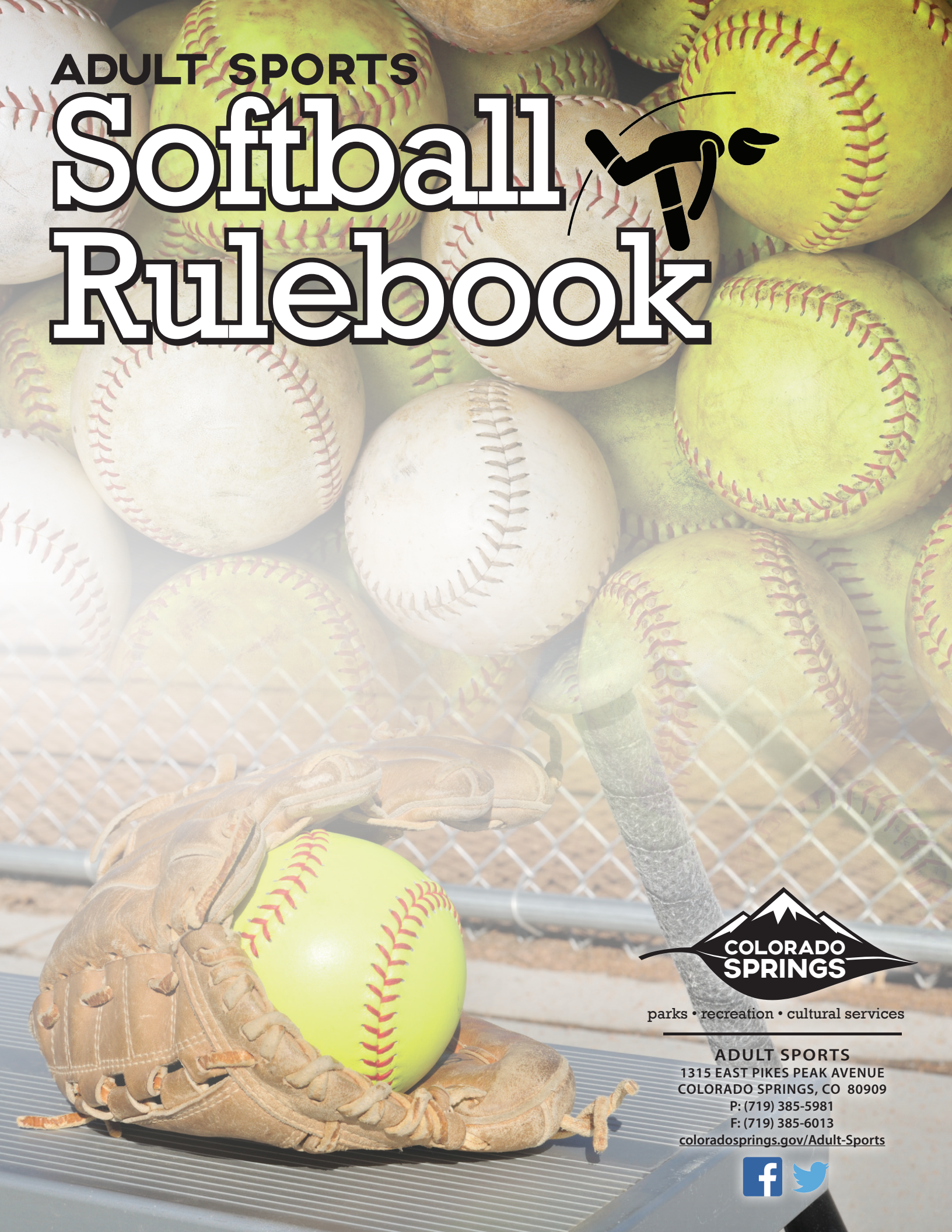
ADULT SPORTS

Softball Rulebook



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ADULT SPORTS

ADULT SOFTBALL RULEBOOK

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This rulebook is a guide to procedures, rules and responsibilities for playing and officiating for the City of Colorado Springs Parks, Recreation & Cultural Services (PR&CS) - Adult Softball Program. All programs offered by Recreation Services are strictly for recreational purposes and intended for the enjoyment of the sport with fellow participants. Safety, fair play and sportsmanship are our primary concerns.

This rulebook is a guide to procedures, rules and responsibilities for playing and officiating for the Adult Softball Program. The guidelines are implemented and enforced to ensure the most uniform and complete softball program possible.

We recommended that you read this rulebook and address your concerns and questions before the softball season begins.

United States Specialty Sports Association *(USSSA)* Official Rulebook Web site address: www.usssa.com, select *Slow-Pitch,* select *Slow-Pitch Rulebook*. Recreation Services' Adult Softball Program follows the rules of *(USSSA)* with the following modifications.

THE PROGRAM

PROGRAM GOAL

The goals and objectives of this program are to foster, develop, promote and regulate amateur adult sports in Colorado Springs. Safety, fair play and good sportsmanship are our primary concerns. Rules governing sports leagues are necessary to establish a recreational activity that is safe, fair and enjoyed by all.

WARNING STATEMENT TO PARTICIPANTS, TEAMS & SPECTATORS:

Although participation in supervised athletics and activities is generally considered safe, and serious injuries are not common, it is impossible to eliminate every risk. To help reduce accidents and injuries, players must obey safety rules, report all physical problems to their coaches, follow a proper conditioning program and inspect their own equipment. By registering for this program, you acknowledge that you have read and understand this warning. Those who do not wish to accept the risk should not register or participate.

SAFETY

For the protection and safety of all participants, the removal of all dangerous jewelry is responsibility of player and team representative. You will be asked to remove all jewelry that officials believe may be dangerous to you or other participants. Jewelry that cannot be removed *(rings, religious jewelry and medical identification)* must be completely covered with tape.

NOTE: *Each team and/or its players must provide first-aid equipment, including tape and padding. Team representatives are responsible for ensuring that their players are properly equipped, that jewelry is removed or covered with tape and the team is ready to play.*

INSURANCE/INJURIES

The City of Colorado Springs carries no insurance on players, coaches or game officials. Participants are responsible for all charges resulting from medical emergencies.

In the event of an injury on the field, the site supervisor will assist by calling medical help upon request of the team representative. Players or team representatives are required to inform the site supervisor of all injuries and complete an accident report form (provided by the site supervisor), even if the injury does not require medical attention.

NOTE*: All injuries must be reported within 24 hours.*

The City does not supply first aid materials; teams are responsible for providing first aid equipment *(tape, bandages, ice, etc.)* and transportation to medical facilities. Team representatives should keep a list of insurance information and contact phone numbers for team members in case of an emergency.

INFORMATION RELEASE POLICY

Per City policy, the Sports Office will not release the names, numbers or addresses of participants. Individuals can be assured their personal information will be used strictly for administrative purposes and will not be released to outside sources.

LIGHTNING SAFETY TIPS

Your safety is our highest priority. Lightning is dangerous because it is random and unpredictable. Safety precautions and an evacuation plan should be made in advance. Be prepared to act quickly. Please read, learn and teach others the following lightning safety tips.

When you first hear thunder, begin to plan your lightning defense. Can you get to a car or building quickly? Can you get 100 yards away from all metal objects? Lightning often precedes rain, so don't wait for the rain to start before suspending activities. Typically, the distance from Strike A to Strike B to Strike C can be .5 to 2.5 miles. You must clear the area if lightning is within six (6) miles of your location. Flash to bang at 30 seconds = 6 miles. Activities should remain suspended for 20-30 minutes after the last thunder is heard.

IF OUTDOORS…Avoid water. Avoid all metal objects including electric wires, fences, golf clubs, machinery, motors, power tools, etc. Unsafe places include golf carts, tents, open-sided rain shelters, small boats, or underneath isolated trees. Avoid high ground and open spaces. When possible, find shelter in a building or in a fully enclosed metal vehicle with the windows completely shut. If lightning strikes nearby, you should:

a. Avoid direct contact with other people.
b. Remove all metal objects from your person.
c. Crouch down, with feet together and hands on knees.

IF INDOORS…Avoid water. Stay away from open doors and windows. Hang up the telephone and take off headsets; lightning can strike electric and phone lines and induce shocks. Turn off and stay away from appliances, computers, power tools, TV sets, etc. Remain inside until the storm has passed.

If lightning strikes a person, immediately administer first aid procedures, if you are qualified to do so. An injured person does not carry an electrical charge and can be handled safely. Call **911** immediately.

PROTESTS

Protests are not accepted within the structure of the PR&CS sports programs. We believe protests are counter-productive.

Although protests are not allowed, written comments about rules, umpires, player eligibility, ejections from a game, or specific situations are encouraged. These comments will be reviewed and evaluated to help improve the program and may have an impact on future programming. Player eligibility must be challenged during the game.

The Sports Office will accept only written statements within 24 hours or the next business day after the game. Written statements may be mailed, hand delivered or e-mailed to the:

Sports Office **OR** **sportsfdesk@springsgov.com**
1315 East Pikes Peak Avenue
Colorado Springs, CO 80909

SPORTS OFFICE LOCATION

City of Colorado Springs | Parks, Recreation & Cultural Services | Recreation Services
Sports Office
1315 East Pikes Peak Avenue
Colorado Springs, CO 80909
Phone: (719) 385-5981, select 0 | Fax: (719) 385-6013 | Web site: www.coloradosprings.gov/adult-sports

SOFTBALL SCORE KEEPING

Score keeping is the practice of recording the details of a game as it unfolds. The following information and instructions will assist you in keeping score at a softball game.

ABBREVIATIONS AND SYMBOLS FOR SCORE KEEPING

The following abbreviations and symbols are used to track details of what and how the action occurred during an at-bat.

All players on the field are symbolized by a number.

1. Pitcher
2. Catcher
3. First Baseman
4. Second Baseman
5. Third Baseman
6. Short Stop
7. Left Fielder
8. Center Fielder
9. Right Fielder
10. Rover
11. ***AH**, Additional Hitter
12. ***AH**, Additional Hitter

***NOTE**: In men's, women's and coed leagues, 12 players may bat if utilizing the two AH's in the batting line-up. Any 10 of the 12 players in the line-up may play defense. The 11th and 12th players are not considered substitutes.*

When the team captain or representative notifies the umpire, an **AH** can only be added prior to the game starting.

The following abbreviations represent actions or results of what took place during an at-bat. Use them to help you record the details of a softball game as it unfolds.

K = Strike out
F = Fly ball caught For example, if the second baseman caught the fly, you would record the action as: F4. Then, record the out {1, 2, or 3} inside the diamond next to the player who is at-bat, and circle the out.
BB = Walk or batter awarded first base
1B = Base hit or single-batter is at first base because of his/her hit at-bat
2B = Double-batter is at second base because of his/her hit at-bat
3B = Triple-batter is at third base because of his/her hit at-bat
*HR = Home run is defined as a batted ball hit over the fence in fair territory out of the playing field.
NOTE ABOUT HR: Each level of competition has a home run limit.*

Home Run Limits Per Level:

OPEN ……..	Limit of 4 home runs per game
BLUE Recreation……	Limit of 3 home runs per game
WHITE Recreation……...	Limit of 2 home runs per game
RED Recreation…….	Limit of 0 home runs per game
Wooden Bat……...	Unlimited home runs per game

***NOTE:** Exceeding the established home run limit will result in an out.*

***NOTE:** On Homeruns Batters/Runners just Hit & Sit.*

OUTS

After an out, the combination of defensive plays should be recorded as described in these examples:

- The first batter hits a ball on the ground to the short stop, who then throws the ball to the first baseman to force an out. **Record it on the score sheet as 6-3** (6 = short stop and 3 = first baseman). Inside the diamond next to the batter's name you will record the number of outs (1, 2, or 3), and circle it. This keeps track of the number of outs per half inning. In this example, the first out has been recorded.
- The second batter in the line-up hits a ball to the center fielder, who catches it on the fly for the second out. **Record it on the score sheet as F8** (F = fly ball and 8 = for the center fielder that caught the ball). Out 2 is written inside the diamond next to the batter's name, and circled.
- The third batter strikes out. **Record it on the score sheet as K** (strike out). Out 3 is written inside the diamond next to the batter's name, and circled

END OF AN INNING

After the third out in each half inning, a 'slash' **(/) is drawn diagonally across the lower right hand corner of the column** in the row where the last person batted. This **'diagonal slash' (/)** indicates where the batting order pickups again when the next half inning begins.

When beginning the next inning, move to the next column so it is understood that a new inning has begun, and put the inning number at the top of the column for those batting in that inning.

Should a team bat through the order in one inning, simply go to the top of the same column and continue to record. If batter who started the inning comes up again, go to the next column and continue scoring.

REACHING BASE

If a batter reaches a base, either due to a walk or hit, ***draw the base path from home to first,*** and describe the method in the lower right hand corner. Examples:

- If a batter gets a base hit, *draw the base path from home to first,* and write 1B below.
- If a batter gets a walk, *draw the base path from home to first,* and write BB below.
- If a batter hits a triple, *draw the base path from home to first, to second and to third,* and write 3B in upper left hand corner.

SCORE KEEPING *(EXAMPLE SHEET ON FOLLOWING PAGE)*

Use this traditional method to describe what results or actions took place in a softball game.

ADVANCING AND SCORING

One hard and fast rule of score keeping is that ***every*** time a base runner advances, their ***base path must be drawn***.
Throughout the team's at-bats, the ***base path of every runner needs to be drawn.*** In the event that there are 2 runners on base with no outs and a ball is hit and runners advance to load the bases, and the next batter hits a double, the score keeper must draw the base path of the hitter to second base, and continue drawing base paths for all runners.

When the base path of any runner reaches home, you will fill-in the completed base path and **darken the inside of the diamond. This will signify a base runner(s) has scored and can then determine the number of runs scored by the darkened diamond**.

The number of runs scored during an inning is recorded at the bottom of the score sheet, next to **TOTALS**. Continue to add the total runs at and end of each inning to ensure an updated score.

SUBSTITUTIONS

When a substitution is made, write the substitute's name under the regular player's name; then write in and circle the inning that the change occurred next to the substitute's name. The substitute will bat in the regular player's position. Re-entry is permitted, any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he/she is in the lineup, a substitute who is withdrawn may not re-enter.

MISCELLANEOUS

Game length: Games have a one-hour time limit. There is an established run-rule: 20 run after 3 innings, 15 after 4 innings, 10 after 5 innings, a complete 7 innings, whichever comes first.

*Rain Delay/Rain Out Games See Suspended Games

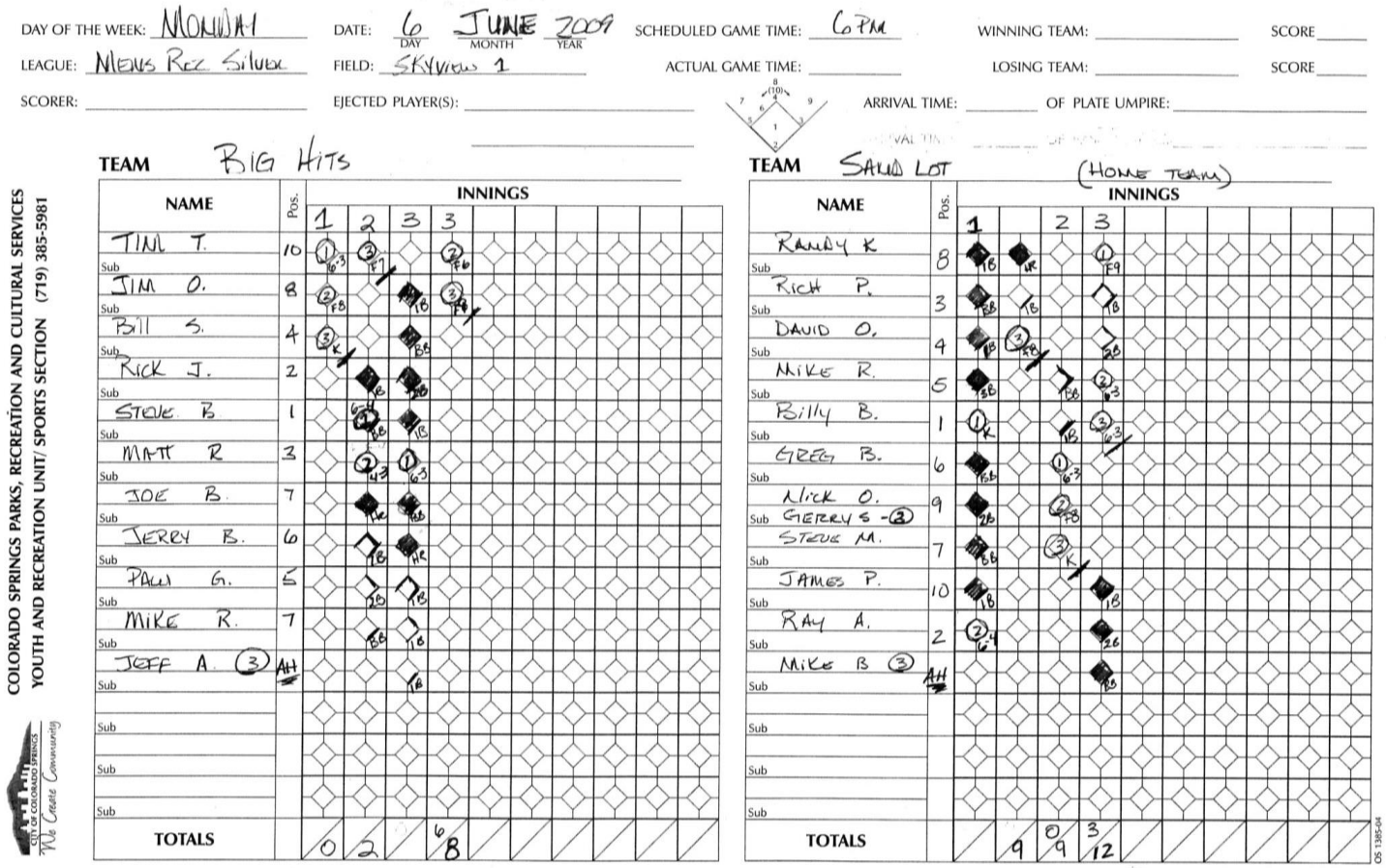
Starting time:

- Hard copy of line up to be given to umpires at coin toss, line up is to include first name, last name and uniform number.
- Game clock will begin at the pre-game conference, after the coin-toss that determines home and visitor.
- Teams must be ready to start at the required time. If the previous game ran late, the next game will start as soon as possible after the pre-game conference.

Procedure / Process for teams keeping score:

- Prior to game time, both teams will receive a line up sheet which is required at the coin toss, scorecards are highly recommended but not required and are available on site.
- Line ups hard copies are to be given to the umpires during the coin toss.
- Both teams will be responsible for keeping score, but the home team is designated as the 'official' scorer.
- If a discrepancy arises in the number of runs or outs, the team questioning the error must provide proof of the error as recorded on their score sheet. Discrepancies will be rectified between the two teams before the end of inning. Game time will not stop to correct scoring errors.
- Between each inning the umpire will ask for the score, and then announce the inning and the score of the game. In situations where time is a factor, the umpire will also announce the time remaining in the game. The field score board will not be available. When it is on, it will only show information from previous innings. The score board does not accurately display the score or inning.
- At game time, if both teams only have the required number of players to begin a game, the teams will share the score keeping responsibility by alternating the score sheet during their time at-bat. ***Example:*** *Team A and Team B each have only 10 players to start and play the game. Score sheet will be shared by both teams, alternating the score sheet between half innings.*
- Teams can and may have a fan or spectator keep score for their team/game.

- At the end of the game, the umpire will record the final score and both team representatives or captains will sign the score card. By signing, the representatives or captains agree to the final score and win/loss. The umpire will submit the signed score card to the Site Supervisor at that complex. The scores will recorded and the card will be filed.



EQUIPMENT

THE BALL

A 12-inch ball will be used in the men's and coed programs; the women's program will use an 11-inch softball. Game balls will be provided at the field for league play.

BATS

The Bat Performance Factor (BPF) of 1.20 or less is required for all bats. Only bats with a BPF of 1.20 or less, with the manufacturer's permanent marking, will be allowed. The bat must be legal as described in the USSSA Rulebook. USSSA publishes a list of licensed and legal bats for USSSA play. The list can be found on USSSA's Web site, www.usssa.com

<u>Only bats on the published list will be legal for Parks & Recreation</u>. **<u>In addition, no bat shall be legal in Parks & Recreation play unless it is marked with BPF 1.20"; bats manufactured before January 1, 2004, are to be marked "1.20 BPF" or BPF 1.20."</u>**

- Bats may be made of aluminum or other metals, fiberglass, graphite, or a composite material. The bat may be made in pieces from different materials or modular with interchangeable parts, but all bats must have a closed barrel end and be subject to additional safety and tampering requirements as set forth in the standard in the BPF 1.20 Bat Licensing Agreement.
- The knob portion must be welded, or mechanically attached to the bat.
- Authorized bat manufacturers mark their products with the words "Official Softball," or words to that effect. If the words "Official Softball" are illegible or it is a Little League bat, the bat should be declared legal, if it is legal in all other respects.
- When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the umpire's judgment, the bat has been altered, the umpire shall prohibit the use of the bat in question.
- If a player withholds a suspected altered bat from inspection or refuses to allow an official to send the suspected bat to the Altered Bat committee and/or manufacturer of the bat for a determination as to whether or not the bat is altered, said player and listed manager and coaches will automatically be suspended and his/her team will forfeit the event and be placed last in the standings.

- If a player submits a suspected altered bat, no awards will be given to his/her team until the bat is determined to be legal. If the bat is found to be altered, no awards or berth will be given and the team will be placed last in the standings. Said player and listed manager and coaches will be suspended as stated in the Rules and By-Laws.
- A player found to be using an illegal bat will be EJECTED from the game and subject to further penalty and suspension.

HELMETS
Helmets may be worn by players/coaches at any time in the **slow-pitch** softball program.

SHOES
All players must wear shoes. Shoes shall be considered legal if uppers are made of leather, canvas or similar material. The soles may have soft or hard rubber cleats. Metal cleats are prohibited in slow-pitch play. Open-toe shoes are illegal. Turf shoes or general non-cleated athletic shoes are recommended for play at Skyview on the artificial turf.

UNIFORMS
Numbers are HIGHLY RECOMMENDED on the front and/or back of ALL jerseys.

- Legal numbers range from 00-99.
- The color of the numbers must be in contrast to the color of the jersey.
- Numbers on the back of the jersey must be at least six inches high.
- Numbers on the front of the jersey must be a minimum of four inches to maximum of six inches high.
- Numbers MUST be permanently affixed. Taped numbers are NOT allowed.

RULES GOVERNING THE TEAM

LEAGUES AND LEVELS OF PLAY
Within the softball program, the following Levels of play are offered:

Recreation: (RED, WHITE and BLUE): Men, Women & Coed
Open: Men
Wooden Bat: Men

***NOTE:** Women may **NOT** play in a Men's league, and Men may **NOT** play in a Women's league.*

DEFINITIONS OF LEVELS OF PLAY:
OPEN :(4 Homeruns per game) Teams sanctioned in Colorado USSSA, WSL, ASA, AFA or NSA type softball bodies. These teams typically play tournaments gaining points in the sanctioning bodies system by playing in sanctioned leagues or tournaments. These teams are typically tournament level teams that are looking to play against a similar level of competition. Many of these teams display consistent fielding and hitting skills. These are considered the highest leagues within PR&CS.

***NOTE:** In OPEN divisions there is NO "Courtesy Foul"*

***NOTE:** Homeruns over the limit are outs.*

BLUE Recreation:(3 Homeruns per game) Teams in this level are built to be competitive but enjoy the recreation aspect of the game. Some players on these teams may play in weekend tournaments. Teams display consistent offensive and defensive tactics. Teams in this division may be building to move to the OPEN league or in tournaments together or are a very talented and skilled recreational team. Teams consist of players with solid and fundamental skills and knowledge. Team may demonstrate offensive and defensive strategies.

***NOTE:** Homeruns over the limit are outs.*

WHITE Recreation:(2 Homeruns per game) Teams in this level are built with players that have knowledge of the game and have skills of the game but are not able to consistently display those skills on a regular basis. Teams lack consistent offensive or defensive strategies and/or abilities, team is average on defense and offense. Teams in this league may be building to move up to the next level.

***NOTE:** Homeruns over the limit are outs.*

RED Recreation:(0 Homeruns per game) Teams in this level are built for the recreational aspect of softball. These players lack consistent knowledge and skills of offensive and defensive tactics. Many of these teams are work teams or beginners. Teams are made up of players with knowledge of the skills, but do not demonstrate the consistency or continuity in offensive or defensive strategies or skills.

***NOTE:** Homeruns over the limit are outs.*

Wooden Bat League:(Unlimited Homeruns per game) This is an open league involving players of various skill levels. The nature of this game creates a game based on defense, pitching and base hitting. This is the only league where some bats are provided, players may use their own bats. All bats must be of all wood and official softball.

Teams will select the league appropriate for their players' skills and abilities. The placement of your team in the proper classification is extremely important for the balance of the leagues. Teams failing to register in the appropriate league may be subject to the following penalties.

- Reclassification
- Transfer to another league, site and/or day
- Immediate removal from the league without a refund.

This policy will be enforced at the sole discretion of the Recreation Services sports staff.

FREE AGENT PLAYERS

The Sports Office can assist teams that are seeking additional players. Our *Free Agent* list is comprised of athletes who are not currently associated with a team, but would like to play. This list is available to ALL teams seeking additional players and those wishing to form teams.

If you are seeking a team and would like to be added to the *Free Agent* list, call the Sports Office with the following information: name, address, phone numbers *(day/home)*, e-mail address and the Level of Play requested.

PLAYER ELIGIBILITY

- Players must be 18 years old during the calendar year.
- Players may play on only one team per division/level. Players are allowed to play on more than one team per night in different divisions/levels.
- In the case of an ejected player, the suspension will apply only to that team from which the player is ejected. Ejected players are tied to the teams they were ejected on, whether or not the team 'kicks' them off afterward or not.

ROSTERS

Your team's roster is due when you register, or by the conclusion of league registration. Each team roster is limited to a maximum of 15 players. Full names and phone numbers of each player are required; addresses with zip codes and e-mail addresses are appreciated. As the point of contact for the team, team representatives are REQUIRED to provide full names, addresses with zip codes, phone numbers *(home/work/cell)* and e-mail addresses. If a team wishes to have a larger roster than 15 it must give a written reason and be approved prior to the first game.

NOTE: *Teams that do not submit a team roster prior to the start of the season will forfeit games until a roster is submitted.*

NOTE*: Rosters that do not supply all information for players, i.e. Phone number and Address, will be accepted, however if one of those players is ejected or banished we will seek the team representative's assistance in obtaining that information.*

ROSTER ADDITIONS

Once the roster has been submitted to the Sports Office, all changes must be completed through a roster change form available at the Sports Office. Teams may mail or deliver their roster additions to the Sports Office. Each player added to the roster will be charged a $5 fee in addition to the $9 player fee.

ROSTER CHALLENGES

Any team may request a **roster challenge** of another team based on **FACT**, **SUSPICION or BELIEF** that another team is utilizing ILLEGAL PLAYERS. In the event of a challenge, all players from both teams must present a picture ID to the scorekeeper, umpires, and site supervisor. Roster challenges must be made during the game. A non-refundable fee of **$20** will be required to submit a roster challenge, cash only, this is paid entirely by the challenging team. A Roster Challenge involves both teams' rosters being verified.

- If the official team rosters are on site, the site supervisor will check each player's identification and confirm/verify eligibility using the official team roster. Players who show identification and are listed on the official team roster can continue to play. Players who fail to show identification will not be permitted to play until identification is produced.
- If the official team rosters are not on site, the site supervisor will check each player's identification, and record the names of ALL players, even those who do not have identification. Confirmation/verification of eligibility will occur the next business day. Players who show identification can continue to play. Players who fail to show identification will not be permitted to play until identification is produced.
- **Illegal players will constitute a forfeit.** If a team does not have at least two eligible players, at least 1 male and 1 female for coed, after the challenge, that team will forfeit the game. If neither team can legally continue *(i.e., produce two players with identification)*, the umpire will declare a double forfeit. Forfeit fines will be issued accordingly.
- Game will continue from the point of protest. The time it takes to check rosters will be held against the game time, no time out will take place.

LINEUPS

Lineup sheets are available from the site supervisor and or umpire. The lineup must be completed with team name, first and last names of all players, also including numbers and the information of any possible substitutes and presented to the umpires at the pre-game conference. The lineups are considered official once the umpire puts the ball in play to begin the game. The legal line-up is eight players.

NOTE*: An AH (additional hitter) can only be added before the game starts.*

NOTE: *"No show" teams or those that do not have the minimum number of players for a game will forfeit and be assessed a $20 fee. Forfeiting teams are also responsible for official's regular fees for both teams($60 total).*

1. A coin toss conducted by the umpire will determine who the home team will be along with beginning the game time.
2. Line ups are to be turned in to the officials.
3. Score sheet(s) are to be ready with the home team designated as 'official' score.
4. Umpires shall notify teams of the official game time.
5. Play will begin with teams keeping score and informing umpire each inning of score.
6. Flip scoreboards will be available for the teams to have a visual score on the field. Skyview will have working scoreboards, umpires are to operate remote scoreboards.
7. Umpire announce score each inning.(Not at Skyview)
8. At conclusion of game, both team representatives will sign the 'score card' which umpire will have and turn into site supervisor.

COURTESY RUNNERS

Courtesy Runners are allowed once per inning per team. Courtesy Runners are to be the last recorded out. If the Courtesy Runner is on base during their turn to bat, the batter is out. In COED, a Male can only run for a Male and a Female for a Female. In COED there is still only one use of a Courtesy Runner per inning per team.

UMPIRE FEES

Teams will pay the umpire at home plate during the pre-game conference held before the game.

The current umpire fees are listed:

- In the Softball Registration/Information Brochure posted on www.coloradosprings.gov/adult-sports

BATTING ORDER

The batting order of each team must be listed on the lineup sheet and delivered to the umpire prior to the game starting.

- The batting order, as submitted, shall be followed throughout the game, unless a substitute replaces a player. The substitute shall take the place in the batting order of the player he replaces.
- Each player shall enter the Batter's Box in the order in which his/her name appears on the score sheet.
- The batting order at the start of an inning shall begin with the player who was in line to bat when the previous inning finished.
- When the third out of an inning is made before the batter can complete his/her turn at bat, the same batter will begin the batting order in the next inning, and the previous strike count will be canceled.
- A batter's time at bat ends when he/she has either been put out or has become a base runner.

BATTING OUT OF ORDER

In the event of an out of order batting situation by the offense, the defense must make an appeal to the umpire before the umpire can rule on the play.

- If the **team at bat** (offensive team) discovers the mistake and notifies the umpire before the batter completes his turn at bat, the correct batter shall take his proper place and assume the ball-strike count.
- If an appeal is made by the defensive team before the incorrect batter hits the ball, the correct batter is out and the next batter in the line-up replaces him/her.
- If an appeal is made by the defensive team after the incorrect batter hits the ball *(but before the next batter receives a pitch),* the play is nullified and all runners return to the last base held at the time of the pitch. The correct batter will be *out* and the next batter in the line-up will bat. This ruling may even be carried over to the next inning, if the appeal was made during the third out.
- If the appeal is not made until the next batter receives a pitch, the incorrect batter's turn at bat is legal. All runners advance and runs scored are counted. However, the batter who should have batted is out. The skipped player misses his/her turn at bat and does not bat again until reached in the regular rotation.
- For purposes of interpretation, an intentional walk to the next batter or an illegal action by the pitcher shall be considered the same as a pitch delivered to the batter.
- No base runner shall be removed from the base he is occupying to bat in his proper place; he simply misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

ADDITIONAL HITTER (AH)

We are allowing all teams, Men's, Women's and Coed to bat 12 players. You are allowed to have 2 Additional Hitters, AH, in softball. In Coed the line up still must alternate Male and Female or have more Females than Males.

DUGOUT/TEAM BENCH

Teams are responsible for all persons occupying the dugout. Dugout choice is first show/first choice. All equipment must be kept inside the dugout or outside of the fenced playing area. Children and pets are not allowed in the dugout. Young children may not serve as the bat person. The bat person may not leave the dugout until the ball is dead and play has ceased.

EQUIPMENT ON THE FIELD

Equipment shall not be allowed to remain on the playing field, either on fair or foul territory, during the playing of the game. Only approved weighted warm-up bats or approved bat weight attachments may be kept in proximity to the on-deck circle during the team's turn at bat.

REQUIRED NUMBER OF PLAYERS

Teams may start and finish with…

Category	Players to start	Minimum # to start/finish
Slow-pitch	12	2

NOTE: *If a team starts with 12 -10 players and during the course of the game loses players to injury or ejection and have no substitute to replace injured or ejected player. Those vacant batting positions will result in an out. Players 3-7 are automatic outs in a 2 person line up.8 players is considered a legal line up.* COED-1 Female/1 Male/Equal or Greater Females.

EJECTED PLAYERS

Our program goals are the pursuit of recreation and fair play, but every season players are ejected and sometimes suspended for the year for unsportsmanlike conduct. Problems arise when players argue with the umpire regarding strike zones, out/safe or fair/foul calls. Arguing judgment calls with the umpire will result in ejection from the game. Unsportsmanlike and bad behavior will not be tolerated.

- Ejected players will sit-out for the next two scheduled AND played games, in addition to the game from which they were disqualified or ejected. A $25 fine will be imposed upon the team for the player.
- Before an ejected player will be allowed to play again, a "paid" receipt *(for the $25 fine)* issued by the Sports Office must be presented to the site supervisor. Failure to pay the fine and/or present a receipt will result in further suspended play. Paying the fine does not negate the two-game suspension.
- The fine is tied to the team, so it is the team's responsibility to get the fine paid or risk further penalty.
- An ejected player may not coach in the game in which he/she has been ejected.
- **During the two game suspensions, the ejected player may act only as a spectator, not as a coach.**
- Depending upon demeanor and attitude, a disqualified or ejected player may be asked to leave the playing area.
- Depending on the severity of the behavior, players may receive additional penalties.
- Ejections are dependent upon the officials, if an official decides a player warrants and ejection it is at the sole discretion of that official. We do not accept appeals on ejections.

GAME PROCEDURES

WARM-UPS

Teams are not allowed to warm-up on the dirt infields. Both teams may warm-up in the outfield before the game starts. Players warming-up while the game is in progress must find a safe area away from spectators. Remember. . . Safety first!

Between Innings

Slow-pitch: Three pitches are allowed prior to the start of the game, one between innings and three when a new pitcher begins.

PRE-GAME CONFERENCE

Prior to the scheduled start of the ball game, the umpire(s) will request a representative from each team to come to home plate. The umpire will briefly highlight ground rules, safety information, the collision rule, re-entry procedures, etc. The umpire will conduct the coin toss to determine the first at bat. At this time, the team representatives must pay the umpire(s) and turn in line up sheets. This is the time to ask questions!

STARTING TIME

- Lineups are to be exchanged and given to the umpires during the pre-game conference.
- Game clock will begin at pre-game conference after coin-toss to determine home & visitor.
- Teams must be ready to start at the required time. If the previous game ran late, your game will start as soon as possible after the pre-game conference.

GAME LENGTH

Games have a **one-hour time limit** with run rules in effect, or **7 innings** whichever comes first.
The established run-rules:

20 runs after 3 innings,
15 runs after 4 innings, or
10 runs after 5 innings

*12 runs after 5 innings in OPEN divisions with Flip-Flop rule

**See Suspended Games or Rain Outs/Game Cancellations for Rain Delay/Out Details*

BALL/STRIKE COUNT

Slow-pitch has a count of three balls and two strikes, with limited fouls. The foul ball scenarios are:

- If the second strike is an uncaught foul ball, the batter will receive an additional strike.
- If the additional strike is called, the ball is dead and the batter is *out*.
- If the additional strike is an uncaught or caught foul ball, the ball is dead and the batter is out, no runners may advance.
- If the second or third strike is a foul tip, the ball is dead and the batter is out (No Courtesy Foul in UPPER Leagues).
- The batter cannot legally swing at any pitched ball that hits the plate. If the pitch hits the plate and is swung at the call is a "Dead Ball", the pitch is counted a "Ball".

HOME RUNS/RUNS

- A home run hitter and all runners on base, may just go to the dugout. This is referred to as "Hit and Sit".
- A four-base award is a batted ball that is touched and goes over the outfield fence in fair territory. See above Game Procedures *(batter-runner advancement requirements).*

Each level of competition has a home run limit. A home run is defined as any batted ball that goes over and out of the field of play in fair territory.

Home Run Limits Per Level:

OPEN…….	Limit of 4 home runs per game
BLUE Recreation……	Limit of 3 home runs per game
WHITE Recreation……...	Limit of 2 home runs per game
RED Recreation…….	Limit of 0 home runs per game
Wooden Bat……..	Unlimited home runs per game

Home run is a batted ball hit over and out of the field of play in fair territory.

NOTE: *Exceeding the established home run limit will result in an out for that batter.*

THE BATTER IS OUT IF HE/SHE

- Bats illegally.
- Hits the ball with an illegal or altered bat.
  NOTE: *The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.*
- If the batter hits the ball with an altered bat, the ball is dead; the batter is *out* and will be ejected from the game.
- Bunts or **chops the ball deliberately downward** (either fair or foul).
- Swings and misses or watches a called second strike.
- Hits a second foul after one strike.(No Courtesy Foul in UPPER Leagues)
- Steps across the plate while the pitcher is in a pitching position.
- Intentionally interferes with the catcher attempting a play.
- Any member of his/her team interferes with a fielder attempting to make a play on a foul fly ball
- Hits a fly ball that is legally caught.
- Hits an infield fly with runners on 1st and 2nd, or runners on 1st, 2nd and 3rd bases with less than two outs.
  NOTE: *The ball remains live and in play, and the runners are in jeopardy.*
  - If a declared infield fly falls to the ground untouched and bounces foul before passing 1st or 3rd bases, it is a foul ball.
  - If a fly ball falls to the ground untouched outside the foul lines then bounces fair before reaching 1st or 3rd bases, it is an infield fly.
    NOTE: *If it's a fair ball, the umpire should protect himself by calling, "INFIELD FLY."*

BASE RUNNER

- While advancing or returning, a base runner must touch each base in legal order: 1st, 2nd, 3rd and home.
- A base runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally.
- The base runner may be forced to leave the base when the batter becomes a base runner.
- All base runners that occupy a base when a home run is hit may just go back to the dugout, this is referred to as Hit & Sit.

THE BATTER IS AWARDED FIRST BASE

- When three balls are called by the umpire.
- When the pitcher tells the umpire to intentionally walk the batter.

COLLISION RULE

The collision rule is applied when a runner remains on his feet and deliberately, with great force, crashes into a defensive player who has the ball. The runner is *out*, and the ball is dead. Other base runners must return to the last base touched at the time of the interference.

NOTE*: If the act is determined to be flagrant, the offender shall be ejected.*

The runner has three options to avoid the collision:

- He/she can slide;
- Go around;
- Or stop.

SLIDES

When a runner slides, the slide must be toward the base with feet close to the ground. Hooks, head first and fade-away slides and dodging a tag within the runner's three-foot base path are all legal. If there is no imminent play, the defensive player without the ball is responsible to avoid contact.

OBSTRUCTION RULE

When a runner is *out*, he/she is expected to avoid interference with the subsequent play.

NOTE: *Under the obstruction rule, the runner must touch all bases awarded. Other rules, including those written for Adult Sports or USSSA may be applied in conjunction with this rule.*

PITCHING REQUIREMENTS

At the beginning of an inning, or when a pitcher relieves another pitcher, the pitcher has one minute to deliver not more than THREE practice pitches to the catcher or another teammate.

Legal positions of the pitcher's feet.

- Pitching rubbers are set at 55'.
- The pitcher must pitch from the pitching plate.
- Prior to pitching, the pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching plate. The pivot foot must be in contact with the pitcher's plate when the pitched ball is released.
- The other foot *(free foot)* has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate. After taking the initial position, the pitcher may take more than one step with the free foot, in any direction of choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
- After the release of the pitch, there are no restrictions on the pitcher's subsequent movements, or the fielding positions he may assume as a defensive player.

Legal motions allowed by the pitcher in actual delivery of the pitch.

- After assuming the pitching position on the pitcher's plate, the pitcher must present the ball in FRONT OF HIS BODY *(for at least one second)*, in either one or both hands before starting the delivery motions.
  NOTE: *All pitching rules that apply to the pitcher's actions before and during the release of the pitch, along with the restrictions on height, speed, etc., shall remain the same.*
- The pitcher may hold or grip the ball in any manner before delivery.
- Only a definite under-hand motion is permitted in the delivery of the pitch.
- The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery.
  NOTE: *After the pitcher presents the ball, he may make any wind up or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.*
- Once the pitcher begins his delivery motions, the umpire shall not give a call or signal for "time" unless something unusual occurs.
- The pitched ball must be released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box. From this point, the umpire shall not give a call or signal for "time" unless something unusual occurs.
- The pitcher must face home plate on the delivery of the pitch.
  NOTE: *As long as the pitcher adheres to the basic pitching rules, the pitcher should not be handicapped by technicalities when trying out a new pitching technique or delivery.*

Type of pitch permitted.

- The ball must be pitched underhanded at slow speed.
- The pitched ball must arc at least 3 feet after leaving the pitcher's hand and before it passes any part of home plate.
- The pitched ball shall not rise higher than 10 feet above the ground.
  NOTE: *The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire.*
  NOTE: *To ensure uniformity in decisions, any doubtful pitch should be ruled as an unfairly-delivered pitch. The umpire shall warn a pitcher who delivers the ball with EXCESSIVE SPEED. Repeatedly pitching with excessive speed will result in the removal of the pitcher from his/her position for the remainder of the game. A pitch that does not arc the full 3 feet as required (flat level pitch) may not be always be considered a pitch with EXCESSIVE SPEED, but merely an unfairly delivered pitch.*

A STRIKE IS

- A fairly delivered ball pitched by the pitcher that passes through the strike zone before touching the ground.
  NOTE: *The strike zone is only that part, or any part of the area, over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his front knee.*
  NOTE*: The umpire should not let the batter's position, either in the front part or the rear of the batter's box, be of influence in calling strikes. Each pitch should be judged according to the height of any part of the ball as it is crossing only above or over any part of home plate. Players who repeatedly argue with the umpire's calls will be ejected.*
- Each pitch struck at and missed by the batter.
- A batted ball striking the batter while he is in the batter's box with no strikes.

- A foul tip. The batter is *out* if this is the second strike (No Courtesy Foul in OPEN Leagues).
- A foul ball that lands in foul territory with no strikes
- When a batter steps out of position after a pitcher has started the delivery motions. If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The umpire shall not give a call or signal for "time" once the pitcher has started the delivery motion.
  NOTE: *The batter may take his proper position after any such pitch (within 10 seconds) and the regular ball and strike count shall continue.*
- When the batter delays entering the batter's box after the umpire signals *play ball.* After 10 seconds the umpire shall declare the ball dead and a strike shall be called on the batter.

SUSPENDED GAMES

Games that are not completed due to weather, etc., will resume at the point of SUSPENSION. To be fair and consistent and to ensure that umpires are fairly compensated for all games, even games not completed will be subject to the following procedure/process:

- When a game is 'cancelled /called' during the 1st inning ***(6 or fewer recorded outs),*** the game will be rescheduled from the beginning and the umpires are to return the full game fee to the teams.
  NOTE: *For safety purposes: if the 3rd out has been recorded at the bottom of the 1st inning, and umpires/site supervisor suspends the game due to the weather i.e., heavy rain, lightning etc., it is still considered the 1st inning.*
- If the game is 'cancelled/called' any time after the 1st inning, it will 'RESUME' from the point of 'SUSPENSION' at a later date. Game umpires will return ½ the game fee to the teams. Additionally, all information recorded i.e., time remaining, score, batting order, base runners and other important information will be noted and written on the score sheet. The score sheet will be **verified** by umpires and the site supervisor. It is recommended that each team representative verify it as well.
- Teams will pay the umpire ½ the game fee for rescheduled games that **'resume from the point of suspension.'** Those games will be clearly noted on the **"REVISED –RESCHEDULE.'** The information recorded from the 'official' score sheet (score, time remaining, batting order etc.,) will be at the field.
- Games suspended with 4 ½ or 5 innings complete will be considered final if the home team is ahead and we've started the bottom of the 5th or we complete any inning and the game is not tied.

EXTRA INNINGS/GAMES PAST 60-MINUTES

In tied games that are either going into extra innings or have past the 60-minute game time the team will place it's last completed batter of the previous inning at 2nd base. This is to be done for all extra innings/extra time innings. This can only be done for a full inning, *e.g. beginning at the top half of a new inning.*

GENERAL RULES

FORFEITS

Forfeits may be declared for one or more of the following infractions:

- Illegal players, *e.g., players not on a roster, players using an assumed name or ineligible players.*
- Misconduct by players, coaches or team representatives before, during or after the contest.
- Failure to submit a legal roster prior to the team's first scheduled game.
- Failure to have the required number of players to play an entire game.
- Team no-shows.

A forfeiting team must pay a **$20 fine** and the total umpire fees, for both teams, to the Sports Office prior to its next scheduled game. At its next scheduled game, the team will be required to show a receipt to the site supervisor prior to taking the field. No further notification to pay this fine will be given. A team with two forfeits may be dropped from the league without a refund.

LEAGUE STANDINGS

Standings will be updated daily and are on the Web site at www.coloradosprings.gov/adult-sports, select (*Season Schedules and scroll to Standings)*. You may ask your site supervisor for the updated information. If position rounds are being used, the win/loss records will be included in the team's overall standings.

If teams are tied in the final standings, the following steps will be used to determine the winner. To declare a winner via tiebreakers all ties must be able to be broken on equal grounds. For example, in a three team tie where Team A played Team B twice and Team C twice but Team B only played Team C once, we cannot break the tie by head to head play.

Step 1: Win/loss records.
Step 2: Head-to-head play between tied teams.
- Head-to-head run differential between tied teams*(Example, Team #1 won by 3 in the first meeting, Team #2 won by 4 in the second meeting, Team #2 wins head-to-head via head-to-head run differential for the season.)*

Step 3: Any forfeits, ejections or violations of the Players Code of Conduct count toward determining higher placement.
Teams or players with violations that occurred during the season may forfeit the opportunity for rewards. Remaining tied teams will move on to the next step.
Step 4: Fewest points scored against in games played amongst tied teams.
Step 5: Fewest points scored against in all games played.
Step 6: Greatest point differential in all games played. *(Example: Team #1 has scored a total of 110 points and allowed 95 the differential is a +15. Team #2 has scored 105 points and allowed 95 the differential is a +10, therefore Team #1 wins or takes higher spot in standings)*.
Step 7: Most points scored in all games played.
Step 8: Staff recommendations of team's conduct during season.
Step 9: Coin flip, if the winner cannot be determined by the previous 7 steps.

Teams that finish in the top of their league will be recognized. Teams that win the league/division will be reviewed and may be moved up to the next division, this is of the sole discretion of the Adult Sports Staff.

RAIN-OUT/GAME CANCELLATIONS

Current information on the field's status is available on www.coloradosprings.gov/adult-sports **OR** contact (719) 385-5981, *select option 6.*

- The most accurate report of game cancellations is the Cancellation Line, (719) 385-5981 x6
- If possible, cancellations will be listed on the website, www.coloradosprings.gov/adult-sports , the Sports Office Facebook page and the Sports Office Twitter account.
- Remember, conditions will vary from field to field or complex to complex. The site supervisor will determine cancellations at the site.
- Games are rarely canceled by the Sports Office, unless the weather is a significant factor or the fields are unplayable. The condition of the field(s) is determined exclusively by park maintenance staff..
- Rescheduled/make-up games will be attempted to be rescheduled on the original night and location of play. If this is not possible, we reserve the right to play make up games on different nights, days and/or locations. If it is determined that the reschedule cannot take place at the location of the originally scheduled game teams will be notified as soon as possible, teams are expected to show up to these games or expect to Forfeit.
- Games suspended with 4 ½ or 5 innings complete will be considered final if the home team is ahead and we've started the bottom of the 5th or we complete any inning from this point and after with the game not tied.

RULES GOVERNING LEAGUE PLAY

TEAM REPRESENTATIVE'S RESPONSIBILITIES

The team representative is responsible for making sure his/her team has received and read the Adult Softball Rulebook as well as the current USSSA Rulebook for slow-pitch. It is essential for every team representative, player and umpire to know the softball rules and have the ability to interpret the rules accurately and intelligently. The team representative or playing captain is responsible for the discipline and proper conduct of his/her team members.

PLAYERS CODE OF CONDUCT

- No team member shall lay a hand upon, shove, strike or verbally threaten or abuse an umpire, player, spectator or staff person. Anyone who strikes at another will be banned from further participation in all PR&CS – Adult Sports Programs for at least one year.
- No team member shall refuse to abide by an umpire's decision.
- No team member shall make obscene gestures or objectionable demonstrations of dissent at an umpire's decision.
- No team member shall be guilty of using unnecessarily rough tactics against an opponent.
- No team member shall appear in the contest area acting in a way that he/she appears to be under the influence of alcohol or drugs.
- No team member shall possess or consume alcoholic beverages while the player or the team is participating in the game.
- No team member shall smoke tobacco on the playing surface, in the team area or inside any PR&CS sports site.
- Only the designated team representative may discuss, in a polite manner, calls or rulings with the umpire. Only clarifications will be discussed. Complaints concerning judgment calls will result in an ejection.
- No player will intentionally attempt to defy the rules or procedures outlined in this rulebook.
- No team member shall throw a bat in an unsafe or objectionable manner.
- No team member shall warm-up by hitting a ball against a backstop or side fence.
- Spectators, who in the opinion of the umpire or a staff person are detrimental to the goals of the program, will be expelled from the contest area. The team to which the spectator is associated will be penalized if there are any further difficulties. Grounds for such action include, but are not limited to, obscene language or gestures, inciting players to fight, alcoholic beverages in the stands and verbal abuse against the umpire(s).

The penalty for violations of Player Code of Conduct:

- Ejections have a 2 game suspension, not to include the game from which the ejection occurred, plus a fine of $25.
  - Any player ejected more than once may be subject to further punishment, this will be decided by the PR&CS staff.
- There is no formal appeal process for any suspensions, however you may set up a time to speak with PR&CS staff to discuss, and this meeting is to be done in person only.
- Teams who are late for games will be fined $20. Teams who fail to show for the game will be fined $20, plus the umpire's fee for both teams. In both cases, the team may be dropped from league without a refund.
- Players involved in an altercation will be banned for a period of 1 year from ALL PR&CS sports programs.
- Teams will also forfeit their opportunity for any awards.

ALCOHOL POLICY

- Per the Colorado Springs City Code, 18-5-411: It shall be unlawful for any person to bring into, possess or drink in any park, alcoholic liquor or beer.
- Participants and spectators are not allowed to bring alcoholic beverages into the site. The sole exception to this ordinance is spectators who purchase alcohol at an approved concession stand.
- No player or coach shall appear at the contest area under the influence of alcohol or drugs.

The penalty for players found to be under the influence of drugs and/or alcohol may include:

1. At a **minimum,** the player will immediately be suspended from further play by the umpire or site supervisor.
2. At a **maximum,** the League Supervisor will suspend the player and/or the team from further league play.

BLOOD ON UNIFORMS

Team representatives and umpires shall remove a player from the game when blood is evident and flowing. The player will not be allowed to return to the game until the blood flow has stopped and has been cleaned up. Contaminated clothing and apparel must be replaced or removed before the player can return to the game.

Umpires shall allow a reasonable amount of time for these requests to be completed. If a player is unable to meet these requests, he/she must be removed from the game. As noted earlier, teams may continue the game with fewer players.

RULES FOR COED TEAMS

- Teams must have an equal number of female/male players or more female players; there can never be more male than female players.
- The team can be made up of the following players:
  For teams with 10 players - 5 females and 5 males.
  For teams with 11 players - 6 females and 5 males. Additional hitters must be female.
  For teams with 12 players - 6 females and 6 males.
- Teams are required to use alternating batting order (offensively) and maintain an equal amount of males to females or more females throughout the game.
- Teams are not required to have designated defensive positions with a required number of females in the infield or outfield.
- After a male batter has w*alked*, the next batter (female) has the option to walk or bat regardless of the number of *outs*.
- Base runners may not lead-off base and cannot advance until a pitched ball is hit. The only time a base runner can advance is on a hit ball or walk *(if forced).*
- When a female-position in the batting order is unfilled, the team will be charged one *out*, and the next male batter in the line-up will be removed from the game.
- All outfielders ***(a Rover is considered an outfielder)*** must remain behind the 200-foot line when a female is at bat. The only time an outfielder can advance beyond the 200-foot line is when the ball is hit or crosses home plate.
  NOTE*: If the* ***200-foot rule*** *is violated, the batting team has the option of taking the play or batting again with the same count as before the pitch. Base runner(s) must return to the last base occupied at the time of the pitch.*
- A Rover may not play the infield or be on the infield when the ball is pitched. The only time a Rover may be on the infield is when the ball is hit or crosses home plate.
  NOTE: *If the* ***Rover entered the infield*** *and was on the infield when the ball was pitched, before the pitch, or before the ball crossed the plate, the team batting has the option of taking the play or batting again with the same count as before the pitch. Base runner(s) must return to the last base occupied at the time of the pitch.*
- Infielders are designated as 1st, 2nd, 3rd bases, short stop, pitcher and catcher. They are to be on the infield portion of the playing field when a female batter is at bat, and remain there until she hits the ball.
  NOTE: *If the in-field rule is violated, the batting team has the option of taking the play or batting again with the same count as before the pitch and any base runner(s) must return to the last base occupied at the time of the pitch.*
- Courtesy Runners are allowed once per inning per team. Courtesy Runners are to be the last recorded out. If the Courtesy Runner is on base during their turn to bat, the batter is out. In COED, a Male can only run for a Male and a Female for a Female. In COED there is still only one use of a Courtesy Runner per inning per team.

GUIDE TO ORGANIZING AN ADULT SPORTS TEAM

This section will assist you in organizing an adult sports team to participate in PR&CS - Sports Programs. This information answers the most commonly asked questions, so please take the time to review this section. If you would like further clarification or more information, please call the Sports Office at 385-6001 between 8:00 a.m. and 5:00 p.m., Monday-Friday.

FREE AGENT PLAYER LIST

Teams in need of additional players may call or come by the Sports Office to receive a copy of the “Free Agent” list. Individuals not associated with a team, but who wish to play may call (719) 385-5981 and select option 0 to be placed on the list *(provide your name, address, phone and level of play)*. The Sports Office staff will assist those individuals on the “Free Agent” list by providing it to teams seeking players, or if necessary, by organizing new team(s).

ORGANIZE YOUR TEAM

Adult Sports participants register as a team. If you do not have enough participants to form a team, check out the Free Agent list, *(see Free Agent information below)*. It is recommended that registration fees be secured as soon as possible. Team sponsors may confirm their intent to pay by submitting a statement on their company letterhead.

Items to be consider when organizing a team:

- Do we have or want a sponsor?
- What Level of Play is appropriate for our team? How skilled are our players and how do they play together as a team?
- What game location is best for our team?

- Do we want to play on a specific night?
- When and where will we practice?
- How much will it cost per player? How will we pay, cash or credit card?
- What type of uniforms will be required?
- Is every player on our roster eligible to play?
- Are these players dependable?
- Will we play in weekend tournaments?
- Who will decide player positions or who will be in charge?
- Who will manage/represent the team, make phone calls?

Your team is your responsibility. The Sports Office is not involved with the administration or organization of sports teams.

TEAM REGISTRATION

Adult Sports participants register as a team on a first come, first serve basis. Teams will register on the day of the week they want to play. For example, if your team wants to play on Tuesday nights, you will register on Tuesday during the registration period.

Teams may register in person, on-line registration option. To register using on-line options, you must pay the complete registration fee in the form of credit card (Visa, MasterCard or Discover Card). Special arrangements are not made for teams. The registration fee, paid-in-full, guarantees your team's spot in the league.

When registering, you must provide the name of the designated team representative and their current mailing address, phone numbers (work/home/fax) and email address. Because all contact with between the Sports Office and the team will be conducted through the team representative, he/she should be available during business hours. It is also imperative that the Sports Office be notified if the team representative's information changes or a different team representative is assigned during the season.

You will be given the following information when you register:

- The rulebook for your specific sport – available online at www.coloradosprings.gov/adult-sports
- Universal Roster Form
- Letter of Confirmation(Receipt)

NOTE: *It is very important that the team representative read all information and become knowledgeable about league requirements, as he/she is the primary source of information for the team and the point of contact between the team and the Sports Office. Team representatives should contact the Sports Office with specific questions or concerns. The number is (719) 385-5981, select option 0.*

Return Check Policy: A $20 charge will be assessed for checks returned for any reason. The returned check fee and the amount of the returned check must be paid in cash to the Sports Office within 24-hours to maintain the team's eligibility.

PRE-SEASON PREPARATION

Physical conditioning is very important; get into shape and begin to practice prior to the season. As we age, it generally takes more time and effort to get into shape, especially if physical activity is not a part of our normal routine. Warming-up prior to practices and/or games is essential and may prevent a needless injury.

Teams must secure their own practice locations and equipment. You may reserve a practice site through the Sports Office, (*719) 385-6531*. In addition, there may be opportunities for scrimmages when league officials are being trained, prior to the start of the season.

Pre-season is the time to meet with your team and explain general rules *(i.e., no alcohol, etc.)* and league rules. These discussions can prevent future problems and clarify player expectations.

TEAM CATEGORY PLACEMENT

In all adult sports leagues, the team representative registers the team at the Level of Play that best matches the players' skills, experience, physical condition and abilities. Severe penalties, ranging from forfeiture of fees, to dropping teams from the league, may be assessed to teams who take advantage of the system by 'sand bagging.' Teams are to become familiar with league rules, policies and procedures.

THE SEASON

Be sure to drop off your completed roster when you register your team. Schedules are available one week prior to the beginning of the season. You many receive a hard copy or you may access your schedule by going on-line to www.springsgov.com. Distribute schedules to the team members prior to the first game. If changes occur during season play, it is the team representative's responsibility to inform all members of the team.

PRE-SEASON CHECKLIST

- Recruit and organize players
- Attend Organizational Meeting *(when scheduled)* and the Free Agent meeting
- Order uniforms
- Collect registration fee
- Pay necessary sanction fee
- Establish telephone tree
- Get personal information
- Get insurance provider information number for each player
- Begin pre-season practices
- Pick-up schedule
- Turn-in completed official roster
- Read/inform players of league rules

PRE-GAME CHECKLIST

- Remind players of game/arrival time and location
- Prepare lineup and turn-in to the scorekeeper
- Bring equipment *(first-aid, practice balls, tape, helmets, bats, etc.)*
- Pay the umpire fees prior to game time

GLOSSARY

ALTERED BAT- one in which the physical structure of a legal softball bat has been changed. Inserting materials inside the bat, changing/replacing the manufacturer's markings or replacing the handle of a metal bat with a wooden handle are examples of an altered bat. Replacing the safety grip with another safety grip is not considered altering the bat.

APPEAL PLAY- a play upon which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

BALL- a pitch that does not enter the strike zone in flight, nor conform to the stipulations of a fairly-delivered pitch and is not struck at by the batter.

BASE- one of the four stations which must be touched by a runner in accordance with the rules, to legally score a run. The term is more usually applied to the bags marking the designated spots.

BASE ON BALLS- permits a batter to gain first base, without liability of being "out," when the umpire adjudges three pitches to be "balls."

BASE PATH- an imaginary line, three feet to either side of a direct line between two bases. The runner is restricted to the three-foot line in some cases.

BASE-RUNNER OR **RUNNER-** a player of the team at bat, who has hit a fair ball or who has been awarded first base for any reason, before he is put out.

BATTED BALL- any pitched ball that is hit by the bat or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.

BATTER- the offensive player that takes the position in the batter's box.

BATTER-RUNNER- identifies the offensive player who has just hit a fair ball. The term applies until he is either put out or until the play on which he became a runner has ended.

BATTER'S BOX- the area within which the batter takes his position when it is his turn to bat.

BATTING ORDER- the official listing of offensive players in the order in which they must bat.

BENCH OR **DUGOUT-** the seating facility reserved for team members in uniform, when they are not actively engaged in participating in the game.

BLOCKED BALL- a batted or thrown ball that is touched, stopped or handled by a spectator or person not engaged in or part of the game, or a ball that touches any object which is not part of the legal official equipment, or which hits or goes beyond a designated out-of-play area.

BUNT- a batted ball not swung at, but intentionally tapped slowly.

CALLED GAME- a ruling made by the umpire-in-chief to terminate the game for any reason.

CATCH (legal)- the act of a fielder getting the ball in flight *(SEE **IN FLIGHT**)* securely in possession in his hand or glove and firmly holding it, provided he does not use his cap, protector, a pocket, or other part of his uniform, or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following his contact with the ball he collides with a wall, a fence, another person, or if he falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced the player had complete control of the ball, and any release of the ball was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

CATCHER- the defensive player who takes his position behind home plate.

CATCHER'S BOX- the area within which the catcher must remain while and until a pitched ball has reached or passed home plate, or makes contact with the bat.

CHOPPED BALL- a batted ball that the batter strikes downward so that it hits the ground within the infield. It is a deliberate downward chopping motion using the bat.

COACH- a member of the team at bat. Only one coach is permitted in each coach's box to direct the players of his own team who are batting and running bases.

COLLISION- when a runner remains on his feet and deliberately, with great force, crashes into a defensive player who has the ball. The runner is *out*, and the ball is dead. Other base runners must return to the last base touched at the time of the interference. ***NOTE:*** *If the act is determined to be flagrant, the offender shall be ejected*.

CONFERENCE- a meeting that takes place anytime a team representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any player.

DEAD BALL- any ball not in play, or a live ball that becomes dead during play.

DEFENSIVE TEAM- the team that is playing defensively in the field.

DOUBLE BASE- On the initial throw to 1st. base from the infield or outfield, the batter-runner MUST TOUCH the red/orange portion of the base but not the white. If legally appealed by the defensive team, the runner will be called out. The defensive player MUST always touch the white portion. This rule is in effect only on the initial play at 1st. base.
This does not include:

1. Returning to the base after over running
2. Running on a base hit to the out field batter-runner may touch the red/orange or white part. Or
3. Re-tag to advance on a fly ball.

Any batted ball hitting the white portion should be fair and batted ball hitting the red/orange portion should be foul.
EFFECT: If the base-runner uses the red/orange portion at any time after the first attempt at 1st. base and is not in contact with the white portion, then he/she is considered off the base.

DOUBLE PLAY- a continuous play by the defense in which two offensive players are legally put "out" without an intervening play or an error.

FAIR BALL- a batted ball that:

- settles on fair territory between home plate and 1st base,
- settles on home plate and 3rd base,
- is over fair territory, including any part of 1st or 3rd bases when bounding to the outfield,
- first touches any base, other than home plate,
- first touches a player or umpire over fair territory,
- first touches the ground or an object in fair territory or over fair territory beyond first and third bases,
- while over and above fair territory, passes out of the playing field, i.e., over and beyond the outside fence.

FAIR TERRITORY- the part of the playing area within and including the 1st and 3rd base foul lines, from the home plate to the bottom of the playing area fence and then extending perpendicularly upwards.

FAKE TAG- defensive player makes the motions of a tag without the ball. This may be considered obstruction, and the offender may be ejected.

FIELDER- any player of the defensive team, playing in the field.

FLY BALL- any ball batted into the air, before it strikes some object, other than a fielder.

FORCE OUT- occurs when a runner is tagged by a fielder with the ball *(while on or off a base),* or a fielder holds the ball on the base to which a runner is forced to advance, before the runner can reach that base and before any succeeding runner is put "out."

FOUL BALL- any batted ball that stops or settles on foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out-of-play object or area in foul territory, or that first touches foul ground beyond first and third base or which does not conform to the requirements that would cause it to be a fair ball. *An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched or stops is a foul ball.*

FOUL TIP- a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught. First contact from bat must be catcher's hands.

HOME TEAM- the team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home teams bat in the last half of the innings.

ILLEGAL BAT- a bat that does not meet the requirement/specifications *(see Equipment/Bats section).* The performance standard for all bats will be a Bat Performance Factor (BPF) of 1.20 or less. Only bats with a BPF of 1.20 or less which are permanently marked by the manufacturer will be allowed.

ILLEGALLY BATTED BALL- a ball batted fair or foul by the batter when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the batter's box; or when his foot is in contact with home plate,or when the ball is batted with an illegal bat.

ILLEGALLY CAUGHT BALL- occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap, or with any part of his clothing detached from the proper position on the fielder's body.

INFIELD- that portion of the field within the baselines; it also includes the areas of the field normally covered by infielders in defensive positions. **Park & Recreation refers to the 'infield' as the dirt portion of the playing field**, **arc line on a turf field.**

INFIELD FLY- a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.

IN FLIGHT- describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY- term indicating that the ball is live and in play and that an offensive player may be "out," under these rules.

INNING- that portion of a game within which teams alternate on defense and offense, and each team is allowed three outs during its time at bat.

INTERFERENCE- an act by players or others that interferes with a player's opportunities. There are three types of interference:

a. Offensive Interference: When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play, by either physical or vocal actions.
b. Spectator Interference: When a person not engaged in the game touches a live batted or thrown ball, which could prevent a blocked ball to occur, or when a person not engaged in the game physically interferes with a player's opportunities.
c. Umpire Interference: When a fair batted ball strikes the umpire on fair ground, before passing a fielder other than the pitcher.

LEGAL TOUCH. See a **TAG** for details.

LINE DRIVE- a fly ball that is batted sharply and directly into the playing field.
A line drive should never be considered an infield fly.

LIVE BALL- occurs when the umpire signals play ball. The ball remains live until ball becomes dead for any reason as stated in these rules.

MANAGER- appointed by the team and is responsible for the team's actions on the field; represents the team in communication with the umpire and the opposing team. A player may be designated as a manager.

OBSTRUCTION

a. Obstruction is the act of a fielder, while not in possession of the ball, or not in the act of fielding a batted ball, or taking a proper position to receive a thrown ball (thrown ball must already be in flight), which impedes the progress of a runner who is legally running the bases.
b. Obstruction is the act of a fielder that impedes the batter from striking at a pitched ball.
c. The obstruction does not have to be intentional and may be vocal.

OFFENSIVE TEAM- a team during its half inning, while it is at bat.

OUT- one of the three requirements of an offensive team each inning.

OUTFIELD- that portion of the field beyond the lines of the infield, extending to the extremities of the playing field. Usually refers to the area between the foul lines. **PR&CS refers to the 'Outfield' as the grass portion of the playing field**.

OUTFIELDER- the defensive player who occupies a position in the outfield. **The Rover is also considered an outfielder.**

OVER SLIDE or **OVER SLIDING-** when the runner's momentum, during his slide to a base, puts him/her out of contact with the base, and thus places him in jeopardy of being tagged out. This does not apply to the batter-runner, as he is approaching 1st base.

OVER THROW- a ball thrown from one fielder toward another which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live, unless it becomes a ground rule blocked ball.

PENALTY- the application of the rules following an illegal act or violation.

PERSON- an umpire or player, includes all of his body, his clothing, or his equipment.

PITCH- any delivery of the ball to the batter by the pitcher.

PITCHER- the fielder designated to deliver the pitch to the batter.
NOTE: *All pitching rules apply to the pitcher's actions before and during the release of the pitch, including restrictions on height, speed, etc.*

PITCHER / INFIELDER- the pitcher becomes an infielder when, after releasing the pitch to the batter, he has a reasonable opportunity to field a batted ball.

PITCHING DISTANCE- the distance between the pitching rubber and home plate. In slow-pitch softball, the distance is 55 feet.

PIVOT FOOT- the foot which, when placed on the pitcher's plate by the pitcher, must maintain constant contact with the pitcher's plate until the pitched ball is released.

PLAY OR **PLAY BALL-** the term used by the umpire to indicate that play shall begin or resume after a dead-ball interval.
QUICK RETURN PITCH- a pitch made by a pitcher with the obvious attempt to catch the batter off guard and balance. This could be when the batter first takes his position in the batter's box and before he is ready, or when the batter is still off balance from the previous pitch.

RETOUCH- the act of a runner returning to touch a base as legally required.

ROSTER- the number of team players shall not exceed 20 in all national and world tournament play.

SACRIFICE FLY- any caught fair fly ball that permits a runner to score a run after a caught fly ball is first touched.

STRIKE ZONE- that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes his natural batting stance. Any part of the pitched ball is a strike.

SUSPENDED GAME- a game called before being completed, which is to be completed at a later date.

TAG- the action of a fielder in touching a base with any part of his body while holding the ball firmly and securely in his hand or glove. Also when touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

TEAM REPRESENTATIVE- the person affiliated with the offensive or defensive team, including sponsors, managers, coaches and players in a game.

THROW- the act of propelling the ball with the hand or arm toward a given objective, and is distinguished always from the pitch.

TIME- the announcement by the umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.

TOUCH- an umpire or player or person is to touch any part of his body, his clothing, or his equipment.

TRIPLE PLAY- any continuous play made by the defense in which three runners are put out, provided that there is no error made between the outs.

TURN AT BAT- begins when it is an individual player's turn to bat, such as his name listed at the top of the offensive team's batting order at the beginning of an inning, or when the batter listed immediately preceding him in the batting order completes his turn at bat by being put out or becoming a runner.