



South Suburban
PARKS AND RECREATION

ADULT SOFTBALL RULES

**Athletics Department
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Littleton, CO 80121
(303) 798-7515**

Weather Hotline: (303) 219-1150, Ext. 7



ADULT SOFTBALL **RULES AND REGULATIONS**

GENERAL INFORMATION

South Suburban Parks and Recreation District offers a non-sanctioned softball program for the recreational enjoyment of the participants. South Suburban Parks and Recreation District Athletics Department is the sole governing body of this program.

South Suburban Athletics Department reserves the right to reclassify teams at any point to maintain a fair balance of league competition. They also reserve the right to expel or suspend any team or team member from the league for reasons of conduct or failure to observe to the rules, regulations, or policies outlined in the Rules and Regulations and Code of Conduct. Written notification of such action must be provided by South Suburban Athletics staff.

All leagues will be played according to the Amateur Softball Association (ASA) rules with the following exceptions and clarifications. The Team Manager is responsible for briefing each team member about league rules. League rules are available at: www.teamsideline.com/sspr.

TEAM SPECIFICS

ROSTERS

1. A complete roster is required for all teams. Team rosters must be filled out online each season.
2. Rosters will freeze at a specific date each season and the date will be announced at the Manager's meeting. A team may add players to their roster up until the roster freeze date.
3. Players may be added to a roster either online through our registration website, in-person between 8:00am-5:00pm, Monday-Friday at the Athletics Office (6631 S. University Blvd.), by phone 303-798-7515, or by e-mailing the League Coordinator.
4. All player information must be filled out completely and accurately. Falsifying addresses or using inaccurate player information will result in automatic player suspension and potential forfeiture of games.
5. Each player is required to have a photo ID with them at all games.
6. Roster checks will occur at playoff games by request. Additional roster checks may be done at any time throughout the season by instruction from the League Coordinator.

PLAYER ELIGIBILITY

1. All individuals must be at least sixteen (16) years of age or older to play in Adult Softball. Individuals under the age of eighteen (18) must have a parent or legal guardian signature (waiver will be provided at registration). A maximum of three (3) players under the age of eighteen may play on an Adult Softball team.
2. Players are not allowed to participate on more than one team in the same division per night.
Exception: Opposing team manager allows the use of the player to help avoid forfeiture of the game. This can only be allowed during regular season play.
3. Players may play on as many teams as they desire, as long as they do not violate Rule 2 – Player Eligibility.
4. Men can play in a Co-Rec League and a Men’s League. Women can play in a Co-Rec League and a Women’s League. Men’s Leagues can have Women on their roster, but only one (1) may play/bat in the lineup at a time.
5. **Players must be on team’s initial roster or be added to the roster by the Roster Freeze date in order to be eligible for the end of season tournament.**
6. **Use of an ineligible player will result in the forfeiture of the game.**

PROTESTS/DISPUTES

1. PROTEST DECLARATION: Team managers must declare a protest at the time of the incident before the ball is put into play. Any protest regarding the eligibility of a player must be done before the ball is put into play. Officials and scorekeeper must be made aware of a manager’s official declaration to protest and mark down all pertinent information for the Protest Form. Both managers will be made aware of the declaration and the game will proceed.
2. PROTEST FORM: All protests must be documented using the official protest form. This form includes: the time of the incident, what is being protested, time left in the game, and score. Both managers and all officials must review and sign the protest form.
3. PROTEST FEE: All protests must be accompanied by a \$50 protest fee from the protesting team. NO protest will be reviewed without the \$50 protest fee. If the protest is valid, the \$50 will be refunded to the protesting team. The fee **must** be paid in cash at the time of the protest.
4. PROTEST PROCEDURE: Once the form has been received by the League Coordinator, it will be reviewed within 24 hours following the game. A protest will be considered only if it deals with misinterpretation of a rule or the eligibility of a player. No action can or will be taken involving personal judgment calls of the officials. If the protest is valid and deals with misinterpretation of a playing rule, the game will be replayed from that point on. If the protest is valid and involves an ineligible player, the result will be an automatic forfeit of said game by the team with the ineligible player.
5. DISPUTES: In the case of a dispute, the officials are instructed to talk to managers only. All others will retire to their team benches until instructed by the umpire to return to the field and resume play.

AWARDS

1. LEAGUE CHAMPIONS: Teams that win the championship of their playoff brackets at the end of the season will receive championship awards for each player on their roster (13 per team max.)

TEAM SCHEDULES/INCLEMENT WEATHER

1. All schedules will be published and posted online at www.teamsideline.com/sspr
2. The Weather Hotline (303-219-1150, Ext. 7) has a recorded message which informs teams about game statuses for that specific day/evening. Messages will not be recorded until 4:30pm on weekdays and two (2) hours prior to the first scheduled weekend games. Updates are made as necessary. We are using a site called RainoutLine and they have an app players can download.
3. Umpires have the authority to delay games due to inclement weather. Umpires/Field Supervisors must check with the League Coordinator prior to canceling any games. A delay shall last no longer than thirty (30) minutes. After thirty (30) minutes, the League Coordinator must be called and a decision will be made regarding the status of games.
4. Teams choosing to leave prior to instructions given by the Field Supervisor or Umpire and games continue as scheduled, will be given a forfeit.
5. All suspended/canceled games will be made up. These make-up games will usually be scheduled on the same night of the week later in the season.
6. Make-up games will be posted online at www.teamsideline.com/sspr and will be communicated to Team Managers. Team Managers must be sure all teammates are aware of rescheduled games.
7. Make-up games are not guaranteed to be played at the same site as the originally scheduled game. South Suburban will make every effort to accommodate that, but dates and times are dependent on field availability. Only the number of games guaranteed for regular season play need to be met. The end of season tournament will be played if time and field space allow.
8. If a game has to be canceled due to inclement weather, darkness, lightning, etc., it shall be resumed from the exact point where it was stopped as long as one (1) inning has been completed.
Exception: If the game is not tied after 5 innings of play or 4 ½ innings and the home team is ahead, the game will be considered complete. The game will also be considered complete if a run differential is greater than 15 runs at the time of cancelation.

DEFAULTS/FORFEITS

1. A team is considered to have defaulted their game when they give the League Coordinator advanced notice that their team will not be showing up for their scheduled game. Advanced notice is considered to be 3:00pm on the date of the game.
2. A team that fails to show up for their game or that does not have enough players to play their game is considered to have forfeited that game.
3. Any team that forfeits twice in one season will be removed from the league with no refunds of league fees. League schedules will be redeveloped to ensure all remaining teams still get their required amount of games.
4. All forfeits will be scored 10-0. Double forfeits will be scored 0-0. All forfeits and defaults will be recorded as losses in the team standings. Defaults will be scored 1-0.

GAME SPECIFICS

STARTING THE GAME

1. **START TIME:** Game time is forfeit time. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time of their game.
2. **SCORING:** The Umpire has sole responsibility for keeping track of time and score of each game.
3. **TEAMS:** Teams can bat up to twelve (12) players, but only ten (10) can play in the field. A team may start with no fewer than seven (7) players and may finish with as few as eight (8). If a team has six (6) or less players at game time, the opposing team can either: ask for an immediate forfeit or start the game clock and allow that team up to five (5) minutes to get a seventh player before the forfeit has been declared.
4. **SUBSTITUTES:** After the game has started, if the eleventh (11th) or twelfth (12th) player arrives, they will be inserted into the bottom of the batting order. Starters and substitutes may be withdrawn from the lineup and re-enter. They can only re-enter into the same spot in the batting order. The starting player and the substitute cannot be in the lineup at the same time.
5. **STARTING WITH SEVEN:** A team that has only seven (7) players to start the game will immediately become the visiting team and bat first. If the eighth player does not arrive once the visiting team records three outs, the game will be declared a forfeit.
6. **UNIFORMS:** Teams are encouraged to wear contrasting color uniforms. Numbers on the back are not required. Cleats must be soft or rubber, **no metal cleats.**
7. **JEWELRY:** **NO loose jewelry may be worn.** If during the course of the game, a player is found to have loose jewelry on, the umpire will stop the game and remove the player until the jewelry has been removed. Loose jewelry includes, but is not limited to: necklaces, hoop/dangling earrings, diamond rings, watches, etc. *Clarification(s): Medical alert bracelets are not considered jewelry; they must be taped down with the medical information visible. Religious or military pieces of jewelry do not have to be removed. Fitbits may be worn, but at the risk of the participant.*
8. **GAME EQUIPMENT:** South Suburban will provide an official game ball (.52 COR/300 MAX). All bats must be ASA certified. Bats that are altered, cracked, or dented are illegal and use of these will be penalized. D-Open and D-Comp leagues can use USSSA or NSA certified bats. ***First violation; batter/team will be warned and bat must be removed from the dugout/play. Second violation; batter will be ejected from the game.***
9. **OTHER EQUIPMENT:** Braces or other types of support equipment are not required, but if worn must meet ASA rule book guidelines. **No hard or unyielding substance on the brace such as: leather, plaster, plastic, or metal.**
10. **ALCOHOL POLICY:** Teams are reminded that the possession of and drinking of alcoholic beverages is prohibited. Teams may not possess or consume alcoholic beverages in the field of play, in their dugouts, or outside of their dugouts during their game. NO open cases of beer and NO glass bottles of any sort can be possessed on the playing premises. Violations of this rule could result in automatic forfeiture of the game, or possible arrest. Any player who is in an intoxicated condition will be prohibited from playing by the umpire/field supervisor.

PLAYING THE GAME

1. **GAME TIME:** The game will consist of seven (7) innings or fifty five (55) minutes, whichever comes first. The game clock does not stop. *Championship Game: no time clock will be used; mercy rules will be in effect, but the game will play 7 innings otherwise.*
2. **RUN/MERCY RULE:** 20-run rule applies after 2 ½ or 3 innings of play depending on which team is ahead by 20 runs. 15-run rule applies after 3 ½ or 4 innings of play depending on which team is ahead by 15 runs. 10-run rule applies after 4 ½ or 5 innings of play depending on which team is ahead by 10 runs. Once the run rule has been reached, the game will be called.
3. **PLATE MEETING:** A plate meeting will occur at the beginning of every game with the umpire and manager from both teams. The manager at the plate meeting is the liaison for the umpire the remainder of that game.
4. **COIN TOSS:** Home team is determined by a coin toss. Game time begins immediately following the coin toss. If one of the teams only has seven (7) players, no coin toss will occur and that team will automatically become the visiting team and bat first. *Playoff Games: the better seed will be the home team in all playoff games.*
5. **EXTRA INNINGS:** Ties in the regular season will play **one (1)** extra inning. If still tied after the one extra inning, the game will be recorded as a tie in the standings. Games ending in a tie will follow the Extra Innings Procedure (Special Rules; Part 1)
6. **FIELD SPECIFICATIONS:** Distance from the pitching rubber to home plate is fifty five (55) feet. Distance from home plate to first (1st) base is sixty five (65) feet.
7. **PITCHING:** Pitchers will be allowed to throw five (5) warm-up pitches in the first inning. Each inning after that, pitchers will be allowed one (1) warm-up pitch. The arc of a pitched ball will be minimum 6' and a maximum of 10' measured from the ground.
8. **BATTING COUNT:** All batters will start with a 1-ball and 1-strike count. The batter will be out when the umpire calls two (2) strikes. The batter will be awarded first base when the umpire calls three (3) balls.
9. **FOUL BALLS:** The batter will be ruled out when he/she hits two (2) foul balls after having one strike called in the at-bat, or if the batter hits three (3) consecutive foul balls before a called strike. Last foul ball that is considered an out is a dead ball no matter what and runners may not advance.
10. **DOUBLE FIRST BASE:** The fielder is entitled to the white base and the runner is entitled to the orange base on all balls hit in the **infield**. If the fielder touches any part of the orange base, the runner is safe for plays at first base. If the runner touches any part of the white base, the runner is out for plays at first base. The runner may touch the white base on balls hit to the outfield. *Ruling: if the batter steps on the white base for plays at first, the play will be called dead and runner will be called out. All baserunners will be awarded the base in which they achieved during the play.*
11. **COURTESY RUNNERS:** Courtesy runners are permitted anytime, and can be any player in the lineup. Man for a man and woman for a woman. Teams may only use one (1) courtesy runner per inning for Men's and Women's leagues. Teams may use one (1) male and one (1) female runner per inning in Co-Rec leagues. If the courtesy runner is on base and it is their at bat, the team must take an out for that batter.

SPECIAL RULES

1. **EXTRA INNINGS PROCEDURE:** The first extra inning will begin with the last recorded out starting on second base and no outs. Each batter will be given one (1) pitch to put the ball in play. If the pitch is called a ball, the batter will be awarded first base. If the pitch is called a strike or is hit foul, the batter will be called out. If after one full inning and the game is still tied, the last recorded out will now start at third base and the same process will follow. Playoff games will play extra innings until a winner is determined.
2. **BLOOD RULE:** Any player who is bleeding, who has an open wound, or who has an excessive amount of blood on his/her uniform must leave the game. The participant may not return until the bleeding has stopped, the wound has been covered and bandaged, and/or uniform has been changed. Batter could be ruled out if sufficient time has been given to clean and bandage the wound and blood continues to flow. **Teams must provide their own First-Aid Kit.**
3. **STRIKE MAT:** A strike mat is used for calling balls and strikes. Any pitch that hits the plate or strike mat and was legal in height will be called a strike if not contacted by the batter. The umpire is the sole decision maker in regards to balls and strikes.
4. **BASE RUNNING:** Players do not have to slide, they must avoid contact. There is no leading off and no stealing bases. If there is no play at the plate, the catcher must stand outside of the runner's base path. For plays at the plate, contact should be avoided at all costs. It is encouraged that catchers position themselves in front of the home plate to catch the ball and then move in to make the tag. *Any player deliberately running over or creating contact will be automatically ejected from that game.*
5. **EXTRA PLAYER RULE (EP):** An extra player (EP) is optional. A team may use one (1) or two (2) EP's in a game. The EP must remain in the same position of the batting order the entire game; however, any ten (10) of the twelve (12) players may take a defensive position throughout the game. If a player or EP becomes unable to play due to injury or prior commitments and a substitute is not available, the team can finish with as few as eight (8) players and the vacant batting spot will not be counted as an out. **Exception:** If a player or EP is ejected from the game and a substitute is not available, the vacant spot in the order will be counted as an out.
6. **EJECTIONS:** In the instance that a participant, coach, or spectator is ejected from the contest being played, that individual must leave the playing premises immediately. Specific ejection protocols can be found in the Ejection Policy and Protocol document. Any team that has three (3) or more ejections in one season will be removed from the league with no refund of league fees. League schedules will be redeveloped to ensure all remaining teams still get their required amount of games. If a player is ejected and a substitute is not available, the vacant spot in the batting order will be counted as an out for the remainder of the contest.
7. **TIE-BREAKING PROCEDURE:** When records are tied at the end of League play, the following procedure will be used to determine playoff seeding:
 - a. Head-to-head result(s)
 - b. Run differential in Head-to-head games
 - c. Run differential in all league games
 - d. Coin toss

CO-REC RULES

1. ROSTERS: Co-Rec teams can play with 12, 10, 9, 8, or 7 (only at start of game) players.
 - a. 12 players – 6 men and 6 women only
 - b. 10 players – 5 men and 5 women only
 - c. 9 players – 5 men and 4 women or 4 men and 5 women only
 - d. 8 players – 4 men and 4 women only
 - e. 7 players – 3 men and 4 women or 4 men and 3 women only
2. BATTING ORDER: This shall alternate sexes and teams playing with 7 or 9 players must take an out when players of the same sex bat back to back.
3. SUBSTITUTIONS: Player substitutions must be a man for a man and a woman for a woman.
4. WALKING A MALE: Any base on balls (walk) to a male batter, intentional or not will result in a two (2) base award. The male will go directly to second base and the female must bat if there are less than two (2) outs. If there are two (2) outs, the female batter has the option to take the walk or bat.
5. DEFENSIVE POSITIONING: There are no restrictions as to the exact positions where males and females play. Equal number of male and female players must be on the playing field for defense. The only exception being when playing with nine (9) players.
6. OUTFIELD ARCH RULE: All outfielders **must** remain behind the 175' outfield arch line until the ball is hit. This applies for both male and female batters. Violation will result in a delayed dead ball situation. The offense shall have the option of taking the result of the play or awarding the batter first base.

LEAGUE CLASSIFICATIONS

A home run is a ball that goes over the fence on the fly. Once the limit has been reached, the next home run is an out

1. MEN'S LEAGUES:
 - a. Men's D-Open: Team is allowed three (3) home runs per game.
 - i. D-Open will play the one up limit rule. When both teams reach 3, they can each hit one more. No team can ever go up by more than one home run than their opponent. A game cannot end on a one up homerun.
 - b. Men's D-Rec: Team is allowed two (2) home runs per game.
2. CO-REC LEAGUES:
 - a. Co-Rec D-Rec: Team is allowed two (2) home runs per game.
 - b. Co-Rec E: Team is allowed one (1) home run per game.

ELASTIC POWER:

The South Suburban Athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.