



Adult Softball Rules

SCHEDULES and STANDINGS ARE POSTED AT www.quickscores.com/golden

League Information

- A. Mission Statement: "Providing Memorable Recreation Experiences for Our Community". We strive to be welcoming, courteous, helpful and professional in all that we do. Please contact us immediately if any of our staff does not meet these standards.
- B. **Manager's Responsibilities:** The manager is the primary link between their team and league management. It is the manager's responsibility to obtain all information regarding league play in Golden, including:
1. Read league rules and park policies prior to participation and brief each team member about them; managers are responsible for the conduct of his/her team during league or tournament play.
 2. Obtain league information pertaining to registration deadlines, make up schedules, playoffs, etc.
 3. Submit all league paperwork on time (registration, rosters, etc).
 4. Inform league office of changes in address and telephone numbers.
 5. Advise league office of a second contact person when manager is not available.
 6. Have all players read and sign the team waiver/roster before playing (located with field supervisor)
 7. Maintain control over players in all circumstances, including disputes on the field; umpires will discuss disputes on the field with the manager only; players are not to question an umpire's calls.
 8. Receive or designate someone to receive the ground rules at home plate prior to game time.
 9. Fill out forms as necessary, including umpire evaluations, ejection, protest, suspended game, etc.
 10. Check web site for correct scores and schedule updates regularly.
- C. **Schedules**
1. All games are scheduled by the City of Golden Athletics Coordinator.
 - a) Games are not rescheduled except for adverse weather conditions or unplayable fields.
 - b) Games will be played if at all possible. Games may be played in weather conditions that are not ideal.
 - c) Scheduling requests may be made to the Athletics Coordinator a minimum of one-week PRIOR to the release of the full season schedules. Although not every request can be accommodated, every attempt will be made to fulfill them.
 - d) Any requests to reschedule a game after schedules have been released must be received a minimum of one-week PRIOR to the scheduled date and time of the game. If a rescheduled date/time cannot be agreed upon within 48 hours, the request will not be honored. If the game is successfully rescheduled, a \$25 rescheduling fee will be assessed to the team making the request.
 2. All schedules, standings and scores can be found at www.quickscores.com/golden.
- D. **Weather Line**
1. In the case of inclement weather or unplayable field conditions, decisions on the status of games will be made by 4pm on weekdays and two hours prior to the first game on weekends. Be prepared with the name of your complex and field number as some fields may be playable while others are not. Updates are made to the recording only if the information needs to be changed. **RAINOUT LINE: 303-384-8112**
 2. The weather hotline is the only OFFICIAL source of rainout information for the City of Golden. Any messages posted on Facebook, twitter or any other means of communication are not considered official. The weather hotline is the only source of information guaranteed to be updated in the case of cancellation.
 3. Makeup game schedules will be posted on the website by 12pm the second working day after the rain out game. Once a game has been rescheduled, the makeup scheduled game time will not change.
 4. If fields are available, games will be rescheduled on the night your team plays. Your makeup game could be at a different field or complex. If that is not an option, we have set aside selected weekends including Saturdays and Sundays. Check the back of your schedule for these dates.
 5. Each team must notify the Athletics Coordinator in writing within 36 hours from the original game time if your team is unable to play on the designated make up weekends. If you do not notify us in writing by the deadline, your game will be scheduled and you are expected to be there.

6. The team manager is responsible for finding out game times and locations for all make up games. All schedules, including makeup schedules, are posted on the website. Teams may be scheduled for 2 or more games per rescheduled date.

E. Rosters/Waivers

1. All rosters must be turned in PRIOR to a team taking the field for their first game. Any teams taking the field without turning in a completed roster are subject to forfeit. Each player must sign the roster waiver form before playing to be considered an eligible player.
2. Players may play in as many leagues as they want but only one team per league. Players must sign a roster/waiver for each team they play with. Players must sign the roster/waiver prior to taking the field for a game. Failure to do so will result in forfeiture.
3. Teams may have as many players on their roster as desired. No players may be added to a team's roster after the halfway point of the season. Any exception must be approved by the Athletics Coordinator.
4. All participants must be 18 years of age.
5. Each player must carry a photo ID with them to all games. A photo ID is the only form of ID approved in the case of a roster check/challenge.
6. Any player playing under an assumed name shall result in the forfeiture of the game(s) by that player's team. The player is fined \$25 for the first offense and suspended from league play for the remainder of the season. A \$50 reinstatement fee is required before the individual is allowed to play in any City of Golden league.
7. The field supervisor or Athletics Coordinator has the authority to disallow any illegal player(s) from participating. A team may protest a player's eligibility, but must do so when the player first enters the game on offense or defense. When the half inning ends, the right to protest ends.
8. A Female may play in a Men's League if there is no Women's or Coed League being offered or run during the season. The female player must follow all other applicable roster requirements.
9. A team short on players may use a maximum of 3 "subs" in order to play a game upon approval of those players by the opposing team's manager prior to the start of the game.
 - a) Subs: Any player on a City of Golden team roster for another team in the same league/division. Players not on a City of Golden roster or on a roster but for a team in another league/division are not legal subs.
 - b) All rostered players must take positions in the field and batting order before any subs may do so.
 - c) Any team who does not have subs approved by the opposing team's manager at the home plate meeting prior to the game will be subject to forfeit.
 - d) Any person playing on a team must sign a roster/waiver or he/she will be considered an ineligible player.

Playing Rules

A. Governing Rules

1. The City of Golden offers USSSA sanctioned Spring, Summer and Fall softball programs. The City of Golden Athletics Staff is the sole governing body of this softball program.
2. Any situation not covered explicitly in these rules will be acted upon by the field supervisor and/or athletics staff. In addition, Golden Athletics reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the program.
3. The City of Golden reserves the right to reclassify or move a team at any point during the season in order to maintain a fair balance of competition.
4. The City of Golden reserves the right to expel any team/participant from the league for reasons of conduct, failure to observe rules, regulations and procedures and/or failure to field a team for two or more games. Written notification of such actions will be provided to the individual and/or team manager.
5. All slow pitch leagues will be played using USSSA rules except those amended in these rules.

B. Number of Players

1. Teams must have a minimum of 8 players to start and finish a game. A team may add players to the bottom of the batting order throughout the game, up to a maximum of 16.
2. Any 10 players in the lineup may take a defensive position in the field, provided they stay in the same numeric position in the batting order.
3. If an injury occurs during the game and no substitute is available, a team may finish with as few as 8 players. There are no outs recorded for missing batters due to injury. (Exception for Coed Leagues – See Coed Rules)
4. Any player ejected from a game cannot be replaced by a substitute. That spot in the batting order will be ruled an automatic out. It is the opposing team's responsibility to assist the umpire in keeping track of that spot/out in the lineup. Any team with three or more players ejected from a game will automatically forfeit the game.

5. Any of the starting players (including any Additional Hitters) may be substituted for and re-enter the game once, provided the players occupy their original numeric position in the batting order. Non starting players may not re-enter.
6. **Coed Rules**
 - a) Teams must have a minimum of 8 fielders at all times with no more than 5 men. If a team has 8 players, they must have 4 men and 4 women. Any team with 10 or more players must play with 5 men and 5 women.
 - b) Offensively, the batting order must alternate sexes; however females may bat back to back without penalty. If 2 men bat back to back, the team must take an out in the vacant female lineup position. Players must occupy the same numeric position in the lineup throughout the game. Late arriving players may be inserted into what was previously an out position.
 - c) Batting out of order is an appeal play by the defense. No retroactive penalties will be applied.
 - d) If an injury occurs to a female in a coed game and no substitute is available, the team must drop a male player from the lineup either before or after the injured player in the batting order to avoid an automatic out in the now vacant lineup position.
 - e) Any walk to a male batter results in a 2 base award. Walked batter/runners must touch all bases. The next batter (a female) will bat unless there are 2 outs, in which case she will have the option to bat or walk. Bases runners **only** advanced if forced to do so.

Coed Batting Scenarios:

Coed teams may bat with 12, 11, 10, 9, or 8 players.
 12 players: 6 males, 6 females
 11 players: 6 males, 5 females or 6 females, 5 males
 10 players: 5 males, 5 females
 9 players: 5 males, 4 females or 5 females, 4 males
 8 players: 4 males, 4 females
 Batting order will alternate sexes.

Teams playing with 9 or 11 players must take an out only if males bat back to back. Female players are allowed to bat back to back without taking an out in the case of an odd number of players.

C. Forfeits

1. At game time, both teams must have a minimum of 8 players on the field (and properly noted on the team's roster).
2. For the 6:15pm game time only: if one team does not have the required 8 players, the game clock will begin at game time and allow the team 5 minutes to field 8 players. Failure to field the minimum number of players after the 5 minutes has expired results in a forfeit. If neither team has the required 8 players, the clock will again be started and run for 5 minutes. If at the end of 5 minutes, neither team can field the minimum 8 players, it will be ruled a double forfeit. Field Supervisor has final authority on all forfeits.
3. For all other time slots, game time is forfeit time. The only exception being when the team is playing in a game on another field.
4. Umpires will not officiate forfeited games.
5. Non-Appearance forfeit: When a team fails to show up for their assigned game without notification, the team must pay a \$25 fee prior to participating in their next scheduled game. Failure to pay the forfeit fee shall result in another Non-Appearance forfeit and additional \$25 fine.
6. If a team has to forfeit, the team **MUST** contact the Athletics Office by 4pm the day of the game or by 4pm the Friday before a weekend game. If notified properly, there will be no forfeit fee charged to the team. Teams should call Beau at 303-384-8194 or Brian at 303-384-8125.
7. If a team has 3 forfeits during the season, they are automatically dropped from the league. No refunds will be given.

D. Equipment

1. Uniforms are recommended but not required.
2. No jewelry may be worn during play with the exception of medical alert bracelets/necklaces. A player will receive one warning before being called out.
3. Shoes must be worn by all players. No metal cleats allowed. No screw on cleats allowed. No open-toed sandals or shoes allowed.

4. Teams are required to bring their own gloves, mitts, bats and any other safety equipment they choose to use.
5. **Bat Rule**
 Illegal bats: Any bat that **does not have** the ASA/USA certification stamp, bats that are altered or dented, bats made of titanium and wood baseball bats are illegal.
 Legal bats: All bats with the ASA/USA certification stamp. The certification stamp must be legible otherwise the bat will be deemed illegal. Umpires need to enforce this rule.
6. The official bat shall be round in cross section, straight in length, and measure not more than 34 inches long, not more than 2 ¼ inches in diameter, and not exceed 31 ½ oz. Safety grip shall not be less than 10 inches long or exceed 15 inches from the small end of the handle. All graphics must be permanent including BPF markings. The bat may be made of hardwood of one piece, or laminated from sections of hardwood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. The bat may be made of aluminum or other metals, fiberglass, graphite or a composite material. No titanium. When a bat does not meet specifications as designed, 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.

E. Complete Games

1. Games are 55 minutes long. The clock will start after the coach's meeting or at game time if coach's meeting is held prior to game time. A new inning begins when the third out is made in the previous inning.
2. A complete game is anytime 7 innings have been played or the time limit has expired; or if 5 or more innings have been played, or if the team second at bat has scored more runs in 4 or more innings than the other team has scored in 5 or more innings.
3. Run Spread Rule: 15 runs difference after 4 innings or 10 runs after 5 innings.
4. Extra Inning Games: Games tied after the time limit and any extra inning games will go to one pitch. Any foul ball is an out.
 - a) The start of the first extra inning begins with the last player who batted in the previous inning on 2nd base with no outs.
 - b) After one extra inning and the game still tied, the last player who batted in the previous inning will start on 3rd base. This procedure will continue for any subsequent extra innings until the winner of the game is determined.
5. The manager of the winning team is required to sign the scorecard to verify the score and the result of the game.
6. If a game is delayed, teams are required to wait for instruction from the field supervisor before leaving. If your team leaves prior to receiving the cancellation notice from the field supervisor and games continue, you will be assessed a forfeit.

F. Game Play

1. **Pitching Rule:** The pitched ball must arc at least 3 ft. after leaving the pitcher's hand and before it passes any part of home plate and not rise higher than 10 ft. above the ground.
2. **Coed Leagues:** The women hit an 11 inch ball and the men hit a 12 inch ball. (There is no coed line that outfielders must play behind.)
3. All leagues will use a 3 ball and 2 strike count, otherwise known as a 1 and 1 count. If the batter hits a foul ball after having a strike, the ball will be dead and they will receive one more strike (courtesy foul). If the second strike is called, the batter is out.
4. **Courtesy Runners:** Courtesy Runners are allowed for any player at any time. The Courtesy Runner should be the last out recorded. If there are no outs recorded in the game it should be the last runner to score or the last batter in the lineup. If a courtesy runner's numeric spot in the batting order comes up while they are still on base, they are automatically out.
5. **Home Run Rules:** Any player hitting a home run over the fence after the team has exceeded the designated home run limit results in an out. The ball is dead and no runners may advance. Home run hitters (and any runners on base) may go directly to the dugout and do not need to advance the bases. There is no penalty for running the bases.

League/Division	Ulysses Park	Tony Grampsas Park
Men's D DH	NO LIMIT	5/3
Men's D Rec	5	3
Men's E	1	1
Coed D	4	3

Coed E	1	1
Women's	3	3 (Lions Park)

6. **Base-Running**

- a) An orange safety base will be used at first base. When a play is made at first, the runner must go to the orange base and the fielder must go to the white base unless either player is avoiding a collision. The umpire can rule the runner out if they touch the entire white base when a play is attempted at 1st.
- b) Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. Penalty: Runner or fielder will be ejected from the game if judged flagrant. All collisions must be avoided.

7. **Protests:** Protests are not allowed on judgment calls. If protesting a ruling in a game, all of the following must be completed:

- a) Notify the umpire at the time of the protest. Notification must occur before the next pitch or play occurs or the team loses their right to protest. The following must be recorded: inning, outs, players on base, batter and the count.
- b) Team must submit a \$25 protest fee (cash only) to the Field Supervisor at the time of the protest.
- c) Submit a typed protest to the Athletics Coordinator explaining the misapplication of the rule within 24 hours of the game.
- d) The protest will be ruled on as soon as all information is assembled from the different parties involved.
- e) If the protest is upheld, the \$25 fee is returned. If the protest is not upheld, the fee is deposited in the general fund.

8. **Ejections:** Any ejected player MUST leave the City of Golden's property/facility immediately or police will be called to escort the player from the premises and additional suspensions and penalties will be levied. The player shall sit out the designated number of games. Failure to comply with any of the above mentioned penalties will result in suspension of the player for the remainder of the season. If a player is ejected during the tournament the player shall sit out the rest of the tournament. No questions and no appeals!

G. **Standings/Tiebreakers:** If 2 or more teams have identical records at the end of league play, the following method will be used to determine league standings:

- 1. If a team has a Non-Appearance Forfeit on their record, it will remove them from the tie.
- 2. Head to head competition: The winner of the most games played between the tied teams is awarded the higher place.
- 3. If the records are the same, the team with the greatest run differential in head to head matchups is awarded the higher place.
- 4. If still tied, defensive runs allowed will be used.
- 5. If still tied, a coin flip will determine seeding for playoffs. If no playoffs are slated, teams will be declared co-champions.

H. **Alcohol Policy:** Alcoholic beverages are not allowed at the softball fields. Consumption of alcohol during your game at the fields is an automatic suspension of 2 games. No appeals.

- 1. No glass bottles are allowed at any park at any time. Refusal to immediately dispose of glass bottles properly may result in suspension, fines or forfeiture of games. Repeated infractions may also result in suspension, fines or forfeiture of games.
- 2. Ulysses & Lions Sports Complex Alcohol Policy: Alcoholic beverages are allowed in the parking lot and MUST be accompanied by an alcohol permit at all times. Individuals/Teams are prohibited from bringing alcoholic beverages in their bags or on their person to the fields.
- 3. Tony Grampsas Sports Complex Alcohol Policy: Alcoholic beverages are allowed in the parking lot and pavilion and MUST be accompanied by an alcohol permit at all times. Individuals/Teams are prohibited from bringing alcoholic beverages in their bags or on their person to the fields.

- I. **Dog Parks:** Dogs are allowed at all sports complexes provided they are on a leash and under control by their owners. Dogs are only allowed off-leash within the confines of the designated off-leash dog park areas. Athletic staff does not monitor off-leash dog park activity.

Player's Code of Conduct:

"Player" may be a player, coach, manager, spectator or anyone associated with the team. All regulations apply before, during and after each game.

1. At any time lay a hand upon, push, shove, or threaten to strike an official, city staff, player or spectator.
2. Refuse to abide by an official's decision.
3. Be guilty of using unnecessarily rough tactics during the play of the game against the body of any opposing Player.
 - a) **PENALTY for any of the above:** Officials are required to immediately suspend player from further play and report such player to the Athletic Supervisor. Such player shall remain suspended until his case has been considered.
4. Use profane, obscene, or vulgar language in any manner, or at any time during the game.
 - a) **PENALTY:** A warning may or may not be given based on umpire's discretion. Repeated or egregious violations will result in ejection and review for suspension by the Athletics Coordinator.
5. Appear upon the field of play at any time in an intoxicated condition.
 - a) **PENALTY:** The officials are required to immediately suspend the player from further play.
6. Be guilty of an abusive verbal attack upon any player, umpire, spectator or City of Golden employee.
 - a) **PENALTY:** Officials or Field Supervisor will immediately suspend player from further play. Cases will be considered by the Athletics Coordinator for further penalties including suspensions and fines.

Release of Liability: It is the manager's responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in the sports of softball, volleyball, basketball and kickball. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that the City of Golden, the affiliated facilities, affiliated teams and any staff members will not be held responsible for injuries. To participate in any City of Golden activity, players must sign a roster/waiver which includes agreement to the following Acknowledgment of Risk and Release.

Acknowledgement of Risk and Release

Please read this form carefully and be aware in registering yourself for participation in this program you will be acknowledging the risk and releasing all claims which you may have as a result of participating in this program.

Athletics is an activity in which, despite preparation, instruction, medical advice, conditioning, and equipment, there is still a risk of injuries such as the following. This list is by no means complete or exclusive, but includes:

1. Heart attack, stroke, and circulatory problems
2. Bone and joint injuries
3. Back injuries
4. Muscle strain and other muscle injuries
5. Foot problems
6. Head, neck, and spinal injuries

7. Heat stroke or heat exhaustion

As a participant in the program, I acknowledge that there are certain risks of injury and I agree to assume those risks which I may sustain as a result of participating in any and all activities connected with or associated with such a program.

I release all claims which may arise against, and agree not to sue, the City of Golden and its officers, agents, employees, and authorized volunteers, on my behalf as a result of participating in the program.

I further agree to indemnify, hold harmless and defend the City of Golden and its officers, agents, employees, and authorized volunteers from any and all claims by other parties resulting from injuries, damages, and losses caused by me arising out of connected with, or in any way associated with the activities of the program.

Fighting, verbal abuse, and alcohol use will not be tolerated. Any player(s) fighting and/or guilty of verbal/alcohol abuse of any kind will be eliminated from league play for the remainder of the season. The Golden Police Department may be called to respond to any incident.

I have read and fully understand the above. I understand this agreement shall not be modified orally.



City of
Golden
PARKS AND RECREATION



City of Golden Parks and Recreation Coach/Player/Parent/Spectator Code of Conduct

Coaches, players, parents and spectators have a responsibility to behave in a respectful manner that will instill a sense of sportsmanship in all players.

As a coach, player, parent or spectator at a City of Golden Park and Recreation Department sporting activity I understand:

1. It will not be tolerated at any time to lay a hand upon, push, shove, and threaten to strike or verbally threaten an official, player, or supervisor.
2. Being involved in a physical altercation with a player, coach, or other spectator will result in my ejection from the game and possible suspension from future games.
3. All coaches, players, parents, and spectators will abide by the officials decision. The official's decision and/or calls are not arguable. If you have a concern regarding the officiating contact the City of Golden Athletic Staff.
4. Verbal abuse, harassment, and/or unsportsmanlike behavior towards an official, player, spectator, supervisor or athletics staff member is not tolerated.
5. All coaches, players, parents and spectators will refrain from the use of vulgar or unsportsmanlike manners including language while at any City of Golden sporting activity, including practices and games.
6. Any coach, player, parent or spectator that is ejected from the game must leave the playing area immediately upon request. Failure to leave will result in suspension of the game and/or forfeiture of the game.
7. The zero tolerance policy is in effect at all City of Golden athletic events.

Failure to abide by the Code of Conduct will result in ejection from the game and possible suspension from future games.

Zero Tolerance Policy

There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or City of Golden Athletic Staff.

Officials, game supervisors and City of Golden Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

Revised 4/9/19