

# City and County of Broomfield

## 2024 ADULT SOFTBALL RULES



Thanks for choosing Broomfield to play softball. Please make sure you are aware/knowledgeable of league rules.

### 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 and 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](http://www.broomfieldathletics.com).
5. These leagues are strictly recreational. HAVE FUN!

### WEATHER LINE - 303.464-5597

The weather hotline is a recorded message, which will inform teams of the status of that day's games. A message will be recorded at 4pm Monday – Friday. On Sundays the weather line will be updated at 1:30pm. Updates are made as necessary. It is every team captain's and player's responsibility to call the weather hotline. In 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. Please listen to the full message as there can be many different fields listed on this recording. Do not leave a message.

The umpire and field supervisor are empowered to call a game at any time because of darkness, rain, lightning, fire, panic, or other causes which place the patrons or players in peril. In this event, if more than half of the clock has expired or more than four innings have been played, the game will 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 6 game season. No tournament.
- Summer 12 game season. Top 4 team playoff for overall winner.
- Summer 10 game season. 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:** All plays at home plate will be played as a force out.
  - The runner coming home **MUST NOT** step on home plate; an out will be recorded if the runner touches the plate.

- The player running home must run towards and cross a line (break the plane) perpendicular to the 3<sup>rd</sup> base line extending from home plate to the backstop. Runners MUST STAY TO THE OUTSIDE of the batter's box.
- The defensive player making the play at the plate must have possession of the ball while touching the plate before the runner crosses the line (**with foot down**) for the runner to be out.
- Any defensive player who attempts to tag out the runner will result in the runner being ruled safe. A chalked line 25 feet from home plate will be the point of no return.
- **Point of no return line** - A runner coming home may not return to 3<sup>rd</sup> base once s/he has crossed that line. Any runner who attempts to return to 3<sup>rd</sup> base after crossing the line will be out at that point.

### TEAM ROSTERS/FEEES

- All players must register and sign the roster for the Adult Softball League. All team managers need to present their completed team roster by their first game. All fees must be paid to the City and County of Broomfield at least one week prior to their 1<sup>st</sup> scheduled game.
- **Teams not having rosters and fees in by the 2<sup>nd</sup> game will CHARGED AN \$50 Late Fee.**
- **Teams not having fees paid by 3<sup>rd</sup> 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.
  - With the added Top 4 Team Tournament to determine league champion, rosters will be frozen after the 11<sup>th</sup> game in the summer and the 7<sup>th</sup> game in the fall. This applies to the 4 teams that make the tournament only.
- 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 16 years of age or graduated from high school.
- 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.
- MEN - can play in men's and coed leagues. WOMEN - can only play in the coed leagues.

### 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.
- **No steel cleats** will be allowed. Shoes are to be molded soles only; detachable cleats or shoes made of hard plastic or polyurethane are not allowed. Shoes must cover toes and heels. No flip flops or sandals.
- **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 5 minutes that person will have to leave the game.
- **Jewelry** - We strongly encouraged jewelry to be taken off. However, the player's safety staff and umpires will ask if jewelry that is deemed as a "safety hazard" will be asked to 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.
- **Bats** – Bats must bear an ASA 2000, 2004, and/or 2013 approved certification mark and must not be listed on an ASA Non approved bat list. *ASA had deemed some ASA stamped bats as Illegal for ASA play this year.* See attached document. The current list is subject to change. All single wall aluminum bats are still acceptable.



- No team may have more than one bat person. This person is to be no younger than 10 years, and be competent in the judgment of the umpires and league personnel.
- No player or team is to warm up on the skinned area of the infield.
- Managers are responsible for keeping the player's bench clear of all persons except players and those who are associated with the team. Umpires are to enforce this rule. Children are permitted in the dugout however they must be supervised and sitting on the bench. This is a safety issue and your cooperation is appreciated. No dogs, smoking or alcoholic beverages are allowed in the dugouts. There may be no more than **TWO** non-player persons associated with a team on the bench at any time.

## 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 3<sup>rd</sup> 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 and the game is not tied.
  - **Run Spread/Mercy Rule** - If the losing team has batted 4 times and is 15 or more runs behind, or has batted 5 times and is 10 or more runs behind, or any inning thereafter.
- 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 9<sup>th</sup> and 10<sup>th</sup> 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.
- **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**. Do not 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.
- **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 hitter or hitter's team by the end of the inning.
  - **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 2<sup>nd</sup> HR after allotted HRs, the inning will end.**
  - **A 3<sup>rd</sup> HR after allotted HRs will be an offensive ejection for that player. They will still be able to play the field but cannot bat again (taking an out every time his/her 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.
- **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 runner must be of same sex (Coed).
- **Base Running** - With various skill levels in our leagues we cannot enforce a “slide rule”. However, we ask that you get down, get out of the way, or give yourself up. Intent will be a judgment call by the umpire. Remember wild throws can lead to collisions of a runner who was trying to stay out of the way (or they thought they had a clear path) but the throw leads a fielder into the runner. 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.
- **Outfield Line** – Before the ball is put in play all four outfielders must stand behind the 200' line.

- **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. When playing with less than ten players, infielders may play up to the designated outfield arch and all outfielders must be behind the arch.
- **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 2<sup>nd</sup> 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 is automatically suspended from participation in the next regularly scheduled game.
  - 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 “Player 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.

### 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.***

## BEHAVIOR EXPECTATIONS

### Zero Tolerance Rule:

The City and County of Broomfield has adopted a “ZERO TOLERANCE RULE” towards foul language and taunting. Any player using any type of FOUL LANGUAGE or TAUNTING of any kind will be removed from the game without warning.

A warning will be given to both teams prior to the beginning of the game (in pre-game). This means the umpires will go to both dugouts and give the warnings so all players are aware. After the warning, all instances of FOUL LANGUAGE or TAUNTING heard by an umpire will result in a player ejection. If the ejection results in a team having less than the allotted number of eligible players required to continue the game, then the game will be declared a forfeit.

### Alcohol:

There is no alcohol allowed in any City and County of Broomfield park. No player, manager, coach, or team representative is allowed to drink alcoholic beverages before or during a game. Violation of this rule will result in that person being unable to participate in the game or ejection from the game.

The City and County of Broomfield Police Department is enforcing the open container ordinance. **No open alcoholic containers at the ballfields or in the parking lot.**

The City and County of Broomfield has an “Open Container” law that states: It is unlawful to have open containers of alcoholic beverages in any City park or ballfield.

**Alcohol Policy:** In a continued effort to have participants abide by the City ordinance of “No Open Containers of Alcoholic Beverages: in any City park or facility, the City and County of Broomfield Police will continue to issue citations. The addition of the Skate Park has created an increased presence of youth in the area so additional measures are needed. In cooperation, the City Athletic Division will suspend participants from league play in the following manner:

**First Offense** – Two league game suspension and a letter sent to the manager/coach informing the team of the offense and suspension.

**Second Offense** – League suspension for one full year from the date of offense and a one game suspension for the entire team. A letter to the team sponsor informing them of the violation and suspension.

### 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 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 bats. When the half inning 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’s an automatic forfeit. Player(s) in question will have 5 minutes to produce a picture I.D. If no proof of picture I.D., 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.