



2026 Adult Softball Rules **revised 5/26/2026*

1. GENERAL

1. USA Softball rules for 12" slow-pitch softball will govern league play except for changes and adaptations noted in these rules.
2. The Site Supervisor will oversee the field, facilities, and spectators.
3. The Estes Valley Recreation and Park District reserves the right to remove teams from any league due to unacceptable conduct.
4. Teams must pay the full balance for the softball league before the start of the first game. If balance is not paid by that point, a forfeit will be given for each game on the schedule until the balance is paid in full.
5. Alcoholic beverages are not permitted in the Stanley Park Ballfield Complex.
6. Dogs are not permitted in the Stanley Park Ballfield Complex.
7. Metal cleat spikes are not permitted.

2. UNSPORTSMANLIKE BEHAVIOR: *(all items below are grounds for ejection of players or spectators at any time)*

1. Abusive language and/or physical threats to umpires, players or field staff will not be tolerated. Sanctions will be implemented should any team member strike an umpire, player, or field staff. They would be ejected from the league for the remainder of the season and may be ineligible to play in following seasons and activities. Ejected Players must leave the game facility including the parking areas.
2. Participants and fans should avoid the use of profanity at games. Excessive use of profanity may be grounds for a player's ejection from the game.
3. Players making a mockery of the game will not be tolerated. EFFECT: Warning - out - forfeit. Decision is at the umpire's discretion. I.e. Any players running the bases backwards, taunting or any offensive behavior will be given a warning, an out for your team, then forfeit.
4. No Crashing: Running or sliding into a player intentionally to avoid an out.
5. No Fake Tags: Faking a tag to make the runner slide.
6. Umpires and Site Supervisor have the right to eject players or spectators for any reason deemed necessary.

7. **Ejected Players:** If a player is ejected from a game for an unsportsmanlike act or conduct, the team cannot play shorthanded. If no legal substitute is available, the game is a forfeit. EFFECT: The ejected player is automatically suspended from the next game. Depending on the severity of the action a longer suspension may be imposed. Ejected Players must leave the game facility including the parking areas.

3. CAPTAINS

1. Please help us start on time. Captains must turn in roster/batting lineup 5 minutes BEFORE the start of game. If no effort is made by the team to have their roster given to the scorekeeper by that time – a one (1) out penalty will be given at the start of their first at bat. If a 5-minute grace period is requested by either team, both teams have until the 5-minute grace period ends to turn in their roster before penalty. Teams must be short players to request a grace period.
2. Captains are responsible for their team's behavior on the bench and field. Only people who are directly associated with the team can be in the dugout. No children or pets in the dugouts.
3. Captains are responsible for making sure their team cleans up after themselves in the dugout, leave it better than you found it.
4. If the designated team captain from the Quickscores roster is not present for a game, a substitute captain must be declared when the batting lineup is submitted.
5. Captains are the only player on the team allowed to challenge a misinterpretation of a rule or discuss any dispute with game staff. Effect of non-compliance: Warning – strike – out – forfeit. I.e. Any team that has a non-captain player raise a dispute or make any argumentative discussion in anyway. That team will be given a warning, strike followed by an out for the teams next at bat, then forfeit.
6. No player may participate in league play without being on the team roster **before** gametime. Any captain/manager who plays an illegal or ineligible player shall forfeit all games in which such a player participated.
7. All players must be at least 16 years of age. Anyone below 18 years must have a parent or legal guardian sign a waiver to participate. This waiver must be submitted to the EVRPD Recreation Department for approval.
8. The game clock starts at gametime. Teams may request a 5-minute grace period (*counts toward gametime*) to field a team, only if they are short players, then teams should be ready to play. Game time is the time indicated on the schedule. If after 5 minutes you cannot field a team, you receive a forfeit. Time is kept by the field scorekeeper.
9. Captains are responsible for finding out when make-up, rain out, etc. games are rescheduled and communicating any changes or information to their players. The Recreation Coordinator will make every attempt to contact captains regarding the rescheduled games, date, time and location. However, remember these contact attempts are only a courtesy and may result in a non-contact (messages).

ROSTER / TEAM:

1. **The maximum roster size is 18 players. Additional players can be added for \$15 fee per player.**
2. Rosters are managed on Quickscores.com. It is the responsibility of the team captain to add players to the roster on their team page, and to make sure that all players have signed the waiver/Code of Conduct through Quickscores.com.
3. Players MUST be on the digital roster (Quickscores) before playing any game.
4. **No additions or changes to rosters after the 3rd week of the season. Teams are allowed through the end of the 3rd game of the season to add people to their online roster.** All players added to the roster must have signed digital waivers and must acknowledge they have read the rules before stepping on the field. After the 3rd game of the season rosters are finalized and no additions will be accepted unless the Recreation Coordinator approves the change.
5. All teams and players must have jerseys of similar color with numbers on the back that are readable by the game's scorekeeper. Players on the same team cannot have identical numbers. Jerseys are permitted to have the team's name or the players' first or last name. No alternative writing is permitted. Unpermitted Jersey writing or players without a jersey number will result in an out for that player each at bat until their jersey(s) is within the given parameters.
6. If a player forgets their jersey or their jersey becomes unusable during a game, they may wear a temporary jersey that must be approved by the site supervisor.
7. If a player is wearing any clothing layers above their jersey, they must be able to show their jersey number upon request by any staff member.
8. On gameday, late players may be added to that game's lineup in the bottom spot with 30 minutes or more remaining on the game clock, and the scorekeeper and site supervisor must be notified.
9. Teams will play with no more than 10 players on the field. There must be as many or more women on the field than men in the Co-Rec League. Free defensive substitutions between innings.
10. Teams must have equal amounts of males and females, or more females than males in both the infield and the outfield and have a combination of **male/female as pitcher/catcher in Co-Rec.**
11. All rostered players may hit in the batting lineup. The batting order must stay the same throughout the game.
12. Players in the lineup must hit, but do not have to play the field if lineup contains more than 10 players.
13. Co-rec – male and female batters must alternate in the lineup. The batting order may not have two male players bat back-to-back. If this occurs, extra male batters will be listed as alternating hitters (matched with another male batter). In the case of an injury that results in two male players batting back-to-back, they must alternate in the batting lineup.
14. Female hitters sharing the same spot in the lineup must also alternate at bats.
15. Batting out of order results in the out of order batter being called out – if they scored a run, that run also does not count and any runs scored because of that batter will be removed. If that out becomes the 3rd out of the inning, the inning ends.

16. Shorthanded Rule: A team must have at least 8 players to start a game (Co-rec: Must have minimum of 4 females and must play with even number of males and females unless there are more females)
17. In case of injury, a team can play shorthanded if lineup conditions are met (*co-ed, see rule 10 above*).
18. Roster checks can be done by field supervisor or scorekeeper at any time. An illegal player results in a forfeit. **It is the team captain's responsibility to ensure there are no illegal players.**
19. Players are NOT allowed to play on other teams in the same league.
20. **Players must play in a minimum of one regular season game to play in the playoffs.**

WALKS

1. Intentional Walk: Notify the umpire and no pitches are required.
2. Coed: When a male is walked he will be awarded two (2) bases and the female batter must bat. Exception: With two (2) outs the female batter has the option to walk or bat.

COURTESY RUNNERS

1. A courtesy runner is any player who replaces a runner without a charged substitution. Each player may only be used once per inning. If a courtesy runner is still on base when their position in the lineup occurs, the runner is out and the courtesy runner takes their at-bat.
2. Co-Rec - substitute a male for male and female for female.
3. **The home plate umpire must be notified prior to the at bat if a runner is needed. If not notified, you may not use the runner unless an injury occurs. The runner must start at home plate.**
4. **In the instance that the batter and courtesy runner both run to first, that will result in one out for the batter/runner.**
5. In case of an injury, a courtesy runner may be used. If the courtesy runner is still on base when their position in the lineup occurs, the runner is out and the courtesy runner takes their at-bat.

HOME RUNS

1. Limits: Men's League - Five (5) per team | Co-Rec - Three (3) per team
2. If a defensive player knocks the ball over the fence for a home run, it doesn't count towards the teams "over the fence" home runs.
3. Home runs exceeding the league limits will be deemed outs.
4. Batter need only touch first base and the home run will be awarded. Players on the bases must run the bases and touch home for the runs to count.
5. **If you hit it, you get it. Your team must retrieve its homerun balls by the end of the team's following at bat or an out will be enforced for each un-retrieved homerun ball. Exception: If the home run ball cannot be found, recreation staff must be notified.**

GAME RULES

1. All games are considered seven (7) innings or 50 minutes, whichever comes first. A new inning is defined as soon as the 3rd out is called in the bottom of the previous inning. Exception: To break ties, one (1) extra inning using the ITB format with a runner starting on second base and 1 out. If the International Ti-Breaker (ITB) format does not break the tie the game will end in a tie. The last out for the team starts on second.
2. If a game needs to be interrupted and rescheduled it will be resumed where it was stopped. However, if four (4) innings have been played, the game will be considered a complete game. This could be 3 ½ innings if the home team has the lead.
3. Five (5) practice pitches will be given to each pitcher before the game starts. Two (2) pitches will be given between innings after the first inning.
4. The ball count will be one (1) ball and one (1) strike on batter. A hitter with two (2) strikes is allowed one (1) additional foul ball before they are called out.
5. Batters cannot throw the bat or carry it to 1st base, if this occurs the batter is out. It is the umpire's judgement on if a bat was "thrown".
6. Only ASA or USSSA approved bats are legal (1.2 BPF rating). Any Team found to be using a modified bat will forfeit the game and the captain must meet with the Recreation Coordinator.
7. Run Rule: 20 runs after 3rd inning, 15 runs after 4th inning, and 10 runs after 5th inning.
8. When a female is batting, outfielders must stay behind the 175' line and infielders must remain on the dirt until the ball is hit.
9. Pitchers may pitch anywhere from behind the 55' pitching rubber to the front of the 50' pitching rubber. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground. Umpires will call an illegal pitch as soon as perceived. The batter has the choice to hit the illegal pitch or not. If the batter hits it, it is a live ball.
10. A called strike is any legally pitched ball that hits any part of home plate or the strike mat behind home plate.
11. Protests will not be considered on a judgment call made by an umpire.
12. Misinterpretation of a playing rule will only be considered and resolved if challenged before the next pitch.
13. For any illegal pitch, the pitch will be called as soon as the umpire deems it to be illegal.
14. If a team has 2 or more forfeits during the regular season, they will not play in the end of season tournament.
15. The end of season tournament championship game will play a total of 7 innings with no time limit. Other games in the tournament will follow the same rules as the regular season with the run rule and time limit in effect.

PITCHERS SAFETY NET:

1. The net is for the safety of the pitcher and is OPTIONAL. If not used, the pitcher assumes all responsibility for their safety on the field and it is recommended that they wear a protective face

mask at minimum if the net is not used. Once the pitcher decides to use the net it must remain on the field for that half inning.

2. The screen may be positioned anywhere from the outer left side of the pitching rubber for a right-handed pitcher to the outer right side of the pitching rubber for a left-handed pitcher to maximize the pitcher's safety.
3. The screen will directly face home plate within one to three feet in front of the pitching rubber, if a pitcher chooses to use the full depth of the pitchers box then the screen must be positioned in the one to three foot limits of where he/she chooses to pitch.
4. Any batted ball striking any portion of the screen or frame as observed by the umpire will be declared a foul. The batter cannot foul out by hitting the net.
5. All thrown balls hitting the net once put in play by a batter, are in play.
6. Any pitch delivered with the screen not in a legal position will be declared "no pitch" by the umpire.
7. If a pitcher chooses to use the screen then they MUST step behind the screen after every pitch, failure to do so will be that pitch called a ball (*Umpire Judgement*).
8. The pitcher can field any ball hit if they are behind the net when the ball is hit. If the pitcher is in front of the net before the ball is hit, a dead ball will be called, the batter will take first base and runners will advance one base, only if forced. (*Umpire Judgement*).
9. The screen may not be knocked over or pushed to the side to allow a throw from the outfield. This results in a dead ball and runners advance to the base they were running to at the time of the screen movement, plus one more base. If the screen is moved by the ball it must be replaced after the play.