



ADULT SOFTBALL RULES AND INFORMATION PACKET 2016

Weather Hotline Number

303.234.5928

Schedules and Standings

www.ci.wheatridge.co.us/softball

League Contact Information

Sean Layfield, Athletics & Fitness Coordinator

303.231.1306 phone

slayfield@ci.wheatridge.co.us

TABLE OF CONTENTS

I.	LEAGUE INFORMATION.....	3
	A. Mission Statement	
	B. Adult Sports Motto	
	C. League Fields: Prospect Park and Manwaring Field	
	D. League Contact Information	
	E. League Classifications	
	F. Schedules	
	G. Team Captain’s Responsibilities	
	H. Weather Hotline	
	I. Rescheduling Procedures/Game Cancellations	
	J. Standings/Tiebreakers	
	K. Team Awards/Playoffs	
	L. Rosters	
II.	LEAGUE RULES.....	5
	A. Governing Rules	
	B. Forfeits	
	C. Blood Rule	
	D. Lineups	
	E. Complete Games	
	F. Game Play	
	G. Equipment	
III.	CODE OF CONDUCT & REGULATIONS.....	9
	A. General Information	
	B. Alcohol Policy	

Thank you for choosing Wheat Ridge Parks and Recreation Adult Softball leagues!

If there is anything we can do to improve your experience, please do not hesitate to ask.

I. LEAGUE INFORMATION

A. MISSION STATEMENT

Embracing the community through exceptional programs and facilities that enhance opportunities for personal growth, well-being, and healthy lifestyles.

B. ADULT SPORTS MOTTO

Have fun...play hard...respect one another.

C. LEAGUE FIELDS

1) Summer Leagues

Prospect Park - South Field
W 44th Ave & Robb St, Wheat Ridge

2) Fall Leagues

Randall Park – South Field or Manwaring Field at Creekside Park
W 42nd Ave & Fenton St, Wheat Ridge 4900 Marshall St, Wheat Ridge

D. LEAGUE CONTACT INFORMATION

Wheat Ridge Parks and Recreation Adult Sports leagues are managed by:

Sean Layfield, Athletics & Fitness Coordinator
303.231.1306 office phone
slayfield@ci.wheatridge.co.us

Jim Spaulding, Athletics Supervisor
303.231.1310 office phone
jspaulding@ci.wheatridge.co.us

Website: www.ci.wheatridge.co.us/AdultSports

E. LEAGUE CLASSIFICATIONS

We strive to provide leagues that consist of teams with similar skill and ability levels.

Lower Recreational – Teams consist of beginner to intermediate players with a wide range of playing experience. Most players play to have fun, socialize, and enjoy the game. 3 homerun per team, per game. All others are outs.

Upper Recreational – Teams consist of intermediate to advanced players with at least high school playing experience. Most players play to play well and win. 3 homeruns per team, per game. All others are outs.

F. SCHEDULES

- 1) Game schedules will be available at the team captain's meeting. This meeting is mandatory for all teams; teams who do not attend the meeting will still be held responsible for any procedures or rule clarifications discussed.
- 2) Games are scheduled by the Athletic Coordinator. Scheduling requests are not accepted.
- 3) Games will be played if at all possible and may be played in less-than-ideal conditions.
- 4) Games will only be rescheduled for cancellations involving inclement weather and/or poor field conditions.
- 5) All schedules, standings, and scores can be found at <http://www.ci.wheatridge.co.us/489/Adult-Leagues-and-Programs>. Updated information will be posted on the website within 48 hours.

G. TEAM CAPTAIN'S RESPONSIBILITIES

The team captain is the primary link between their team and Wheat Ridge Parks and Recreation. It is the team captain's responsibility to:

- 1) Obtain information pertaining to registration, rules, schedules, playoffs, etc.
- 2) Attend the team captain's meeting or send another representative from your team.
- 3) Pay all team fees in full by the 3rd scheduled game. If not, games will be forfeited until paid.
- 4) Read, understand, and explain league rules and code of conduct to each player prior to participation. Captains are also responsible for the conduct of their team during play.
- 5) Inform Athletics Coordinator of any changes in contact information.
- 6) Ensure that all players sign the team roster form prior to participating and that it is filed in the league binder at the field.
- 7) Maintain control over players in all circumstances, including disputes on the field. Umpires will discuss disputes with the team captain only; players should not be involved.
- 8) Fill out forms as necessary.
- 9) Regularly check league website for correct scores and schedule updates.
- 10) Ensure your team is ready to play at the scheduled game time.
- 11) Ensure that the team area is clean after each game.

H. WEATHER HOTLINE

- 1) **Weather Hotline Number: 303.234.5928**
- 2) The weather hotline is a recorded message. **A message will be recorded at 4:30pm Monday – Friday.** Updates are made as necessary and only in the event of a cancellation. It is every team captain's and player's responsibility to call the weather hotline for cancellation information. In case of inclement weather or poor field conditions that develop after the weather hotline message has been recorded, the umpire will decide if the field is playable at game time. Every attempt will be made to play; however, safety is our #1 concern.
- 3) **Sign up for TEXT ALERTS!**

I. RESCHEDULING PROCEDURES/GAME CANCELLATIONS

- 1) If games are cancelled, make-up game schedules will be posted on the league website within 48 hours of the cancelled game.
- 2) Make up games could be scheduled the week(s) following the end of the regular season and expect doubleheaders. If your team is unable to play the scheduled make-up game, you must follow the standard forfeit procedure listed in this packet.

J. STANDINGS/TIEBREAKERS

Winning percentage will determine league standings and playoff seeding. Winning percentage is the number of wins divided by the total number of games. If 2 or more teams have the same winning percentage at the end of league play, the following tiebreaker methods will be used:

- 1) Forfeits - Eliminate any teams with forfeits not caused by injury(s) during game(s). The number of games forfeited is counted and the team with the fewer number of forfeits is ranked higher.
- 2) Head-To-Head - A comparison of two or more tied teams based on who has won or lost when playing against each other.
- 3) Average Run Differential - The total run differential divided by the number of games played, with a max differential value of 10.
- 4) Average Runs Against - The average runs scored by the team's opponent in all games. The lower the number the better.
- 5) Coin Toss - If still tied, a coin toss (by the Athletic Coordinator) will determine higher place.

K. TEAM AWARDS/PLAYOFFS

- 1) The tournament champion and runner-up will receive an award and/or discount for future league play.
- 2) Teams will be seeded based on their regular season record and all teams are eligible for the tournament.

L. ROSTERS

- 1) All participants must be 18 years of age
- 2) Teams may have unlimited players on their roster. Rosters freeze at the end of the regular season.
- 3) All rosters must be completed prior to the team's first game. Any team playing without a completed roster is subject to a forfeit. A complete roster includes all player information and signatures.
- 4) To qualify as a resident team, 50% or more of the roster must be comprised of Wheat Ridge residents.
- 5) Players may play in as many leagues as they want but only one team per league.
- 6) Players must be on the roster for each team they intend to play on.
- 7) Each player must carry a photo ID with them to all games. A photo ID is the only form of ID approved in the case of a roster check/challenge.
- 8) Any non-rostered player or player playing under an assumed name shall result in ejection of that player. A team may protest a player's eligibility, but must do so when the player first enters the game.
- 9) Free agent (players looking for teams) information is available by contacting Jim Spaulding at jspaulding@ci.wheatridge.co.us or 303.231.1310.
- 10) All rosters must be kept in the league binder at the field.

II. LEAGUE RULES

A. GOVERNING RULES

- 1) Wheat Ridge Parks and Recreation is the sole governing body of the league.
- 2) ASA rules will govern all play in addition to the listed playing rules.
- 3) Wheat Ridge Parks and Recreation reserves the right to expel any team/player from the league for reasons of conduct or failure to observe rules, regulations and procedures. Written notification of such actions will be provided to the team captain. No refunds will be given.
- 4) Any situation not covered explicitly in these rules will be acted upon by the Umpire or Athletics Coordinator. In addition, Wheat Ridge Parks and Recreation reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the league, or participant safety.

B. FORFEITS

- 1) Teams must have at least 8 players to start and finish the game.
- 2) If a team or both teams do not have the minimum number of required players to start a game, that team (or both) teams will be granted a 10-minute grace period to allow for the minimum number of players to arrive. The official game clock will start at game time and continue to run until enough players arrive to start the game or a forfeit is declared at the end of the 10-minute grace period.
- 3) Forfeited games will be scored 7-0.
- 4) Umpires will not officiate forfeited games.
- 5) In the event of a forfeit, teams/players will be allowed use of the field until 10 minutes prior to the next scheduled game time.
- 6) If a team has 3 forfeits during the season, it is automatically dropped from the league. No refunds.
- 7) If a team must forfeit, the team captain must contact the Athletic Coordinator as soon as possible.

C. BLOOD RULE

A player, coach, or umpire who is bleeding or who has blood on his/her uniform should refrain from further participation in the game until appropriate treatment can be administered. If treatment is administered in a reasonable length of time, the individual will not have to leave the game. The Umpire will apply the appropriate rules regarding substitution, re-entry, and playing short-handed.

D. LINEUPS

- 1) A full team consists of 10 players. Teams may bat a maximum of 14 players. Teams must have a minimum of 8 players to start and finish a game.
- 2) For coed leagues, a 50-50 female/male ratio is encouraged; however, *teams may play with any of the following combinations:*

# of Players	Males	Females
8	3	5
	4	4
9	3	6
	4	5
	5	4
10	3	7
	4	6
	5	5
11	4	7
	5	6
	6	5
12	4	8
	5	7
	6	6

- 3) Any of the starting players (including any additional hitters) may be substituted for and re-enter the game at any time, provided the players occupy their original numeric position in the batting order.
- 4) All players playing defense must bat.
- 5) Any player ejected from a game cannot be replaced by a substitute. Their spot in the batting order will be ruled as an automatic out. Any team with two or more players ejected from a game will automatically forfeit the game.
- 6) If a player is injured and must leave the game, a substitute (within the above ratios) may be added to the lineup. If no substitute is available, the team may play with as few as 8 players. An out will not be recorded in the injured player's spot in the batting order if a substitute cannot be found.

Additional Coed Rules

- 1) The batting order must alternate genders. If playing with an uneven number of males and females (within above ratios), please make two lineups; one for males and one for females. Players will bat according to their position in their gender order and alternate male/female.
- 2) Players that arrive late may be added to the bottom of the line-up.
- 3) A maximum of 10 players may play on defense. For teams playing with more females than males, at least 3 males must be on the field (no more than 5 males are allowed defensively at any time). Players may play in any defensive position.
- 4) Teams may use a maximum of 4 infielders and must have a pitcher and catcher. All infielders must be positioned on the infield material (dirt) until contact is made.
- 5) All outfielders must remain behind the marked 175' arc until contact is made by a female batter. If an outfielder crosses the arc prior to the ball being hit and fields the ball inside the arc, a delayed dead ball will be signaled. The offense, after being informed of the violation (by the Umpire), shall have the option of taking the result of the play or awarding the batter first base; runners will advance only if forced.

- 6) A walk to a male batter results in a 2 base award. With 0 or 1 out, the next batter (female) must bat. If there are 2 outs, the next batter (female) has the option to bat or take a walk. All batters that “walk” must touch all bases.

E. COMPLETE GAMES

- 1) Games are 60 minutes long or 7 complete innings, whichever comes first. The clock will start immediately after the team captain’s meeting at home plate. Game time will be kept by the Umpire. A new inning begins when the final out is made in the previous inning.
- 2) If a game is delayed for any reason, teams are required to wait for instruction from the Umpire before leaving. If your team leaves prior to receiving information from the Umpire, and games resume, you will be assessed a forfeit.
- 3) In the event a delayed game cannot be completed, it will be considered complete if 4 complete innings have been played.
- 4) All league games will stop at 10:45pm; if a game is still in progress at 10:45pm, it will be considered complete if 4 innings or 45 minutes have been played. Otherwise, it will be rescheduled and resume where it left off.
- 5) Run Rule: A game will be ended when:
 - a) One team is up by 10 or more runs after 5 complete innings (4 ½ innings if home team is winning)
 - b) One team is up by 15 or more runs after 4 complete innings (3 ½ innings if home team is winning)
- 6) Games that are tied after the time limit has expired (or 7 complete innings) will go into extra innings.
 - a) All batters in extra innings will start with a full count (3 balls; 2 strikes).
 - b) Any foul ball is an out (no courtesy foul).
 - c) Each inning will begin by placing the last player who batted in the previous inning on 2nd base. This procedure will continue for each team in any subsequent extra innings until the winner of the game is determined.

F. GAME PLAY

- 1) **Playing Field Dimensions:** Base-path distance is 65’ for Coed leagues and 70’ for Men’s leagues; pitching distance is 50’; outfield coed line is 175’.
- 2) **Home/Visitor Dugouts:** Teams may occupy either dugout.
- 3) **Pitching:** Pitchers must have part of the foot in contact with the pitching plate until release. The pitched ball must be delivered underhand in a continuous motion and must arc at least six (6) feet but no more than ten (10) feet from the ground. No ball may be pitched until the umpire signals “play”.
- 4) **Count:** All batters start with a 1-1 count; therefore, 3 balls are required for a walk and 2 strikes for a strikeout. Batters will be allowed one courtesy foul after accumulating any two strike count.
- 5) **Batting:** All batters must use a legal bat (see equipment). If use of an illegal bat occurs, the batter is automatically out and the bat is removed from the game. Repeat offenses of this rule will result in a player suspension from the league.
- 6) **Bunting:** Not allowed.
- 7) **Base Stealing and Leading Off:** Not allowed. Runners must remain on the base until contact is made by the batter or will be called out.
- 8) **Right to Base:** The runner has the right to the base/home plate. A fielder must give the runner the base-path and base when he/she is not in possession of the ball. A fielder must have possession of the ball before he/she can legally attempt to put out the runner. **Runners and fielders MUST AVOID CONTACT AT ALL TIMES.**
- 9) **Courtesy Runners:** Courtesy runners are allowed for any player at any time and must be gender specific. The courtesy runner should be the last recorded out. If there are no outs recorded in the inning, the last runner to score or the last batter in the lineup will serve as the courtesy runner. If a courtesy runner’s numeric spot in the batting order comes up while he/she is still on base, the player is automatically out.

- 10) **Home Runs:** Any home run over the fence after the team has exceeded the designated home run limit will result in an automatic out. The ball is dead and no runners may advance. Any ball that deflects off a fielder in fair territory and clears the fence is a four-base award and does not count towards the home run limit. The home run limits are as follows for each league classification:
 - a) Lower Rec: 3 homerun per team, per game. All others are outs.
 - b) Upper Rec: 3 homeruns per team, per game. All others are outs.
 - c) The batter and any base-runners do not need to run the bases on a home run.
- 11) **Game Balls:** Game balls are provided. All teams must retrieve their own homerun and foul balls. The umpire starts the game with 1 new and 4 used balls. If balls are not returned and the umpire runs out, the clock will continue to run until one is returned.
- 12) **Base-Running:** No runner or fielder may use force when tagging or base-running. If the violation of this rule is judged flagrant, the runner or fielder may be ejected.
 - a) An orange (double) safety base will be used at 1st base. On the initial play at 1st base, the runner must go to the orange base and the fielder must go to the white base unless either player is avoiding a collision.
 - b) Players must avoid contact at all times.
 - c) Sliding is allowed.
- 13) **Batting Out Of Order:** Is an appeal play by the defense and must be made prior to the next batter taking a pitch. No retroactive penalties will be applied.
- 14) **Protests:** Protests are not allowed. Should an issue arise, please contact the Athletics Coordinator within 24 hours.
- 15) **Ejections:** Any ejected player or coach MUST leave the playing facility immediately or police will be called to escort the player from the premises. The ejected player or coach is automatically ineligible for the team's next scheduled game and may be subject to an additional suspension to be determined by the Athletics Coordinator. Any player or coach ejected from two games in one season will be suspended indefinitely from all league competition. Ejections may not be appealed. Any player ejected from a game cannot be replaced by a substitute. That spot in the batting order will be ruled as an automatic out for the remainder of the game. If a team does not have enough players to continue, the game is forfeited. Any team with two or more players ejected from a game will automatically forfeit the game. Any violation of the Code of Conduct is cause for ejection and includes any incident before, during, or after the game.

G. EQUIPMENT

- 1) Teams are required to bring their own gloves, mitts, bats, balls, shoes, and any other safety equipment they choose to use.
- 2) Uniforms are strongly encouraged. Teams should dress in similar colored shirts with numbers. Taped numbers are not allowed. All players must wear a shirt and shorts or pants.
- 3) Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. Teams will be given one (1) warning each game to remove their jewelry. After that, offending players will be called out.
- 4) Shoes must be worn by all players. No metal cleats allowed. No screw-on cleats allowed. No open-toed sandals or shoes allowed (this includes Crocs). No cowboy boots allowed.
- 5) **Only ASA approved bats are allowed. Please visit: <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment> for specific bat information.**

III. CODE OF CONDUCT AND REGULATIONS

A. GENERAL INFORMATION

All participants must adhere to all park rules and regulations in addition to this Code of Conduct. Wheat Ridge Parks and Recreation adult sports leagues are intended to be **recreational** activities. Reasonable and appropriate behavior and sportsmanship is expected at all times from participants and spectators. A violation of this code of conduct includes, but is not limited to:

- 1) Use of obscene language or gestures
- 2) Disorderly conduct
- 3) Theft
- 4) Public intoxication or use of drugs (in such a manner that he or she does not have complete control of his/her faculties and is inclined to hurt himself/herself or others)
- 5) Sexual misconduct
- 6) Indecency
- 7) Harassment
- 8) Failure to cooperate with staff/umpires
- 9) Possession of weapons of any kind
- 10) Non-compliance with established policies, rules, and regulations
- 11) Unlawful activity
- 12) Any other behavior deemed offensive or unacceptable

Staff and Umpires will enforce this code of conduct.

Additionally, the following rules apply:

- 1) Hitting or throwing into fences is prohibited. No infield or batting practice will be permitted on the infield before a game.
- 2) Climbing outfield fences, dugout fencing, bleachers, or any other fenced area is prohibited.
- 3) Children 10 years of age or younger must be directly supervised at all times.
- 4) Smoking/tobacco use is not allowed on the fields or in the dugouts.

B. ALCOHOL POLICY

Alcohol may not be consumed on the fields, in the dugouts, or during your game. The Umpire reserves the right to immediately eject any player observed in violation of this rule. Alcohol may only be consumed off the field, outside of the dugouts, and *when your game is not being played*.

- 1) Only 3.2% beer is allowed in the park.
- 2) Any player on the field appearing to be playing under the influence of alcohol or drugs in such a manner that he or she does not have complete control of his/her faculties and is inclined to hurt himself/herself or another player will be ejected.

Have fun...play hard...respect one another.