will be collected by the field supervisor during your first week of games.
   C. Players can be added to a team roster at any time. Rosters will be kept on file at each team's respective field complex. Contact the field supervisor to add a player to a roster <u>before</u> game time.
   D. Players are considered illegal if they have not signed the team roster.
   E. **Roster Freeze-** will go into effect after the last regular season game.

7. The field supervisor has the authority to disallow any illegal/ineligible player(s) from participating.
   A. A team may protest a player's eligibility, but must do so when the player first enters the game either on offense or defense. When the half inning ends, the right to protest ends.
   B. Penalty for use of an ineligible player is a $25.00 fine.

8. <u>Home Run Rule</u>

	Stazio	East Mapleton
Men's D Rec	2 Homeruns per game.	
Men's E Comp	1 Homeruns per game.	2 Homeruns per game.
Men's E Rec	0 Homeruns per game.	2 Homeruns per game.

	Stazio	East Mapleton
Coed/LGR D Rec	3 Homeruns per game.	4 Homeruns per game.
Coed/LGR E Comp	1 Homeruns per game.	2 Homeruns per game.
Coed/LGR E Rec	0 Homeruns per game.	2 Homeruns per game.
Women's	Unlimited	Unlimited

   A. Any player that hits a home run over the fence after their team has exceeded the designated home run limit will result in an out. The ball is dead and no runners can advance.

9. Catchers box: No chalked catcher's box will be drawn on the field. A catcher must be positioned behind the strike mat and within the outer boundaries of the batter's boxes before a legal pitch can be delivered.
   A. The catcher shall not reach over the strike mat with either their glove or hand.
   B. A catcher's putout may only be made by fielding a pop fly hit by a batter with a perceptible arc. A caught foul tip is not a catcher's putout.

10. 1st base orange safety bag: Runners must touch only the orange safety bag during a normal force play at 1st base or they will be called out by the umpire. The play will continue as a "live" ball call and all other runners will be able to advance with the liability to be put out.

11. Home plate collisions:
   A. Fast pitch:
      1. If the catcher has the ball, the runner must slide. If the runner cannot slide, they must surrender to avoid collision. If by fault of the runner, the play results in a collision, the runner will be called out and ejected from the game.
      2. No defensive player may block the plate without the ball or else Defensive Obstruction will be called. Runners still may not collide with an Obstructing player.

B. Slow pitch only: (NEW)
   1. A "force line" will be drawn 25ft up the 3rd base line from home plate perpendicular to the 3rd base line.
   2. Once a base runner has touched or crossed the "force line", s/he must continue toward home plate and cannot return to third base.
   3. At home plate, in all levels of slow pitch and at all times (whether a play is being made or not) the base runner must touch the BLACK mat while the catcher has the WHITE home plate.
   4. Catching the ball and stepping on the plate before the base runner arrives at the mat is all that is required to record an out. **The catcher can tag the runner to record the out and sliding is allowed**. *sliding runners must slide into the black mat*
   5. If a base runner touches or crosses the "force line" and goes back to third base, the defense may use the appeal process to record the out. If the defense does not appeal, the runner is safe on third.
   6. If the runner touches the WHITE home plate instead of the BLACK mat, the play is treated as a missed base and the defense must use the appeal process to record an out.

12. Thrown bat: by umpire discretion, any player throwing a bat in an excessive manner will be called out. Any batter intentionally throwing a bat out of anger will be ejected from the game.

13. Foul language/ excessive behavior: Foul language is not permitted at the fields. The umpire will give a single warning to both teams at the first infraction. Any infraction following the warning will result in an immediate ejection.

14. **The winning team manager must sign the umpire game card at the completion of each game at all fields**.

15. No alcoholic beverages are allowed on the playing field at any time.

EQUIPMENT & UNIFORMS RULES

1. Bats: All bats allowed in City of Boulder league play MUST bear the ASA certification mark, OR, be listed on ASA's approved bat list (found at www.asasoftball.org). Bats on ASA's non-approved list are NOT allowed in City of Boulder league play. As bats are tested throughout the year, bats may be declared illegal at any time. Please be sure to check the current banned bats list, often times prior certified bats are added to the banned bat list.
   A. If a player is caught using an illegal bat, at any time, they will be called out and the bat will be written up. If said bat is used again the same game a forfeit will be called.
   B. If that bat is found to be illegally used in another game, on any field, the team using the bat will forfeit said game.
   C. Coed E Rec leagues: for safety reasons- only metal, single wall, one piece bats are allowed. NO "hot" bats are allowed. FYI- this type of bat retails for under $50.

2. Uniforms: **Uniforms are strongly encouraged.**
   A. It is asked that teams dress in similar colored shirts with numbers.
   B. All players must wear a shirt and shorts or pants.
   C. Midriff baring clothes are not allowed in City of Boulder leagues

3. Shoes:
   A. Closed toe athletic shoes must be worn by all players. No sandals or Crocs. *Barefoot shoes are strongly discouraged.*
   B. Slowpitch-Metal cleats are not allowed. Fastpitch- Metal cleats are allowed.

4. Jewelry:
   A. No watches, bracelets, visible necklaces or "big" earrings that fall below the ear lobe.
   B. No rings other than wedding rings/bands.

LEAGUE STANDING RULES

1. Tiebreaker Rule: If 2 or more teams have identical records at the end of league play, the following method will be used to determine league standings.
    A. Fewest number of forfeits
    B. Win percentage
    C. Head to head
    D. Head to group run differential
    E. Head to head runs against
    F. Total season runs for
    G. Coin toss

    Final standings will be posted within 24 hours of your final regular season game; any protest of standings must be made within 24 hours of posting. After 24 hours, standings are final

2. Championships:
    A. The league championship is awarded to the winning team of the final game, 1st seed versus 2nd seed. Overall record will not count in the final game. It is winner take all.
    B. In the event there is a league with an odd number of teams there will be a 'play in' for the championship game. The winner of the 2nd vs. 3rd seed game will play the 1st seed for winner takes all.

3. Competitive Parity:
    A. The Program Coordinator has the right to place teams appropriately to preserve competitive parity.
    B. Teams that win their league with 0 or 1 loss MUST move up a division the following season. This move may only be waived if the roster changes by 5 or more players.

SCHEDULING

1. All games are scheduled by the Program Coordinator.
    A. Games are not rescheduled except for adverse weather conditions or unplayable fields.
    B. Games will be played if at all possible. Games may be played in weather conditions that are not ideal.

2. Inclement Weather: In case of inclement weather, decisions on the status of the games will be made by 4:00 pm Monday through Friday and 2 hours prior to the first game on the weekend.
    A. Be aware, games may be cancelled at anytime due to weather conditions.
    B. Please note that games will often be played in inconvenient conditions, games will not be called unless field conditions are deemed unsafe.

3. If and when games are postponed, the rainout line and twitter will be updated immediately.

4. Cancellation Information Line: 303-441-3410, press 1. Twitter: #BPRsports

5. Rescheduling of Games
    A. Make up game schedules will be posted within 2 business days after the rain out. Once a game has been rescheduled, the make up date will not be rescheduled for any reason unless the game is rained out again.
    B. In case of a rain out, it is the manager's responsibility to locate the make-up game, day, time and location. Makeup games will be added into your game schedules posted at www.teamsideline.com.
    C. If a team knows of a scheduling conflict (they play on another team, cannot play a certain night), please notify the Program Coordinator at 303-413-7465 by 10am, the day following the cancellation.
    D. Make up games are scheduled according to field availability. The following priority system will be used:
        1. The same night as the teams regularly plays. (Very hard to accommodate)
        2. Monday through Thursday, if available.
        3. Weekends.
    E. Cancelled or Rescheduled games may be scheduled as doubleheaders.

F. It is the manager's responsibility to notify team members of makeup game times.
G. All teams will get the amount of games that they paid for regardless of weather. If we need to extend the season or play multiple games in the last week of the season we will do so to get games in.

6. Location of Fields:

Stazio Fields 1,2,3,4	63rd and Arapahoe (the complex with the tent)
Stazio Fields 5, 6, 7	63rd and Arapahoe (the complex north of the tent)
East Mapleton Fields	30th and Mapleton

7. Any ejected player MUST leave the City of Boulder's property/facility immediately or face further penalties.
   A. Failure to comply will result in a suspension for the remainder of the season.
   B. Penalties can include, but are not limited to fines and game suspensions.

MISCELLANIOUS RULES

1. Dugouts: It is each team's responsibility to pick up after themselves after each game. All trash should be thrown away and all cans recycled. Teams that don't pick up after themselves will be warned once and then fined $50.00. The fine must be paid before the team's next game, or the game will be a forfeit.
   C. Teams must remain inside the dugout at all times with the exception of the 3rd base coach, batter and on deck batter.

CITY OF BOULDER PARKS AND RECREATION-SPORTS

ADULT SPORTS

OBJECTIVES AND PURPOSES
The objectives and purposes of the Boulder Parks and Recreation Department Adult Sports Leagues shall be to foster, develop, promote, and regulate amateur sports in the City of Boulder; to establish rules and regulations governing all teams participating: to engage in any activity that will be beneficial to the participants and the leagues' well-being, and to extend the sports as wholesome recreational activities.

GENERAL POLICY STATEMENT
The Boulder Parks and Recreation Department 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 the change will be notified immediately.

GENERAL POLICIES
The regulations stated under General Policies will govern all adult sport leagues: basketball, softball, dodgeball, volleyball, kickball and soccer.

Animals: No animals will be allowed in any sport complex with the exception of service animals with clearly marked insignia.

Bottles and Kegs: No bottles or kegs are allowed at the sport complexes.

Pleasant View Soccer Complex – No alcohol is allowed.

Sportsmanship and fair play will be the hallmark of all adult sport programs.

The Rules Committee that governs all Boulder Parks and Recreation Adult Sports will be composed of the Recreation Supervisor and the Program Coordinator for the respective sport.

TEAM REGISTRATION
In the event that we receive the maximum number of team entries during registration, the following priority will be used for teams on the waiting list.
One, teams that played in the same league and classification last year or teams moving up a classification.
Two, teams that were first added to the waitlist.
Three, teams that contain the highest percentage of City of Boulder residents.

Entry Fees and deadlines vary with each sport or league; please refer to the entry fee listed under each sport. Entries must be received by the published deadline or late fees may be incurred. Teams will not be considered entered until their entry fee has been paid in full.

Dividing Teams: The Boulder Parks and Recreation Department reserves the right and authority to place teams into leagues or divisions so competitive parity can be achieved.

Limit of Team Entries: The number of team entries will be limited due to facility availability. All entries are taken on a first come, first served basis. To assure team entry, team fees must be paid at the time of registration as designated on the specific league information.

ROSTERS
Each player must sign the roster/waiver form before playing to be considered an eligible player.

Teams may have as many players on its roster as desired. All rosters must be turned in either typed or printed in a neat manner. Teams may add players at any time during the season unless designated by specific league rules.

Refunds: Absolutely no entry or player fees will be refunded once the deadline has passed.

Players may play in as many leagues as they want but only one team per league. Players must sign a roster/waiver for each team they play with.

Participants must be 16 years of age in order to play in the Adult Sport Leagues.

Current varsity athletes in the particular sport from either high school or college are ineligible during “on” season.

NO OFFICIAL PRESENT RULE
In the event that an official fails to be present and the two teams wish to play:

1. The game supervisor must be notified.
2. The absent official form must be signed by both team managers and the game supervisor.
3. At the game’s end the form must be given to the game supervisor.
4. The scores will then be entered into the official record.

In the event that an official fails to be present and the two teams do not wish to play, a make up game will be scheduled at Program Coordinator’s discretion.

Release of Liability: It is the manager’s responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in the sports of basketball, softball, dodgeball, volleyball, kickball and soccer. By accepting the role of manager you assume the liability for all players who have not signed the roster. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that the City of Boulder, the affiliated facilities, affiliated teams, and any staff members will not be held responsible for injuries.

City of Boulder Player Code of Conduct

Definitions
Manager - A person designated as the team spokesperson. One who is either a player or non-player
Player - A person who actively participates in the game, whether it is playing or sitting on the bench, and who is on the roster.
Spectator - A person who comes out to watch the games for entertainment with no physical involvement.
Official - A person on the field to administer the official rules.
Participation - Any involvement in the Boulder Parks and Recreation Department activities such as spectating, officiating, playing, coaching, registering for classes, or attending non-sporting events.
Recreation Activity - Any class or event sponsored by the Boulder Parks and Recreation Department.
Program Coordinator - The full-time Parks and Recreation employee designated to organize and supervise the activity.

No player shall:
* At any time lay a hand upon, shove, strike, or threaten an official, player, or spectator.
* Refuse to abide by an official's decision.
* Be guilty of obscene gestures, objectionable demonstrations, or dissent of an official's decision.
* Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.
* Be guilty of physical attack as an aggressor on any player, official, or spectator.
* Be guilty of using foul language (swearing) or abusive verbal attack upon any player, official, or spectator.
* Appear on the field under the influence of alcohol to the extent that he/she is inclined to cause harm to him/herself or another player.
* Misuse or destroy City of Boulder property or facilities.

Officials are required to suspend the player immediately from further play and report the player to the Program Coordinator.
Minimum Penalty: Removal from the game, suspension from the team's next game and placed on probation for the remainder of the season.
Maximum Penalty: Suspension from all City of Boulder recreational activities for life. Case is subject to review the following year. Police involvement.

No player shall:
* Discuss with an official in any manner the decisions reached by an official. Exception: The manager may confer with the official(s) in a reasonable and civil manner.
* Smoke while coming off or going onto the field of play in any recreation facility.
Minimum Penalty: Warning by the official.
Maximum Penalty: Suspension from all recreational activities for one year and probation for the following year. Case is subject to review the following year. Police involvement.

1. Any player being placed on probation for the remainder of the season and reported again for the violation of Code of Conduct will be suspended for the remainder of the season.

2. Any player removed from a game must leave the field, court, or facility immediately. This includes any and all city property and any other property used by the City of Boulder for programs. Failure to do so will carry a maximum penalty of suspension for the remainder of the season.

3. Any person on probation who violates the Code of Conduct will be placed on suspension until the case can be heard by the Sports Dept staff.

4. Any person wishing to appeal a decision reached by the Program Coordinator should do so by calling the department at 303-413-7465 within 72 hours of the sports staff decision.

5. Any ejected player must pay appropriate fine and sit out the designated number of games prior to playing again.

Failure to comply will result in suspension of playing, per Program Coordinator's decision.
Last updated 2/10/14