

CITY OF STEAMBOAT SPRINGS PARKS & RECREATION 2019 Softball Rule Book

(Rule book subject to change)

General Information

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<u>League Coordinator:</u> Todd Clark

Rainout Website: www.steamboatsprings.net/rainout

Every team is required to carry a fully stocked first aid kit with a minimum of the following items:

Required Strongly Suggest

1 - Sweat suit or substitute uniform 1 - bag of antibacterial cleansing pads

2 - Rolls of athletic tape 1 - pair of tweezers

3 - Triangle bandages
1 - pr. disposable latex gloves
1 - packet of masks for CPR
1 - 2" roller bandage
4 - large safety pins

1 - 1/2" adhesive tape 10 - Q-tips

1 - pr. of scissors 1 - package of Kleenex

1 - Roll of cloth first aid tape 1 - bottle of sterile water to rinse and clean wounds

2 - cold packs 1 - sling (2'x3' sheet)
2 - Boxes of Band-Aids 1 - lip balm & sunscreen

10 - 4"x4" gauze pads 1 - Sam splint

1 - Small liquid antibacterial soap 1 - non-deodorant maxi pad

All leagues will use USSSA rules with the exceptions listed below. SUBJECT TO CHANGE BY LEAGUE ADMIN AT ANY TIME.

SECTION 1

Rosters

- A. Each person that participates in any league, on any team, must fill out and sign that team's roster before playing. Completed rosters must be submitted to the League Coordinator or Umpire <u>BEFORE</u> <u>the first League game starts</u>.
- B. Players may be added to or deleted from a team's roster until week 5 of the season. At that time, rosters are frozen for the season. Roster checks will be conducted after the deadline. Teams that do not fall in compliance with roster checks will be subject to forfeit games.

- C. A player may change teams only one time. To do so, he or she must remove him or herself from one roster and add himself or herself to the new roster by **week 5 of the season**. A player may only be on one team roster per league. Co-ed D team may only contain 1 Men's league player.
- D. To qualify for tournament play, a player must have signed the roster and have played in at least 4 games of the regular season League games (for any team in the case of players switching teams). Rosters may be verified with game cards at any point, including the playoffs.
- E. Team roster may have a minimum of 11 players and a maximum of 18 players. Exceptions may be made on a case-by-case basis.
- F. Periodic and unannounced roster checks will be made to verify player's names and signatures. A team that plays someone who has not signed the roster will forfeit the game wherein the discovery was made. Any second offense will result in that team's ejection from the league without a refund. The same penalties apply for forged signatures.
- G. All players must carry proof of identification at all games.

Final Rosters & Late Roster Penalties

Final Team Rosters are due by **week 5 of the season**. Rosters are due at your team's first game but can be edited until **week 5 of the season**. Any team that does not have rosters submitted on time will forfeit their next game. Forfeits will continue until completed rosters have been submitted.

SECTION 3

Game Times and Make-Ups

- A. All games will begin at either 6:15, 7:15, 8:15 or 9:15pm. Start times may change based on number of teams participating in league.
- B. A regulation game shall be limited to 7 innings or one hour of play. No new inning will start after 55 minutes for Coed leagues
- C. There will be a 10 run rule after 5 innings or 4.5 innings of play if the home team is ahead. If either team increases the point spread to 10, then that team is the winner of the game. (For Men's Leagues ONLY: there will be a 15 run rule after 5 innings or 4.5 innings of play if the home team is ahead. If either team increases the point spread to 15, then that team is the winner of the game.) In Men's Leagues the flip flop rule is in effect.
- D. In the event of a tie at the end of 7 innings or the time limit, the game will be recorded as a tie. Each team will receive one point in the standings for a tie. (Two points for a win will be awarded.) [Exception: Men's leagues will play out ties according to the International Tie Break Rule (batting team begins with the player who received the last out of previous inning on second base, and they start with no outs) which states that at the end of a game, determined either by 7 innings or by time limit, the next point leader at the end of an inning is the winner.]
- E. Infield warm-up: infield warm-ups without bats are allowed for the first game of the evening only. Teams may warm-up on the sides of the fields, away from spectators.
- F. On all weather delayed games, officially stopped by the League Coordinator, a full game will have been played after 5 full innings or 4.5 innings if the home team is ahead. All games called prior to 5 or 4.5 innings, will be rescheduled and play will resume from the exact point that the game was called. Rain out dates will be rescheduled and posted within 72 hours. It is the captain's/manager's responsibility to obtain make-up times and dates. FOR RAIN OUT INFORMATION VISIT WWW.STEAMBOATSPRINGS.NET/RAINOUT games may be cancelled up until the actual start time of games AND after start of games.

Physical and/or Verbal Abuse

- A. Any physical violence or abuse shall result in an **IMMEDIATE EJECTION** from the game by the umpire or the League Coordinator. Fighting will not be tolerated.
- B. Players ejected from a game will also be suspended from the next game. Upon review of the incident by the League Coordinator and Sports Coordinator, they may be suspended from additional games or the rest of the season no refunds.
- C. A third ejection will result in an automatic and permanent ejection from the league- no refunds.
- C. Verbal abuse, as defined by the umpire, will result in an immediate ejection from the game.
- D. Any person ejected from a game by an umpire or the League Coordinator must leave the playing field and the dugout area immediately. Any ejected player may be asked to leave the complex. Failure to leave the area will result in a forfeit for the player's team.
- E. If an umpire or the League Coordinator hears a player say the "F" word, that player will be ejected. Players may be ejected at the umpire or League Coordinator's discretion for profanity.
- F. It is the captain/manager's responsibility to keep his or her players under control. A captain/manager who fails to keep a player under control may be ejected from the game along with the player.
- G. It is the responsibility of the whole team to monitor conduct of their team. A team that fails to keep a player or players under control will be issued a forfeit by the umpire or the League Coordinator and possible team ejection from the league.
- H. The League Coordinator reserves the right to suspend any player from any game or games at any time. This suspension may be issued for the next game(s) if an issue is brought to the League Coordinator's attention after a game. No appeals will be accepted.

SECTION 5

Pertinent League Rules

- A. All persons age 16 and older may play in the league. For safety purposes, individuals under the age of 16 are not allowed on the field at any time during a game.
- B. The unlimited hitter rule will be allowed. A team may bat as many players as it has on the roster. A batting line-up must be declared before the game begins. Note: in the Coed leagues, a team can play with nine players (5 men/4 women results in automatic out in batting lineup, however.... 5 women/4 men does not result in automatic out and two women can bat back-to-back). The batter in coed league must remain coed and there must be no more than two men in the infield (not including batter male) and two men in the outfield.
- C. If a team bats out of order, it is an automatic out. No batting order changes are allowed during game.
- D. A batter will be called out when he or she hits a foul ball with 2 strikes. The ball is dead regardless of play. In all men's leagues a courtesy foul will be awarded on a second fouled ball. In all men's leagues when a foul ball is caught it is live and players on base can advance.
- E. In Coed there will be four homeruns per team per game. After your teams fourth homerun, over the fence is considered an OUT.

- F. Homerun rule in Men's league will be a two up rule. Whereas, one team may have no more than two homeruns than the opposing team at any given point. In excess of two more homeruns than opposing team, any additional homeruns are considered OUTS
- G. There is no limit on the number of times a player may enter/re-enter the game as a field player during the game as long as they are in the batting line up.
- H. All substitutes must tell the official scorer before entering the game.
- I. In coed leagues, all players must stand behind "coed line" in outfield when a female batter is at plate. If he fielder over the line fields the ball, all runners are safe and the female batter gets second base.
- J. Only one bat may be used in the warm-up area.
- K. If, in the umpire's judgment, contact between the runner and the fielder at any base could have been avoided by: (1) the runner sliding, or (2) the runner avoiding the contact, the runner will be called out. If the umpire determines the contact to be intentional, that player will be ejected from the game.
- L. A pitch must be delivered under-hand at a slow speed with an arc of at least 3 feet from the point of release and it may not exceed 12 feet from the ground. Note: if the pitch is released 2 feet off the ground, then the ball must rise to at least 5 feet off the ground and no more than 12 feet off the ground.
- M. A strike is any ball that hits any part of the MAT with proper arc. Note: a pitch that hits the plate but not the mat is a ball.
- N. The batter must be in the batter's box within 10 seconds of the previous play. Penalty = a strike will be called.
- O. Pitchers must release the ball within 5 seconds after the umpire calls for play. Penalty = a ball will be called.
- P. There shall be no smoking or drinking alcohol on the playing fields or in the dugouts.
- Q. All dogs must be on a 6 foot hand held leash. Owners are responsible for picking up after their dogs.
- R. In November 1977, a public vote authorized consumption of 3.2 beers at Howelsen Park. We request that no glass of any kind nor any kegs be taken to the fields.
- S. No alcoholic containers of any kind will be permitted on the playing field or in the dugouts. This rule applies to all coaches and spectators as well. Players caught drinking on the fields will be ejected from the game.
- T. Managers and players, please be careful with small children in the dugout area. To avoid injuries, children should be supervised at all times when at the softball fields. It is the complete responsibility of the parent/guardian to ensure that children are supervised at all times.
- U. No soft toss into fences or back stops will be allowed.
- V. Blood Rule: If blood is noticeable on a player, manager or umpire, it should be brought to the attention of the umpire so that he or she can temporarily stop the game. At that time the umpire will allow enough time to stop the bleeding and cover the exposed wound. Note: each team should have a fully stocked first aid kit and a sweat suit to care for players and get them back out on the field during such incidents. If the appropriate supplies are unavailable from the team, see the League Coordinator. If there is any blood showing on the uniform, the player needs to change that part of the uniform or cover it with tape, sweatshirt, sweatpants or a similar item. Should the wound not stop

bleeding, and the umpire feels the game should continue, he or she can request a substitute enter the game. If a team does not have enough players to substitute, the team may play shorthanded until the player is able to return.

- W. A one and one count rule applies to all leagues. Note: this rule means that the batter comes to the plate with one ball and one strike.
- X. Courtesy runners are allowed at any time. The player on base must notify the umpire that they would like a courtesy runner before the next pitch. The courtesy runner will always be the player who made the most recent out. If courtesy runner is due to bat, it results in an automatic out (regardless of whether it ends the inning or not)
- Y. In the coed leagues, if a pitcher walks a man, he will advance to second base. The umpire will then ask the next batter if she would like to hit or to take first base. Each team will have the option for a female to take an automatic walk only twice during each game.
- Z. Men's Monday league players will be allowed to play on both Men's leagues. If a Men's team plays in both leagues their team roster is limited to 50% of their players to avoid duplicate teams in both leagues. For Coed D league each team is allowed only one player from an active division I (A) Men's league team.
- AA.No team will receive a refund of league/park user fees once the registration deadline has passed and the schedule for the league/program has been set unless there is a team on the waiting list willing to fill the vacated spot.

SECTION 6

Umpires

- A. The City of Steamboat Springs will hire all City league umpires.
- B. ALL leagues will have 1 umpire officiating each game.
- C. Only team managers may question an umpire's decision. This questioning must take place during a legal time-out. All other players must remove themselves from the vicinity (20 feet) immediately. Anyone violating this policy shall be ejected from the game.

SECTION 7

Forfeit

- A. A forfeiture will be called by the umpire at 5 minutes after the scheduled game time. A team must field at least an 8 person team. Additional players may be added to the game by being put at the end of the batting order.
- B. A team must finish the game with no less than 8 players. If a team forfeits, combined players from the two teams may play a 40 minute practice game.
- C. A forfeit may be called by the umpire or the League Coordinator when a team's conduct, in the umpire or League Coordinator's opinion, would cause control of the game to be lost, or when the team's conduct is inappropriate.
- D. A forfeit may be called by the umpire or the League Coordinator when a manager refuses to help control players or spectators when requested to do so by the umpire, League Coordinator, or his/her representative.
- E. A forfeit will result when a team is caught playing anyone that is not on the team roster. On the second offense, the team will be dropped from the league for the remainder of the season and no refunds will be offered.

- F. A forfeit will result when a team member is ejected from a game by an umpire or the League Coordinator which results in that team having less than the mandatory 8 players.
- G. A forfeit will be called by the umpire or the League Coordinator when a team fails to submit a roster.
- H. A forfeit will be recorded as a forfeit and the score will be recorded as 7-0.

Ties in League Standings

- A. League standing will be determined by following point totals: 2 points for a win, 1 point for a tie, and 0 for a loss.
- B. Ties in league standings to determine playoff berths will be broken by: 1)head-to-head results; 2)run difference in head-to-head games; 3)runs against in head-to-head games; 4)runs scored in head-to-head games; 5)run difference in all league games; 6)runs against in all league games; 7)runs scored in all league games; 8)playoff game.
- C. Team managers are responsible for making sure that the League Coordinator maintains the correct record for their team.
- D. League Standings will be on display at the 9th inning snack shack kiosk and will be available online at www.steamboatsprings.net/adultsoftball throughout the season. Please check these places for accuracy.

SECTION 9

Equipment

- A. Safety Base: The runner must use the orange base at first base if a play is trying to be made on him or her. Note: failure to use the orange base when trying to beat out a throw will result in an out. The defensive player must use the white bag when making a play. If the runner touches neither base, but he or she beats out the throw, the runner will be called safe. If a protest is made to the umpire before the runner returns to the base and the umpire saw that the runner did not touch either bag, then that runner will be called out. Once on base, the runner must utilize only the white base. This includes tagging up on a fly ball. A runner can touch only the white base if no play is being made on him or her at first.
- B. No metal spikes and cleats allowed.
- C. The performance standard for all non-wooden bats will be a BPF (Bat Performance Factor) of 1.20 lllegal bats include but are not limited to several Miken, Easton bats. The League Coordinator has a copy of the **USSSA** approved bat list for reference. No dented or altered bats allowed. For informational purposes, all teams/players/captains are hereby made aware that the League will consider, on an ongoing basis, banning double walled bats. This should be factored into any future equipment purchase decisions made by teams. For Men's League, all USSSA bats are approved for league play.
- D. Intentional delays, defined by the umpire, may result in an out or time being added to the game clock. Bats or other equipment on the playing field that interfere with play will cause a dead ball call by the umpire. If it is the offensive team's equipment, all runners will return to the last bases.
- E. COED D League MEN must use a wooden bat. The purpose of this rule is for the safety of all players.

Protest

- A. No team or player may protest a judgment call by an umpire. Only rule infractions or player eligibility may be protested.
- B. No team may protest the time limit rule.
- C. In order to protest a rule infraction, a team manager must notify the umpire of the intent to protest before the next pitch is delivered. The details of the protest must then be in writing, described thoroughly, and submitted to the League Coordinator with a \$25 protest fee within 24 hours. The League Coordinator will review the protest and make a decision. All protest decisions will be final. If the protest is won, the \$25 will be returned to the team. If the protest is lost, the money will go into the league fund.
- D. Protesting a player's eligibility must be based on the following criteria:
 - 1. Player under 16 years of age
 - 2. A Men's Division I League player on a Coed D team.
 - 3. Player not listed on a team's roster.
- E. If an ineligible player is discovered and the League Coordinator rules in favor of the protest, the team with the ineligible player will receive a forfeit for a first offense. Upon discovery of a second offense, the team will be dropped from the league and the tournament and no refunds will be offered.

SECTION 11

Post-Season Tournament

- A. The City of Steamboat Springs will host a league tournament at the end of the season. There is no additional charge for this tournament.
- B. Teams must use their regular-season roster to participate in the tournament and rosters may be checked by the League Coordinator at any point during tournament play. **NO PLAYERS MAY BE ADDED TO THE ROSTER FOR TOURNAMENT PLAY.**
- C. Players must have played in at least one quarter of their team's scheduled league games (4 games for Men's/Coed leagues) to be eligible to play in the tournament.
- D. Prizes to top finishing teams will be awarded at the end of the season.
- E. All City of Steamboat Springs league rules will apply to tournament play.
- F. The higher seeded team in any Coed & Men's playoff game will be considered the home team. In the championship game, the team coming from the "winner's bracket" will be the home team. In the "If Necessary" game, both teams will have one loss each and therefore there will be a coin toss to determine the home team.
- G. If there is only one Men's league, teams will be split down the middle

<u>League Registration Policy:</u> In order to receive a space in a sports league, teams must register and pay by the posted deadlines. Returning teams from the previous season will be given first priority into their league, pending they pay and register by the posted deadline. New teams will be let into a league on a space available basis in the order that their registration/roster and complete payment is received.