



# **ADULT SOFTBALL RULES**

**Athletics Department  
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(303) 798-7515**

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

## ADULT SOFTBALL RULES AND REGULATIONS

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

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

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

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### TEAM SPECIFICS

#### ROSTERS

1. A complete roster is required for all teams. Team rosters must be filled out online each season.
2. A team may add players to their roster up until the roster freeze date.
3. **Rosters must be submitted by the 2<sup>nd</sup> week of play.** Managers can make changes to their rosters with approval of league coordinator.
4. All player information must be filled out completely and accurately. Falsifying addresses or using inaccurate player information will result in automatic player suspension and potential forfeiture of games.
5. Each player is required to have a photo ID with them at all games.
6. Roster checks will occur at playoff games by request. Additional roster checks may be done at any time throughout the season by instruction from the League Coordinator.

## PLAYER ELIGIBILITY

1. All individuals must be at least sixteen (16) years of age or older to play in Adult Softball. Individuals under the age of eighteen (18) must have a parent or legal guardian present. A maximum of three (3) players under the age of eighteen may play on an Adult Softball team.
2. **Players are not allowed to participate on more than one team in the same division per night.**
  - a. League coordinator holds the elastic power to allow teams to use players as subs if needed during regular season. During playoffs, no team can use a sub from an opposing team.
  - b. Team managers must get permission from league coordinator before the start of the game.
3. Players may play on as many teams as they desire, as long as they do not violate Rule 2 – Player Eligibility.
4. Men can play in a Co-Rec League and a Men’s League. Women can play in a Co-Rec League. Men’s Leagues can have Women on their roster, but this will need to be approved by the League Coordinator.
5. **Players must be on team’s initial roster or be added to the roster in order to be eligible for the end of season tournament.**
6. **Use of an ineligible player will result in the forfeiture of the game.**

## PROTESTS/DISPUTES

1. **PROTEST DECLARATION:** Team managers must declare a protest at the time of the incident before the ball is put into play. Official and site supervisor must be made aware of a manager’s official declaration to protest. All information will be recorded by official or site supervisor. Both managers will be made aware of the declaration and the game will proceed.
2. **ROSTER PROTEST:** Manager must declare a roster protest by the end of the first inning. If a team protests a roster, all names will be written down by the site supervisor. The game will resume. **Both teams’ rosters will be checked if there is a roster protest.** If the protest is valid and involves an ineligible player, the result will be an automatic forfeit of said game by the team with the ineligible player.
3. **PROTEST FEE:** All protests must be accompanied by a \$50 protest fee from the protesting team. NO protest will be reviewed without the \$50 protest fee. If the protest is valid, the \$50 will be refunded to the protesting team. The fee **must** be paid in cash at the time of the protest.
4. **PROTEST PROCEDURE:** Once the form has been received by the League Coordinator, it will be reviewed within 24 hours following the game. A protest will be considered only if it deals with misinterpretation of a rule or the eligibility of a player. No action can or will be taken involving personal judgment calls of the officials. If the protest is valid and deals with misinterpretation of a playing rule, the game will be replayed from that point on.
5. **DISPUTES:** In the case of a dispute, the umpires are instructed to talk to managers only. All others will retire to their team benches until instructed by the umpire to return to the field and resume play.

## AWARDS

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

## TEAM SCHEDULES/INCLEMENT WEATHER

1. All schedules will be published and posted online at [www.southsuburbansports.com](http://www.southsuburbansports.com)
2. The Weather Hotline (303-219-1150, Ext. 7) has a recorded message which informs teams about game statuses for that specific day/evening. Messages will not be recorded until 4:30pm on weekdays and two (2) hours prior to the first scheduled weekend games. Updates are made as necessary. We are using a site called RainoutLine and they have an app players can download.
3. Umpires have the authority to delay games due to inclement weather. Umpires/Field Supervisors must check with the League Coordinator prior to canceling any games.
4. Teams choosing to leave prior to instructions given by the Field Supervisor or Umpire and games continue as scheduled, will be given a forfeit.
5. All suspended/canceled games will be made up. These make-up games will usually be scheduled on the same night of the week later in the season.
6. Make-up games will be posted online at [www.southsuburbansports.com](http://www.southsuburbansports.com) and will be communicated to Team Managers. Team Managers must be sure all teammates are aware of rescheduled games.
7. Make-up games are not guaranteed to be played at the same site as the originally scheduled game. South Suburban will make every effort to accommodate that, but dates and times are dependent on field availability. Only the number of games guaranteed for regular season play need to be met. The end of season tournament will be played if time and field space allow.
8. If a game has to be canceled due to inclement weather, darkness, lightning, etc., it shall be resumed from the exact point where it was stopped as long as one (1) inning has been completed.  
**Exception: If the game is not tied after 5 innings of play or 4 ½ innings and the home team is ahead, the game will be considered complete. The game will also be considered complete if a run differential is greater than 10 runs at the time of cancelation.**

## DEFAULTS/FORFEITS

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

## GAME SPECIFICS

### STARTING THE GAME

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

## PLAYING THE GAME

1. **GAME TIME:** The game will consist of seven (7) innings or fifty five (55) minutes, whichever comes first. The game clock does not stop. A new inning will start once the third out is recorded in the bottom half of the current inning and time allows.
2. **RUN/MERCY RULE:** 20-run rule applies after 2 ½ or 3 innings of play depending on which team is ahead by 20 runs. 15-run rule applies after 3 ½ or 4 innings of play depending on which team is ahead by 15 runs. 10-run rule applies after 4 ½ or 5 innings of play depending on which team is ahead by 10 runs. Once the run rule has been reached, the game will be called.
3. **Flip Flop Rule:** All Programs: In the inning when the run rule for that particular program is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.

Run Rule	Inning to decide to flip/flop
20 after 3	End of 2nd Inning
15 after 4	End of 3rd Inning
10 after 5	End of 4th Inning

4. **PLATE MEETING:** A home plate meeting will occur at the beginning of every game with the umpire and manger from both teams. The manager at the plate meeting is the liaison for the umpire for the remainder of that game.
5. **COIN TOSS:** Home team is determined by a coin toss. Game time begins immediately following the coin toss. If one of the teams only has seven (7) players, no coin toss will occur and that team will automatically become the visiting team and bat first. *Playoff Games: the better seed will be the home team in all playoff games.*
6. **EXTRA INNINGS:** Ties in the regular season will play **one (1)** extra inning. If still tied after the one extra inning, the game will be recorded as a tie in the standings. Games ending in a tie will follow the Extra Innings Procedure (Special Rules; Part 1)
7. **FIELD SPECIFICATIONS:** Distance from the pitching rubber to home plate is fifty five (55) feet. Distance from home plate to first (1<sup>st</sup>) base is sixty five (65) feet.
8. **PITCHING:** Pitchers will be allowed to throw five (5) warm-up pitches in the first inning. Each inning after that, pitchers will be allowed one (1) warm-up pitch. The arc of a pitched ball will be minimum 6' and a maximum of 10' measured from the ground.
9. **BATTING COUNT:** All batters will start with a 1-ball and 1-strike count. The batter will be out when the umpire calls two (2) strikes. The batter will be awarded first base when the umpire calls three (3) balls.

10. FOUL BALLS: The batter will be ruled out when he/she hits two (2) foul balls after having one strike called in the at-bat, or if the batter hits three (3) consecutive foul balls before a called strike. Last foul ball that is considered an out is a dead ball no matter what and runners may not advance.
11. DOUBLE FIRST BASE: The fielder is entitled to the white base and the runner is entitled to the orange base on all balls hit in the **infield**. If the fielder touches any part of the orange base, the runner is safe for plays at first base. If the runner touches any part of the white base, the runner is out for plays at first base. The runner may touch the white base on balls hit to the outfield.  
*Ruling: if the batter steps on the white base for plays at first, the play will be called dead and runner will be called out. All baserunners will be awarded the base in which they achieved during the play.*
12. COURTESY RUNNERS: Courtesy runners are permitted anytime, and can be any player in the lineup. Man for a man and woman for a woman. Teams may only use one (1) courtesy runner per inning for Men's leagues. Teams may use one (1) male and one (1) female runner per inning in Co-Rec leagues. If the courtesy runner is on base and it is their at bat, the team must take an out for that batter.

### **SPECIAL RULES**

1. EXTRA INNINGS PROCEDURE: The first extra inning will begin with the last recorded out starting on second base and no outs. Each batter will be given one (1) pitch to put the ball in play. If the pitch is called a ball, the batter will be awarded first base. If the pitch is called a strike or is hit foul, the batter will be called out.
  - a. Regular season games: If a game is still tied after 1 extra inning the game will end and the score will be recorded as a tie.
  - b. Playoff games will follow the same extra inning procedure. If after one full inning and the game is still tied, the last recorded out will now start at third base and the same process will follow. Playoff games will play extra innings until a winner is determined.
2. BLOOD RULE: Any player who is bleeding, who has an open wound, or who has an excessive amount of blood on his/her uniform **must leave the game**. The participant may not return until the bleeding has stopped, the wound has been covered and bandaged, and/or uniform has been changed. **Teams must provide their own First-Aid Kit.**
3. ACCIDENT REPORTS: Players who get injured must fill out an accident report.
4. STRIKE MAT: A strike mat is used for calling balls and strikes. Any pitch that hits the plate or strike mat and was legal in height will be called a strike if not contacted by the batter. The umpire is the sole decision maker in regards to balls and strikes.
5. BASE RUNNING: Players do not have to slide, but they must avoid contact. There is no leading off and no stealing bases. If there is no play at the plate, the catcher must stand outside of the runner's base path. For plays at the plate, contact should be avoided at all costs. It is encouraged that catchers position themselves in front of the home plate to catch the ball and then move in to make the tag. *Any player deliberately running over or creating contact will be automatically ejected from that game.*
6. EXTRA PLAYER RULE (EP): An extra player (EP) is optional. A team may use one (1) or two (2) EP's in a game. The EP must remain in the same position of the batting order the entire game; however, any ten (10) of the twelve (12) players may take a defensive position throughout the game. If a player or EP becomes unable to play due to injury or prior commitments and

substitute is not available, the team can finish with as few as eight (8) players and the vacant batting spot *will not be counted as an out*. **Exception:** If a player or EP is ejected from the game and a substitute is not available, the vacant spot in the order *will be counted as an out*.

7. **EJECTIONS:** In the instance that a participant, coach, or spectator is ejected from the contest being played, that individual must leave the premises immediately. Failure to leave immediately will result in the game being suspended. Any team that has three (3) or more ejections in one season will be removed from the league with no refund of league fees. League schedules will be redeveloped to ensure all remaining teams still get their required amount of games. If a player is ejected the vacant spot in the batting order will be counted as an out for the remainder of the contest.
8. **TIE-BREAKING PROCEDURE:** When records are tied at the end of League play, the following procedure will be used to determine playoff seeding:
  - a. Head-to-head result(s)
  - b. Run differential in Head-to-head games
  - c. Run differential in all league games
  - d. Coin toss
9. **HOME RUNS:** When a player hits a home run, they will not be required to run the bases. All runners will score and the next batter will be up once a new ball is put into play. See League Classifications for Home Run Limits for each league.
10. **League Divisions:** If a team wins their league in the spring South Suburban reserves the right to have that team move up to a higher division for the next season.

### **CO-REC RULES**

1. **ROSTERS:** Co-Rec teams can play with 12, 10, 9, 8, or 7 (only at start of game) players.
  - a. 12 players – 6 men and 6 women only
  - b. 11 player - 6 men and 5 women or 5 men and 6 women only
  - c. 10 players – 5 men and 5 women only
  - d. 9 players – 5 men and 4 women or 4 men and 5 women only
  - e. 8 players – 4 men and 4 women only
  - f. 7 players – 3 men and 4 women or 4 men and 3 women only
2. **BATTING ORDER:** This shall alternate sexes and teams playing with 7 or 9 players must take an out when players of the same sex bat back to back.
3. **SUBSTITUTIONS:** Player substitutions must be a man for a man and a woman for a woman.
4. **WALKING A MALE:** Any base on balls (walk) to a male batter, intentional or not will result in a two (2) base award. The male will go directly to second base and the female must bat if there are less than two (2) outs. If there are two (2) outs, the female batter has the option to take the walk or bat.
5. **DEFENSIVE POSITIONING:** There are no restrictions as to the exact positions where males and females play. Equal number of male and female players must be on the playing field for defense. **Exception:** when playing with nine (9) players or eleven (11) players. When playing 11 players there must be 5 men and 5 women on the field.
6. **OUTFIELD ARCH RULE:** All outfielders **must** remain behind the 175' outfield arch line until the ball is hit. This applies for both male and female batters. Violation will result in a delayed



dead ball situation. The offense shall have the option of taking the result of the play or awarding the batter first base

## **Home Runs**

1. MEN'S CORNERSTONE LEAGUES:
  - a. Men's D-Open: Team is allowed three (3) home runs per game.
  - b. Men's E: Team is allowed two (2) home runs per game.
  - c. Men's Rec: Team is allowed two (2) home runs per game
  
2. CO-REC CORNERSTONE LEAGUES:
  - a. Co-Rec D-Rec: Team is allowed two (2) home runs per game.
  - b. Co-Rec E: Team is allowed two (2) home run per game.
  
3. MEN'S DEKOEVEND & BOWLES GROVE LEAGUES
  - a. Men's D: Team is allowed three (3) home runs per game and then 1-up
  - b. Men's E: Team is allowed two (2) home runs per game and then 1-up
  - c. Men's Rec: Team is allowed two (2) home runs per game. and then 1-up

**One up limit rule.** When both teams reach the limit, they can each hit one more. No team can ever go up by more than one home run than their opponent. If teams go up more than 1 home run the batter will be called out. A game cannot end on a one up homerun in situations where a walk off homerun would decide the game. If the potentially winning team hits a home run in that situation, the batter will be called out.

**Home teams cannot go one up in the bottom half of an inning when time runs out and/or the bottom half of the 7<sup>th</sup> inning if teams have the same number of homeruns hit at that point.**

## **ELASTIC POWER:**

The South Suburban Athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship. South Suburban's Staff reserves the right to adjust any rules as he/she deems fit for competition.