



# ADULT SOFTBALL

## Fort Lewis College Durango Softball Complex

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www.durangogov.org

## 2019 Summer Season Manual

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## League Information

**DATE:** June 2<sup>nd</sup> through August 8<sup>th</sup>

**LOCATION:** FLC Durango Softball Complex

**DIVISIONS:** (Most competitive to most recreational)

**Mens:** Rec 1 (W), Rec 2 (W), Rec 3 (Tu), Rec 4 (Tu), Rec 5 (M)

**Coed:** Rec 1 (Su), Rec 2 (Su), Rec 3 (Th), Rec 4 (Th)

**Womens:** Rec 1 (M)

**Men's Rec 50+ (Su)**

**AGE:** 15+, Players under 18 must have a guardian sign the roster form giving permission for the minor to play.

**FOR RAIN OUT ALERTS:** Text DGOSoftball to 84483

### GAME TIMES:

Sundays: 4:30, 5:35, 6:40, 7:45 pm  
Mon - Thurs: 6:10, 7:15, 8:20, 9:25 pm

### REGISTRATION:

**Early Bird:** \$495 per team

**After May 13<sup>th</sup>:** \$535 per team

**Deadline:** May 22<sup>nd</sup>, 2019

## League Format

**REGULAR SEASON:** 7 games in round robin play.

**SCHEDULES:** Determined by total number of team registrations. Prior to league play, schedules will be emailed to team captains and available online at [durangogov.org/adultleague](http://durangogov.org/adultleague). Team captain's responsibility to distribute to their team.

**DIVISION PLACEMENT:** Teams may automatically be placed one division higher or lower than their 1<sup>st</sup> choice.

**ROSTERS:** All players must sign the team roster/waiver before participating, rosters will be onsite. **Players may play on 1 men's or women's team, 1 coed team, and 1 men's 50+ team.** Any player must have participated in a minimum of two games to be eligible for league tournament play.

**DIVISION TOURNAMENT:** Single elimination.

**TOURNAMENT BRACKETS:** Teams are seeded based upon regular season league records. Ties will be broken by a head to head record. Tournaments will begin the following week after regular season schedules are completed. Teams should be prepared to play on any given night to complete a tournament.

\*Teams with 2 regular season forfeits will be ineligible for the division tournament. To become eligible for the tournament, the team captain must contact the Adult Sports Supervisor to receive approval and pay a \$50 forfeit fee, prior to the last regular season game and completed tournament brackets.

# League Rules

**This league is governed by the current Amateur Softball Association (ASA) rules and the following Durango Parks and Recreation rules:**

**GAME PROCEDURES:** Only the Team Captain shall be responsible for all interactions with officials and staff.

**TIME LIMIT:** 60 Minutes. Time starts on coin flip. 75 Minutes for Tournament Play.

**INNINGS:** 7 inning game.

If inning is in progress after time limit: If Home team is batting and ahead: Game over.

If Visiting team is batting and behind: Inning will be completed.

**EXTRA INNINGS (Tiebreaker):** 1 Extra Inning. Player who last batted will be placed on 2<sup>nd</sup> base.  
If tied after the extra inning, the game is declared a tie.

**HOME TEAM: League play:** A coin toss will determine Home and Visitor.

**Tournament play:** Higher seed will be the home team.

**PREGAME WARM UPS:** Must occur in outfield, no practice allowed on the infield.

**LINE UPS:** Turn in to scorekeeper 10 minutes prior to game time regardless of the number of players present.  
Must include first and last names and indicate the acting team captain. Subs can be added upon arrival.

**RUN RULE:** After 3 Innings: winning by 20 or more  
After 4 Innings: winning by 15 or more  
After 5 Innings: winning by 10 or more

**PITCH COUNT:** Batters start with a 1 Ball and 1 Strike count. 4 Balls = Walk. 3 Strikes = Out.  
First foul ball on Strike 3 = Courtesy Foul Ball. Any foul ball after results in an out.

**HOME RUN RULE:** 5 over the fence HRs per team per game. All additional over the fence HRs result in an out.  
Team that hits the HR is responsible for retrieving the ball by the end of inning. Can be a player or spectator.

**FORFEITS:** Game time is forfeit time. If you know your team will be forfeiting a game, please contact the Adult Sports Supervisor ahead of time. If forfeit occurs, the team may practice on the field without umpires until 10 minutes before the next game time unless it is the last game of the night or the field is needed for a make up game.

## **PLAYERS ON THE FIELD:**

**< 8 Players =** Forfeit

**8 Players =** 1<sup>st</sup> Inning will start. Team must be visitors, 9<sup>th</sup> player must be present by 9<sup>th</sup> spot in batting order or the 3<sup>rd</sup> out. If both teams have 8, game clock will start and allow 5 minutes for a 9<sup>th</sup> player.

**9 Players =** If 9 players are listed on the line up, no out will occur for the 10<sup>th</sup> spot in the batting order.

**11 Players =** Extra Player (EP) – All 11 players must present at the start of the game, recorded on line up and used the entire game. All 11 players can bat and any 10 play defense.

## **Additional roster signed players arriving late:**

Before the start of the 3<sup>rd</sup> inning: can be added to the line up in the 10<sup>th</sup> spot and the team can play and bat with 10 players.

After the start of the 3<sup>rd</sup> inning: the team must continue to play with 9 players, but the additional player can sub in.

## League Rules cont.

**SUBSTITUTES:** Any player can be subbed and re-entered once provided they occupy the same batting position. Only exception will be for an injured player.

**SHORTHANDED:** On a team of 10 with no subs: If a player leaves the game due to injury, no out will occur when batting. If the player is ejected from the game or leaves for a personal reason, an out will occur when batting.

**ATTIRE:** All players must wear a glove when in the field.

**JERSEYS:** Similar colored team jerseys or t-shirts with numbers are recommended.

**SHOES:** Players are required to wear shoes. Metal cleats, cowboy boots or sandals are not allowed.

**CASTS:** Casts are not allowed under any circumstances.

### **PITCHING REGULATIONS:**

A pitch that hits any part of the plate or strike mat is a strike.

A pitch that hits the ground is a ball.

The arc of the pitch must be between 6 to 10 feet from the ground, otherwise called illegal resulting in a ball. Pitcher must pitch within 10 seconds, use a continuous delivery motion and keep foot in contact with the pitching plate until ball leaves their hand.

**ILLEGAL PITCH:** If an umpire calls an illegal pitch, the batter has option to play the pitch or take a ball. If the batter swings, the play is considered live and the result of the swing will stand.

**OFFICIAL ASA BATS:** Must meet requirements of ASA rule book, Rule 3, Section: must bear ASA approved certification mark and not listed on ASA non-approved list. Complete list can be found at [www.teamusa.org/USA-Softball](http://www.teamusa.org/USA-Softball)  
**If notified of banned bat:** must not be used and removed from dugout; if found again, game results in a loss.

### **GAME RULES:**

**STEALING BASES:** Stealing is not allowed in any league division.

**SLIDING:** Sliding is allowed but not required. The runner is out and the ball becomes dead if they do not choose to slide and crash into the defensive player making a play. Though if a bad throw draws the defense into runner's path, it is not interference on the runner.

**INFIELD FLY RULE:** A fair ball that can be caught by an infielder with ordinary effort  
**AND** less than 2 outs and runners on 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>.  
Umpire calls "Infield Fly, Batters Out." Ball is live and runners advance at their own risk.

**OVERTHROWS:** When ball is overthrown into dead-ball territory, umpire will call dead ball and runners will advance 2 bases from their position during the overthrow.

**BASE PATH:** Runner is Out: Runs more than 3 feet from base path to avoid being tagged out.  
Runner is Safe: Runs outside base path to avoid interfering with fielder playing the ball.

**COURTESY RUNNER:** For an injured player, must be the last same-sex player to make an out. Once a player uses a courtesy runner, they must for the remainder of the game and will be awarded only 1<sup>st</sup> base for any hit. No more than TWO players may have a courtesy runner per game.

**BLOOD RULE:** If blood is noticed on a player an official's time out will be called to stop the bleeding. Team is responsible to replace or cover bloodstained clothing or equipment. If subbed, player may return.

## League Rules cont.

**INTENTIONALLY DROPPED BALL:** If infielder intentionally drops a ball that could be caught with ordinary effort AND a runner on 1<sup>st</sup> base with less than 2 outs.  
= Batter is out, ball is dead, each runner must return to base at time of pitch.

**DOUBLE FIRST BASE:** Defense must use white portion, runner must use orange portion if the play is at 1<sup>st</sup> base  
If runner uses the white portion, it is treated the same as missing the base. On extra base hits, the runner can use either portion.

**INTERFERENCE:** Offensive player impedes the defense's attempt to make a play, runner is out. Can include when a runner is struck by a fair untouched ball.

**OBSTRUCTION:** Defensive player hindering or preventing runner from running or executing a swing. If occurs, all runners are awarded the base they would have reached without the obstruction.

## COED Rules

**LINE UPS:** Must alternate male:female. Teams with 9 can use any 4:5 male:female combination. If only 9 players are present, an out will occur each time the 10<sup>th</sup> batter is due.

**EXTRA PLAYER:** EP is optional, must be used on line up at the start of the game and utilized the entire game. All 12 players must bat and any 10 play defense.

**PLAYERS ON THE FIELD:** Defense must include 2 males/2 females in the outfield, 2 males/2 females in the infield and 1 male/1 female pitcher/catcher. If playing with 9, must have 1 male/1 female pitcher/catcher and no more than 2 of the same sex in both the infield and outfield.

**WALK ON BALLS:** If a male is walked, he will be awarded 2 bases.

**2 Outs:** Following female has choice of batting or automatic walk to 1<sup>st</sup> base.

**< 2 Outs:** Following female must bat.

(Umpire is not required to tell the teams of the option rule unless asked.)

**EQUIPMENT:** Males will bat 12" Clincher Coed Softball.  
Females will bat 11" Women's Softball.

## Men's 50+ Rules

Durango Parks and Recreation softball rules and the following Colorado Senior Softball Association (CSSA) rules apply.

**AGE:** Must be 50 years of age or older.

**COMMITMENT LINE:** A 3 foot line shall be marked perpendicular to the 3<sup>rd</sup> base foul line placed halfway between 3<sup>rd</sup> base and home plate. Once a runner's foot touches on or past the commitment line, the runner must continue towards the scoring line. Re-crossing the line back towards the opposite direction will result in an out.

**SCORING LINE:** Used in place of a 2<sup>nd</sup> home plate. A 3 foot line perpendicular and 6' from the 3<sup>rd</sup> base line, extended from the front left corner of home plate. There will be NO TAG play at home plate. To score, a runner's foot must touch on or beyond the score line before a defensive player has possession of the ball while touching the primary home plate (not the mat). The runner shall be called out if he crosses over any portion of the primary home plate or strike mat.

## Men's 50+ Rules Cont.

**COURTESY RUNNERS:** Unlimited courtesy runners allowed each inning. Must be on line up before the game starts to be a courtesy runner. A player may only be a courtesy runner once per inning. If a runner is replaced by a courtesy runner he cannot then become a courtesy runner that inning. If a courtesy runner's turn at bat comes while he is on base he will be called out and be the next batter in the box.

**COURTESY RUNNER FROM HOME PLATE:** 1 allowed per team, identified and agreed in pre-game conference. Runner will start 2 feet behind 3<sup>rd</sup> base line, not to interfere with batter, catcher or umpire. If batter moves out of box after striking the ball, will result in dead ball out.

## Weather

Text DGOSoftball to 84483 for updated rain out alerts.

Determination of wet grounds/rain outs will be made as soon as possible. Later games may be played even if early games are cancelled. Current games could be temporarily postponed but resume within the same evening. Cancelled or suspended games can be rescheduled for any of night of the week and game times can change.

**GAME COMPLETION:** The umpire can declare a game complete due to elements regardless of the score after 5 innings.

**SUSPENDED GAME:** Games that are not considered complete will resume at the exact point they were suspended in a rescheduled game.

## Conduct

**EJECTIONS:** Any player ejected will automatically be suspended from the next scheduled game. They must leave the grounds within 2 minutes of the ejection. Team members are responsible for their removal.

**UNSPORTSMANLIKE:** Any staff member may eject players or spectators from a facility for inappropriate behavior, including but not limited to: physical altercations, vulgar language, erratic behaviors, thrown bat, taunting, etc. Any staff member may also forfeit an entire game as a result of any player or spectator's behavior and/or actions.

**SUSPENSIONS:** If a player is suspended, they are not permitted at the game site, even as a spectator.

**INELIGIBLE PLAYER PARTICIPATION:** Can be questioned by opposing team Captain only. Captain must have protested to the umpire prior to that specific players 1<sup>st</sup> at bat. If found ineligible at that moment, the player must stop participation immediately, game continues. If player continues and is later found to be an ineligible player, the player's team will forfeit that game. Either way, player must follow up with the Adult Sports Supervisor the next day.

**PROTESTS:** Protests are not considered on official judgment calls. To protest scoring situations, the team must have kept a scorebook. To protest rule infractions, batting order, player eligibility or ejection appeals, at the point of conflict, the captain make aware to the umpire, site supervisor and opposing captain that the game is under protest. The captain then must follow the formal protest procedure the next business day with the Adults Sports Supervisor.

# Parks and Recreation Code of Conduct

- A. **NO PERSON SHALL:** Discuss with an official the decision reached by the official, except for the team captain.  
MINIMUM PENALTY: Warning by the official.  
MAXIMUM PENALTY: Removal from the game.
- B. **NO PERSON SHALL:** Be guilty of obscene gestures, objectionable demonstrations or refusal to abide towards official's decision.  
MINIMUM PENALTY: Warning by the official.  
MAXIMUM PENALTY: Removal from the game and a 1-game suspension.
- C. **NO PERSON SHALL:** Be guilty of using unnecessarily rough tactics during the game against the body and person of an opposing player.  
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.  
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- D. **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator.  
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.  
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- E. **NO PERSON SHALL:** At any time lay a hand upon, shove, or attack a player, spectator, official or employee.  
MINIMUM PENALTY: Removal from the game, suspension for 1 season, and probation for 1 additional season.  
MAXIMUM PENALTY: Suspension from all recreation activities for 2 years and probation for the following year.  
*Forceful contact may also result in enforcement and penalties by law enforcement.*
- F. **NO PERSON SHALL:** Smoke while participating in the league game.  
MINIMUM PENALTY: Warning from official.  
MAXIMUM PENALTY: Ejection from the game.  
*Smoking in some public areas may also result in enforcement and penalties by law enforcement.*
- G. **NO PERSON SHALL:** Appear on the field of player under the influence of alcohol or drugs.  
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.  
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.  
*Alcohol in some public areas may also result in enforcement and penalties by law enforcement.*