

City and County of Broomfield

ADULT SOFTBALL RULES

Thanks for choosing Broomfield to play softball. The league rules and City Code of Conduct must be agreed to before participating.

REGULAR LEAGUE RULES

1. The leagues will follow ASA/USA rules with the exception/modifications listed. All decisions made by the Broomfield Athletics Department regarding rule interpretations are final and not subject to protest or league fee refunds. All players must abide by all regulations and the Code of Conduct. Broomfield reserves the right to establish guidelines for any and all rules or infractions not covered in the ASA/USA or Broomfield league rules and to refuse participation to an individual or team if they do not obey the rules and regulations and keep within the spirit of sportsmanship.
2. Games will be played at Broomfield Community Park. 200 Spader Way, Broomfield, CO. 80020.
3. Managers shall see that all players have agreed to and all spectators are familiar with these rules and regulations. All provisions in the Broomfield softball rules and Code of Conduct regarding behavior and actions of players, managers, and spectators apply to the entire ball field area **before, during, and after the games**.
4. All leagues schedules, rules, and flyers for Broomfield adult and youth sports are located at www.broomfieldathletics.com.
5. These leagues are strictly recreational. HAVE FUN!

WEATHER LINE - 303.464-5597

The weather hotline has a recorded message, which will inform teams of the status of that day's games. Updates are made only when games are canceled. It is every team captain's and player's responsibility to call the weather hotline. Please listen to the full message as there can be many different fields listed on this recording. In the case of inclement weather or poor field conditions after a game has begun, the field supervisor and/or umpire will decide if the field is playable. Every attempt will be made to play; however, safety is the #1 concern of Broomfield Recreation.

In this event, if more than half of the clock has expired or more than four innings have been played, the game may be considered completed regardless of the score.

LEAGUE CLASSIFICATIONS

We do our best to appropriately place teams into leagues; however, we reserve the right to place teams and merge leagues as we see fit. The league supervisors and the athletics department will monitor teams and/or players and if it is deemed a team and/or player(s) are incorrectly classified may move teams and/or players up or down accordingly in future leagues. To help determine the proper classification of your team, please use the following guidelines:

- **E** (The most recreational level of leagues offered)
 - 1 HR per game.
- **Open E** (Mixed skills) - Usually a new league where all teams are welcome.
 - 1 HR (+ 1 up) per team. After each team hits 1 HR, they may hit 1 more. Two total
- **Upper E** (More average skilled players with few rec level players)
 - 2 HR (+ 1 up) per game. After each team hits 1 HR, they may hit 1 more. Three total

SEASON FORMATS

- Spring 5 game season. No tournament.
- Summer 12 game season (Tuesday/Thursday Leagues). Top 4 team playoff for overall winner.
- Summer 10 game season (Sunday/Monday/Friday). Top 4 team playoff for overall winner.
- Fall 8 game season. Top 4 team playoff for overall winner.

GAME PLAY RULE MODIFICATIONS - ALL LEAGUES

- **Home Plate Rule/Point Of No Return:** All plays at home plate will be played as a force out.
 - The runner coming home **MUST NOT** step on home plate; out will be recorded if the runner touches plate.
 - The player running home must run towards and cross the line that is extended from the back of the batter's box. Runners **MUST STAY TO THE OUTSIDE** of the batter's box.
 - To be safe, the runner must cross the line with **one foot down** before the defensive player has possession of the ball while touching the plate.
 - Any defensive player who attempts to tag out the runner will result in the runner being ruled safe.

- **Point of no return line** - A runner coming home may not return to 3rd base once s/he has crossed that line. Any runner who attempts to return to 3rd base after crossing the line will be out at that point. *A chalked line 25 feet from home plate will be the point of no return.*

TEAM ROSTERS/FEEES

- All players must register via the provided Google Form for the Adult Softball League. Rosters must be fully completed prior to the start of the first game. All fees must be paid to the City and County of Broomfield at least one week prior to their 2nd scheduled game.
- **Teams not having rosters and fees in by the 2nd game will CHARGED AN \$50 Late Fee.**
- **Teams not having fees paid by 3rd game will be dropped from the league.**
 - Teams may add to their rosters throughout the season. Field supervisors can assist with this at the field.
 - Rosters are frozen after the conclusion of the regular season. No un-rostered players may participate in the playoff.
- Dual registration is permitted, however; they must not be in the same league. Schedules will not be adjusted in league play, make-ups, or playoffs to accommodate players participating in more than one league.
- All players must be 18 years of age.
- Players must have a legally accepted picture I.D. (i.e., Driver's License) at the complex for all games. In league play, players who are protested for eligibility must be able to produce a picture I.D. If no proof of picture I.D., the player is ineligible to continue participation in that game. If no proof of picture I.D. is presented to league officials within 24 hours, the game is a forfeit. If a team is reduced to less than eight players because of eligibility, the game is a forfeit.

TEAM UNIFORM, EQUIPMENT, AND MISCELLANEOUS RULES

- All teams are required to have numbered uniform shirts. This applies to **SUMMER leagues ONLY**. ****Enforcement** of the jersey rule is made by the opposing manager only to the umpire before said player steps in the batter box for the first time; otherwise, the player will be eligible.
- **Footwear:** Shoes are to be molded soles only and cover toes and heels. No steel cleats will be allowed. No detachable cleats or shoes made of hard plastic or polyurethane are not allowed. No flip flops, sandals, or Crocs. .
- **Blood Rule.** A player, coach or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participation further in the game until appropriate treatment can be administered. If said injured person cannot cover up injury within 2 minutes that person will have to leave the game.
- **Jewelry** - We strongly encouraged jewelry to be taken off. However, for the player's safety, staff and umpires will ask if jewelry that is deemed as a "safety hazard" be taken off or covered (i.e. ear gages, hoop earrings, spiked piercings). Players will be given an opportunity to take off/cover jewelry before being called out. Refusal to take care of the item in question could result in ejection.
- **Dugout:** Only players and coaches are allowed in the dugout. Managers are expected to keep all kids, dogs, and other people out of the dugout.
- **Field of play:** No warming up on the infield.
- **On Deck Circle:** Only the on deck batter can be out of the dugout when the team is on offense. All other players must be in the dugout or outside the fence area.
- **Bat boy or girls:** Only one is allowed in the dugout. They must be at least 10 years old and the guardian is responsible for their safety.
- **Bats:** Bats allowed for use in league play must be ASA/USA softball bats and must abide by the
 - Current USA Softball Bat Rules. <https://www.teamusa.org/usa-softball/play-usasoftball/certified-usa-softball-equipment>
 - SSUSA or USSSA bats are not approved for our leagues.
 - The umpire will inspect the bats prior to the first pitch.
 - The certification stamp must be legible otherwise the bat will be deemed illegal.
 - Bats that are altered or dented, bats made of titanium and wood baseball bats are illegal.
 - Any use of an illegal bat(s) shall result in an out.
 - It is the responsibility of the player(s) who arrives after the game has begun to have his/her bat(s) inspected prior to using the bat.



See attached pictures of bats with the USA (ASA) stamp that are illegal.

GAME REGULATIONS

- Games are 55 minutes long. The clock will start after the coaches meeting at home plate.
- Home team will be determined by a coin flip.
- A new inning begins when the 3rd out is made in the previous inning.
- Game time is forfeit time. Exception is the first game of the night. If both teams do not have 8 players to start the game the game clock will start and there will be a 10 minute grace period. If one team has 8 or more players to start the game they have the option of having the game clock start with the 10 minute grace period or taking the win as a forfeit.
- Game will be considered a complete game and no new inning may start:
 - At the completion of 7 innings and the game is not tied.
 - At the completion of 55 minutes (finish current inning) and the game is not tied.
 - **Run Spread/Mercy Rule** - If the losing team has batted at least 4 times and is 15 or more runs behind, or has batted at least 5 times and is 10 or more runs behind.
- Teams must have at least 8 players to start and/or finish the game. They may finish with less than they started only if it is due to injury (spot will be skipped in the batting order – no out will be recorded). There will be no automatic out recorded for the 9th and 10th batters.
- **Picking up players the night of the game**
 - **Players can SUB or fill in for teams to prevent forfeits.**
 - If a team has 9 or less and with Opposing team permission, players on other rosters may be picked up.
 - Once approved, the result of the game cannot be challenged.
 - SUB players must also notify field supervisor and acknowledge and sign CCOB Code of Conduct prior to playing.
- **Additional Player (AP)**
 - A team may insert unlimited AP into their line-up.
 - The batting order must remain constant; however, any 10 of those batters may take a defensive position.
 - All batters must be present and on the line-up at the start of the game. If you have a line-up of less than ten (10) players at game time, you may add additional players upon their arrival up to (10), into the game at the bottom of the line-up. Once ten (10) are reached, all additional players must be used as **substitutes only**. You can't list players on your line-up that are not present.
- **Re-entry rule:**
 - Any starting player may be withdrawn and re-entered twice.
 - The player re-entering must re-enter in the same batting position s/he held while s/he was in the original line-up.
- **Pitching arc** is 6ft to 10ft from the ground. No fake pitches, quick pitches, or herky-jerky motions in any league. The pitcher must present the ball and release it while having one foot touching the mound.
- **Batter's Count** - Broomfield uses the one-ball, one-strike count upon entering the batter's box. There will be a courtesy foul ball on two strikes.
- **Home Runs (HRs)** – “Hit and Sit” on home runs hit over the fence, all runners can just head to the dugout. All runs will count.
- **Home Runs (HRs)** –
 - Home runs must be retrieved by the team who hit the ball by the end of the inning. The game clock will not stop if the umpire runs out of balls.
 - Once teams have hit their allotted HRs the penalties will be applied.
 - **The 1st HR after the allotted HR will be considered an out.**
 - **If a team hits a 2nd HR after allotted HRs, the inning will end.**
 - **A 3rd HR after allotted HRs will result in an offensive ejection for that player. They will still be able to play the field but cannot bat again (taking an out every time their time comes up to bat).**
- **Double First Base.** When the softball is hit in such a manner that there is going to be a play at first base, the batter/runner must run to the orange bag and the defender must use the white bag. If the correct bag is not used, the batter/runner will be called out or if the defender doesn't use the white bag, the batter/runner will be called safe. Orange bag is only live the first time the runner runs past the base.
- **Courtesy Runner** - With agreement of the opposing manager, teams may use a courtesy runner. The preceding batter, who is not a base runner, will be the designated runner (or the player scheduled to bat last, if in an inning with no outs). Courtesy runners must be of the same sex (Coed).
- **Base Running** - With various skill levels in our leagues we cannot enforce a “slide rule”. However, it is mandatory the runner gets out of the way or give yourself up. Intent will be a judgment call by the umpire. Wild throws can lead to collisions with runners trying to stay out of the way. This rule is intended to try to prevent collisions **but they can still happen unintentionally.**
- **Fielders** – Do not block the base. Even on a close play. Stay to the side of the base. Runners do have the right away to the base. Being safe is more important than that out.

- **Extra Inning Play:** All extra-inning games or games tied after time has expired will go to **one pitch per batter**.
 - The first extra inning will start with the last batter (in the previous inning) on 2nd base.
 - Each batter in the inning will only get one pitch to hit. Results:

Ball – Walk	Foul – Out
Strike – Out	Hit
- **Player Ejection and Team Forfeiture**
 - Any player who is ejected from the game for unsportsmanlike conduct could result in suspension from participation in the next regularly scheduled game. League Coordinator discretion applies.
 - Depending upon the reason for ejection additional disciplinary action will be considered.
 - Any team having 3 or more players ejected from a game will result in a forfeit of that game.
 - Player or team action not covered by the above rules will be covered by the Broomfield Department of Recreation Services Code of Conduct, and will be enforced by the league supervisor.
 - If a player is ejected for unsportsmanlike conduct the game will continue if the ejection does not bring the team below the minimum number of 8 players. If the ejected player cannot be replaced in the batting lineup by a legal substitute an out will be taken each time the ejected player's turn comes up to bat and the team will have to play one player down on defense.

ADULT COED 12” RULES

- Teams must start and finish a game with 8 players. There must be 4 male and 4 female players. They can play with 9 players in their batting order and on the field. It can be 4 men and 5 women or 5 men and 4 women. Regulation team is 5 women and 5 men.
- **Defensive Positions:** There is no restriction to which position they play. There is a **NO** male dominance rule. A male or female can handle any play.
- **Batting order** shall alternate the sexes. Every player will be allowed to bat. Teams will turn in two lineups to the scorekeeper, one for women and one for men.
- **Male Batter Walks** - Any walk to a male batter (intentional or not), the male batter shall automatically go to second base, the next batter (a female) will bat. **EXCEPTION:** *With two outs, the female batter has the option to walk or bat.* All other runners advance if forced.
- **Additional Player (AP)** - Coed teams may use unlimited AP's, however, only 10 of the batters (5 female and 5 male) may take a defensive position.
- **Outfield “Coed Line”** – When a female is up to bat all four outfielders must stand behind the 200’ line until the ball is hit. **Penalty:** If an outfielder crosses the arch prior to the ball being hit and also fields the ball inside the arch, a delayed dead ball shall be signaled. The offense shall have the option of taking the result of the play or awarding the batter first base and all base runners will advance.

LEAGUE TIE BREAKERS

If teams tie in the overall league record, the tie will be broken by the following:

1. Any team with a forfeit will be dropped from the tie.
2. Head to Head
3. Head to Head run differential
4. Runs against for all league games
5. Coin flip

ANY TEAM FORFEITING TWO OR MORE GAMES WITHOUT NOTIFYING THE RECREATION CENTER COULD BE DROPPED FROM THE LEAGUE WITH NO COMPENSATION (THIS INCLUDES MAKE UP GAMES). PLEASE BE CONSIDERATE OF OTHER TEAMS.

Protest shall be received and considered on matters of:

- Misinterpretation of a playing rule
- Failure to apply correct rule to a given situation
- Failure to impose correct penalty for a given situation

Notification of intent to protest must be made to the umpire immediately before the next legal or illegal pitch. Upon notification to home plate umpire, umpire shall inform the opposing manager and the official scorekeeper. Scorekeeper shall note in the scorebook “played under protest” and note the spot where the protest was lodged. Immediately after the game, a **\$50 cash protest fee** shall be paid to the field supervisor. Written protest must be turned in to the field supervisor or Broomfield Community Center not later than 24 hours after the game. If the protest is valid, the fee will be returned; if not valid, the fee will be retained for operation expenses.

Protest on Player Eligibility must be made before the player(s) completes their first at bat. When the at bat is over, the right to protest ends. At time of protest, **\$25 cash per player fee** must be paid to the field supervisor. If the player(s) in question is not on the roster, it results in an automatic forfeit. The player(s) in question will have 5 minutes to produce a picture I.D. If no proof of picture I.D. is provided, the player(s) is ineligible to continue participation in that game. If that reduces the team to less than eight players, it's a forfeit. After the game is over, questioned player(s) have 24 hours to show proof to Broomfield League officials. If there is no proof, the game is a forfeit. If the protest is valid, the \$25 protest fee will be returned; if not valid, the fee will be retained for operation expenses.

Protests on uniforms must be made before the player steps into the batter box for the first time. Please note: Teams have a two-week grace period before uniforms are required.