



**HIGHLANDS RANCH
Metro District**

3280 Redstone Park Circle

Highlands Ranch, CO 80129

Phone: 303-791-2710/Fax: 303-470-9516

www.highlandsranch.org; www.quickscores.com/hrmd

2026 ADULT SOFTBALL - LEAGUE RULES

1. All slow pitch leagues will be played using the USSSA (United States Specialty Sports Association) rules except as amended in these rules. All decisions made by the Highlands Ranch Metro District (HRMD) regarding rule interpretations are final and not subject to protest or league fee refunds. All players must abide by all regulations and the Code of Conduct of the HRMD Adult Softball League.
2. The HRMD reserves the right to establish guidelines for any and all rules or infractions not covered in the U.S.S.A. or the HRMD league rules and to refuse participation to an individual or team if they do not obey the rules and regulations and keep with in the spirit of sportsmanship or the HRMD player/team Code of Conduct.
3. Managers shall see that all players and spectators are familiar with these rules and regulations. All provisions in the HRMD softball rules and Code of Conduct regarding behavior and actions of players, managers, and spectators apply to the entire ball field area **before, during, and after the games.**
4. The HRMD will govern and administer the classification of teams and players. Colorado USSSA, NSA, Triple Crown Sports, and previous season's records will be utilized to assist in classifying teams and players. The HRMD retains the right to make the final decision regarding classification and may reclassify teams as necessary. Teams that are obviously incorrectly classified in our leagues may be reclassified and moved to a different league at the discretion of the league coordinator.
5. **Team Classification/Homerun Guidelines:**

Men's D-Open - 4 Homeruns per team, per game

- Teams consist of both experienced and average players who play league and some tournaments.
- Teams may have a maximum of three "D-Comp" players on the league roster.
- Teams may not have any "A", "B" or "C" players on the league roster.

Men's Upper D-Rec and D-Rec+ - 3 Homeruns per team, per game

- Teams consist of above average to average players who play league.
- Teams may have a maximum of One D-Comp and three "D-Open" players on the league roster.
- Teams may not have any "A", "B", or "C" players on the league roster.

Men's D-Rec - 2 Homeruns per team, per game

- Teams consist of average and inexperienced players who play league.
- Teams may have a maximum of one "D-Open" and two "Upper D- Rec" players on the league roster.
- Teams may not have any "A", "B", "C", or "D-Comp" players on the league roster.

Men's 40 + D-Rec – 1 Homerun per team, per game

- Teams consist of players who will be 40 years of age by December 31, of current year.
- Teams consist of average to inexperienced players.
- Teams may not have any "A" "B" "C" "D-Comp" or "D-Open" players on the league roster.

Co-Ed D-Rec - 2 Homeruns per team, per game

- Teams are made up with both men and women lower "D" players. This league is for teams who are recreational type teams.
- Teams consist of average to beginner players. Teams may have a maximum of two male "D-Open" players and three female "Coed Upper" players on the league roster.
- Teams may not have any "A", "B", "C" or "D-Comp" players on the league roster.

Co-Ed Leisure – 1 Homerun per team, per game

- Teams are made up with both men and women lower "D" players.
- This league is for teams who are strictly recreational type teams.
- Teams consist of casual players out for enjoyment.
- Teams may not have any "A", "B", "C", "D-Comp" or Co-Ed Upper players on the league roster.

Women cannot play in Men's leagues unless certified by league director

All homeruns over the allotted limits are OUTS

All outfield fences are 300'

6. **INCLEMENT WEATHER** - The Weather Hotline Number is a recorded message, which will inform teams of the status of that evening's games. A message will not be recorded until 4:30 p.m. Monday – Friday and 1:30 p.m. on Sunday. Updates are made as necessary to the Weather Hotline recording. It is every manager and player's responsibility to call the Weather Hotline Number 1 ½ hours before game time for rain out information. In case of rain or wet grounds, after a game has begun, it is the field supervisor and umpire who will decide if the grounds are playable. Please be patient with weather delays. All games will be rescheduled.

WEATHER HOTLINE NUMBER
720-348-6970

This is a voice mail recording. Please listen to the full message. There may be many different fields listed on this recording. Listen to the message and hang up. DO NOT WAIT FOR THE BEEP AND DO NOT LEAVE A MESSAGE!

You may also check out our website at www.quickscores.com/hrmd for inclement weather information.

7. **Rain out/Make-Up Policy:** It is the HRMD policy that all make-up games will be scheduled, as fields are available weeknights and weekends. Once the make-up schedule is out, there will be no changes.
- It is the Highlands Ranch Metro District policy that all make-up games will be scheduled, as fields are available weeknights and weekends. The schedule will be available and emailed out as soon as possible before the make-up weekend. Once the make-up schedule is out, there will not be any changes. An email will be sent to all team managers once the make-up date has been decided. Team Managers are responsible for informing their teammates of the make-up date and time.
 - If fields are available, we will try to reschedule games as part of a Double Header on the night your team regularly plays. Different fields or game times may be utilized to accomplish this.
8. If a game has to be called due to inclement weather, darkness, lightning, etc., it shall be resumed from the exact point where it was stopped as long as one inning has been completed. (Exception: If the game is not tied and 4 ½ or 5 innings or 45 minutes, whichever comes first, have been completed, depending on score/home team, the game is considered a complete game).
9. **ROSTERS:** All players must sign an Adult Softball league roster for each season in order to be an eligible player (please see below for more information). All team managers **MUST** turn in their completed team roster which shall include player's name, address, phone number and signature by their first league game. All teams are permitted to pick up players during the regular season as long as all players sign the team's roster with player's name, address, phone number and signature (this must be done prior to roster cut-off date). Players are not allowed to participate on more than one team in the same league on the same night.
- **Roster Cut-off Date** - Last game to add Players: **Before last game of the regular season.**
No players may be added to teams after final game of regular season begins.
 - If illegal players are found to be in the line-up - that team will have to play without that player but the game will proceed (unless the team does not have enough players to legally play the game, in which case the game will be forfeited).
 - Full roster checks must be done before the game starts and both teams will be checked. IDs must be provided to prove each player's eligibility.
 - **Mandatory Roster Checks** will be done before the start of each championship game. IDs must be provided to prove each player's eligibility.
 - If an illegal player enters the game after it has started, the protest must be made before the current inning is completed.
An illegal player is defined as:
 1. Not listed on the roster.
 2. Player name and signature are not on roster (we also ask for phone numbers and email addresses for each player, but player won't be deemed ineligible without this information).
 3. Player is participating on two teams within the same league on the same night.
 4. Player playing out of classification. (HRMD will need 48 hours to verify the illegal classification). In this case the game shall continue and a protest filed. If protest is found to be true after HRMD investigation, the game shall be a forfeit. If it's the championship game, no awards shall be given out for games under protest.
 - Players must be able to produce valid picture ID upon request.
 - All players must be 18 years of age to participate.
 - Protest of a player must be made before the player bats.
 - Dual registration is permitted; however, a player cannot be on two rosters in the same league. Schedules will not be adjusted at any time during the season to accommodate players participating in more than one league.

- Rosters may be transferred over from the spring to the summer and from the summer to the fall (when applicable); however cannot be used from one calendar year to the next. Managers must tell the league coordinator if they want this to occur. It is the team manager's responsibility to submit, add to and/or change the roster as needed.

10. EQUIPMENT:

- All players must wear shoes. Shoe must cover entire foot. The soles may have soft or hard rubber cleats. Metal cleats are **PROHIBITED**. The all-purpose molded cleat softball shoe is legal.
- Jewelry. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.
****NOTE: HRMD STRONGLY RECOMMENDS THAT ANY TYPE OF JEWELRY NOT BE WORN IN ANY LEAGUES.**
- Uniforms are not required.
- **Face masks** will not be required by HRMD, however they are strongly recommended, especially for pitchers.

11. TIME FACTORS:

Game Time is Forfeit Time with the following exceptions: The team with the legal number of players has the option of:

- Asking for immediate forfeit; **OR**
- Starting the game clock and allowing the team up to 10 minutes to get the proper number of legal players. Failure to field a team within the 10 minutes will result in a forfeit. NOTE: The waiting time is counted towards the official game time. **OR**
- To start the game teams must have at least seven players (in the Co-Ed league: 4 and 3 players of either gender combination). The team with 7 players will become the visiting team and bat first. **If the 8th player does not** arrive once the home team comes to bat, the game will be declared a forfeit. If both teams have fewer than 8 players, a double forfeit will be declared. The score of a forfeited game is 10 -0. In the event of a double forfeit, each team will be credited with a loss, with the score being recorded as 0-0. A team may finish a game with less than they started only due to injury (spot will be skipped in the batting order – no out will be recorded).
- Teams may only utilize **EITHER B or C**. They cannot be combined.
- Umpires will not umpire forfeited games.
- If the start time of a game is already past the "scheduled" game time, the 10 minute grace period will be adjusted back to the "scheduled" time of the game. For example – you have a game scheduled for 8:55 p.m., its 9:00 p.m. – there will only be a 5 minute grace period. The clock will then show that 5 minutes needs to be taken off of the clock for this forfeit rule only.
- Game time will be kept on the scoreboards. The starting time will begin right after the coin toss.

Games will last 7 innings or 55 minutes.

Run Rules:

- If after 3 complete innings a team is ahead by 20 runs or more, the game will be considered over. (The home team will get their last at bats if they are not ahead by 20 runs).
- If after 4 innings a team is ahead by 15 runs or more, the game will be considered over. (The home team will get their last at bats if they are not ahead by 15 runs).
- If after 4 ½ innings and the home team is ahead by 10 runs or more, or after 5 innings and the home team is behind by 10 runs or more, the game will be considered over.

Scoring errors are correctable if brought to the attention immediately or by the end of that ½ inning. After the next ½ begins, scoring corrections will not be allowed.

Extra Inning Play: All extra inning games and games tied after time limit will go to one pitch (per batter, per inning); you either walk, strike out or take the result of the play, no exceptions (a foul ball is an out). You will also start the first extra inning with the last player who batted in the previous inning on second base with no outs. (If, after one full inning, the game is still tied, the last player who batted from the previous inning will start on third base. This will continue until the tie is broken).

Conceding a Game: Any team, at any time, may concede a game. Managers must notify the umpire that their team is done playing the game. The umpire will then notify the other team and the current score will stand as the final score of the game unless the conceding team is ahead, at which time the win will be awarded to the opposing team 10-0.

12. **GAME PLAY:**

Home Team: Home team will be determined by a coin flip for all regular season games.

Line Ups:

- A team may insert one, two, three, or four additional hitters into the lineup for Men's or Co-Ed leagues (i.e. teams can bat up to 14 players during a game). Please see Special Co-ed rules on **page 5** for details on the Co-Ed additional hitter rule. The batting order must stay the same throughout the game; however any 10 of the 11-14 additional hitters/players may take a defensive position throughout the game. It is not mandatory that a team uses an additional hitter, but failure to declare such a hitter prior to the game precludes the use of an additional hitter in that game.
- Any player who arrives late is placed at the end of the batting order up to 10 players, at any time during the game. After the game has started, any player after 10 must enter as a substitute. If you think that you will have more than 10 players, add them to the bottom of the batting order. If by the time their first turn at bat comes up, and they are not present, you can scratch them from the batting order.
- At any time if a player is **ejected** from the game for unsportsmanlike conduct, they must be replaced by a legal substitute (same gender) or an out will be taken each time the player is scheduled to bat. **Exception:** If a player is ejected for player misconduct outlined in the player code of conduct #1 & #5, that team will not be allowed to replace that player in the lineup and will need to take an out every time that player is scheduled to bat. An ejected player must leave the park premises immediately after he/she has been thrown out of the game. An ejected player may not sit and watch any game after being thrown out of a game. (See Player Code of Conduct).
- If a player is ejected due to a play at home plate, the ball becomes immediately dead, the runner is out and the run does not count. All runners must return to the base they touched when ball became dead.
- **If a team picks up players before their game and it is discovered that player is on another team in the same league, that player will be ejected from that game and will not be allowed to play in their own game later that night.**
 - If the borrowed player is undetected before the end of the game, that game is official. No protest is granted
 - If the undetected player then tries to play in their game later that night and is recognized as already played, he/she is then deemed **illegal** for his/her regularly scheduled game and will not be allowed to play in that game.
- If a player is ejected from a game, he/she is suspended for one week from ALL HRMD league participation, pending a league investigation. (See Player Code of Conduct)
- All players must stay in the dugout or outside the playing field gate at all times except for the on-deck batter and the first and third base coaches. Players will not be allowed to hang out outside the dugout during play.
- Managers must hustle players on and off the field between innings. The umpire will give only one warning and then call the game a forfeit if a team continues to employ tactics to delay a game. Also, please make sure your team is ready to play as soon as the game before you has finished.
- (On Flatirons Field only) All balls that strike the netting outside the outfield fence will be counted as home runs. Home run limits still apply.

Illegal Bats: All leagues will follow the Highlands Ranch bat list on **page 9**.

Pitching, the Batters Count, and Base Running:

- A 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. The pitching mound will be set at 55 feet.
- A Strike Mat** will be used in all leagues. A legally (see definition above) pitched ball must land on the strike mat in order to be called a strike. **A pitched ball that lands on the plate will be called a ball.**
- Quick Pitch Releases** are not allowed in any league. Pitchers must present the ball in front of his/her body (for at least one second) in either one hand or both hands before starting the delivery motion. (*Reference: USSSA Rule 6 Sect 4A and Rule 6 Sect 9D*)
- Pitchers must have one foot touching the pitching rubber at release of the ball. The pitcher must come to a 1 second pause and present the ball while in contact with the pitching rubber.
- Illegal pitches** will not be called until the ball crosses the plate. Pitches become legal if they are swung at or hit.
- Warm-up pitches.** Pitchers are allowed to warm up with 5 pitches in the first inning; thereafter each half inning will be allowed to have one warm-up pitch. When a pitcher relieves another, not more than one minute may be used to deliver more than five warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter. A pitcher returning to pitch in the same half inning will not receive warm-up pitches.
- (Co-Ed Leagues Only):** Pitchers will not be allowed to fake pitch, juke pitch or quick pitch. The pitcher must present the ball for 1 second and then pitch in one fluid motion.
- Batters will start with a 1 Ball, 1 Strike count when they come to bat. The batter will be out when the umpire calls two strikes. The batter is awarded first base when the umpire calls three balls.

- I. **Foul Balls:** The batter will be out when he/she hits two foul balls after one called strike or if the batter hits three consecutive foul balls. The ball is dead whether caught or not. Runners may not advance on the last foul ball that is considered an out.
- J. **All teams must retrieve their own home run and foul balls.** The umpire will only start the game with 1 new softball and 4 used softballs. If teams do not retrieve their home run and foul balls and the umpire runs out of softballs, the game will not continue (the clock will continue to run) until the balls are retrieved. Please send other teammates, spectators or children to retrieve all the balls.
- K. **The Hit and Sit Rule** will be in effect for all leagues. The batter and runners can go directly to their bench after a homerun has been hit. (Please send someone to retrieve your homerun balls).
- L. **Double First Base.** When the softball is hit in such a manner that there is going to be a play at first base, the batter/runner must run to the orange bag and the defender must use the white bag. If the correct bag is not used the batter/runner will be called out or if the defender doesn't use the white bag the batter/runner will be called safe. However if the play is coming from foul territory then the defense may use the orange bag and the runner may use the white bag.
- M. **A Scoring Line** will be implemented at home. Plays at home will be judged by when the ball is caught at home and when the baserunner has crossed the scoring line. A point of no return line will be used half way between 3rd base and the scoring line. Once a player passes the point of no return line he/she must continue on to home plate. At the discretion of the umpire, a player may touch home plate if there is not an imminent play at home plate.
- N. **Courtesy Runner:** With agreement of the opposing manager (not the umpire), teams may use one courtesy runner an inning. **The courtesy runner can be any player that is in the official lineup.** A courtesy runner whose turn at bat comes while he/she is on base will be out. For Co-Ed leagues, the courtesy runner must be of the same gender as the batter-runner.
- O. **Sliding (Get Down/Get out of the Way/Give yourself Up)** – Sliding is the preferred option to avoiding contact on close plays at any base. Knowing not everyone slides, we do ask that you avoid contact the best you can or give yourself up to the out. Lowering a shoulder or intentionally taking out a fielder will constitute an ejection.

Errant throws can create unavoidable (incidental) contact. **Incidental contact** is a judgment call by the umpire.

13. CO-ED RULES:

- Co-Ed teams may bat with 14, 13, 12, 11, 10, 9, 8, or (7 only at start of game) players.
- **Please note:**
 - 14 players – 7 males and 7 females
 - 13 players – 7 males and 6 females or 7 females and 6 males
 - 12 players – 6 males and 6 females
 - 11 players – 6 males and 5 females or 6 females and 5 males
 - 10 players – 5 males and 5 females or 4 males and 6 females
 - 9 players – 5 males and 4 females or 5 females and 4 males
 - 8 players – 4 males and 4 females
 - 7 players – 4 males and 3 females or 4 females and 3 males
- **NOTE: Once the game starts NO additional batters (after 10 batters) may be added to the lineup. Late players have to become a substitute.**
- The batting order must stay the same throughout the game; however any 10 of the 11-14 additional hitters/players may take a defensive position throughout the game.
- Any player who arrives late is placed at the end of the batting order up to 10 players, at any time during the game. After the game has started, any player after 10 must enter as a substitute. If you think that you will have more than 10 players, add them to the bottom of the batting order. If by the time their first turn at bat comes up, and they are not present, you can scratch them from the batting order.
- Only a maximum of 10 players can take the field at once.
- The batting order must alternate sexes, with the exception of an odd number of players detailed in the following rule (or if a team has 10 players with 6 being females and 4 being males).
- Teams playing with 9, 11, or 13 players must take an out **only** if males bat back-to-back (except for injury as detailed in rule below). Female players are allowed to bat back-to-back without taking an out in the case of an odd number of players.
- Player substitution must be a male for a male and a female for a female.
- Any walk to a male batter, intentional or not, will result in a two base award. **The next batter (a female) will bat.** EXCEPTION: With two outs, the female batter has the option to walk or bat. With 0 or 1 out, the female batter must bat.
- For defensive positioning there must be an equal number of males and females on the playing field. *Exception: when playing with 7 or 9 players.* There is no restriction to which position they play. There is no male dominance rule. A male or female can handle any play. Only a maximum of 10 players can take the field at once.

- No outs will be recorded for either sex who is removed from the line-up due to injury.
- Outfield Arch Rule: All four (4) outfielders must remain behind the 175' line until the ball is hit. Penalty: If an outfielder crosses the arch prior to the ball being hit and fields the ball inside the arch, a delayed dead ball shall be signaled. The offense shall have the option of taking the result of the play or awarding the batter first base.
- A 12" ball will be used.

14. MISCELLANEOUS RULES:

- A. No player or team is to warm up on the skinned area of the infield.
- B. Teams who have finished playing or getting ready to play may not hang out near dugouts or field entrance gates.
- C. No team is allowed to play pepper or bat into the fence. Violators may be ejected from the park and prosecuted for property damage.
- D. The only time a child (under the age of 16) will be allowed in the dugout is when that child is the bat boy/girl. The bat boy/girl has to be at least 10 years old and must be competent in the judgment of the umpire and league supervisor.
- E. Managers are responsible for keeping the player's bench clear of all persons except players and those who are directly associated with the team. Maximum of TWO adult non-player persons associated with a team may be in the dugout. Players of other teams and children/babies MAY NOT sit in the dugout. No dogs, smoking, or alcoholic beverages are allowed in the dugouts. Umpires are to enforce this rule.
- F. All players must stay in the dugout or outside the playing field gate at all times except for the on-deck batter and the first and third base coaches. Players will not be allowed to hang out outside the dugout during play.
- G. In case of a dispute, the umpires will talk to the team manager ONLY. Any physical violence will automatically suspend a player or team for the remainder of the current season and the following season or seasons at the discretion of the league coordinator.
- H. Language: There will be zero tolerance on vulgar language by teams and their identifiable fans. Players and identifiable fans that use vulgar language will immediately be ejected from the game and the ballpark.
- I. Blood Rule: A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment can be administered. If injured person cannot cover up injury within 3 minutes that person will have to leave the game. Clock will be stopped up to 3 minutes.
- J. Protests shall be received and considered in matters of:
 - Misinterpretation of a playing rule
 - Failure to apply correct rule to a given situation
 - Failure to impose correct penalty for a given situation
 Notification of intent to protest must be made immediately before the next pitch. Upon notification to the umpire, the umpire shall inform opposing manager. Team managers should notify the field supervisor immediately. The supervisor will note all the game details at that moment (outs, score, runners, etc). Immediately after the game a \$25 cash protest fee shall be paid to the field supervisor and a written protest must be completed before the manager leaves the park. The Highlands Ranch Metro District office has 2 business days to make a judgment on the protest. If the protest is valid, the fee will be returned; if not valid, the fee will be retained for operating expenses.
- K. Forfeits will be recorded as such:
 - Teams informing the League Director that they must forfeit at least two hours before their scheduled game time will be given a 10-0 loss. A "forfeit" will not be recorded in the standings and thus won't negatively drop said team in a potential seeding tiebreaker.
 - Teams that do **NOT** contact the League Director with their intention of forfeiting will be given a 10-Forfeit loss, which will negatively affect said team in a tiebreaker scenario.
 - Any team that forfeits twice, or more, without notifying the League Director may be kicked out of the league without compensation. Please be courteous to other teams.
- L. Tie Breaking Procedure for League Play:
If teams are tied at the end of the season, the following tie-breaker procedures will take place:
 - Any team forfeiting (without proper notification) a game in the season will automatically be dropped from the tie.
 - Head to head competition between tied teams.
 - Run differential in the head to head games.
 - Runs allowed in all league games.
 - Coin Flip.
- M. Insurance: The Highlands Ranch Metro District does not provide insurance coverage for players, coaches, or spectators. You are strongly advised to check your coverage with your personal carrier to insure you are covered for accidents/injury, including ambulance transportation.
- N. Customer Service: The Highlands Ranch Metro District strives in providing staff (umpires and supervisors) that are professional, knowledgeable, and courteous. These characteristics will guarantee our participants a positive experience. Please contact us immediately if any of our staff does not meet the standard of performance that you deserve. Our

umpires are Independent Contractors and are not required to give out their name. We have a record of all assigned personnel and can match the field and date with the staff in question. Your input is a necessary part of our evaluation process.

- O. **Alcohol.** Teams are permitted to drink alcohol in our parks as long as it's not in a glass container. However – **Drinking alcohol during the game is prohibited. This means that your team can NOT drink inside or outside the dugout during the game at all.** Drinking after the game is permitted. Again, this means that your team can **NOT** drink alcohol inside or **OUTSIDE** the dugout during the game at all. Any player caught drinking during their game by an umpire, league supervisor, or any other Highlands Ranch Metro District employee will be subject to penalty (see Player Code of Conduct Rule #10).

P. **After your Game – Park Rules**

The Highlands Ranch Metro District Parks, Recreation, and Open Space Park Rules state the following:

- Glass Containers are **PROHIBITED**.
- Clean up your trash after your game.
- Amplified Sound Systems are prohibited (this includes loud car stereos and portable sound systems)
- Park Closes at 11 p.m.
- **NO GLASS BOTTLES!!!**

If your team stays after a game – please be considerate of the residents that live around Redstone Park. Please do not turn your stereo up in your car, remember that drinks can **NOT** be in glass containers and all players must leave the park by 11 p.m. We want you to have fun, but please realize that sound does travel. So...please be courteous to our neighbors. Thank you. We appreciate your cooperation.

REMEMBER – IT'S JUST A GAME – HAVE FUN!



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Tournament Format

- The end-of-season tournament will be a single elimination format.
- For the Summer and Fall Leagues, seeding is determined by each team's regular season record after the final regular season game has been played. For the Spring Leagues, only the top 4 teams will advance to the single elimination tournament.
- The single-elimination tournament bracket will be published on www.quickscores.com/hrmd after all league games have been played. Please check the website for all game times and updates to the tournament schedule.
- **Last day to add Players: Before your team's final regular season game begins**
No Exceptions!
 - **If any illegal players are found to be in the line-up** – that team will have to play without that player but the game will proceed (unless the team does not have enough players to legally play the game, in which case the game will be forfeited).
 - **(It is critical that all players have ID with them during the tournament for roster checking purposes).** Full roster checks must be done before the game starts and both teams will be checked. IDs must be provided to prove each player's eligibility.
 - **Mandatory Roster Checks** will be done before the start of each championship game. IDs must be provided to prove each player's eligibility.
 - If an illegal player enters the game after it has started, the protest must be made before the current inning is completed.
 - **An illegal player is defined as:**
 1. **Not listed on the roster.**
 2. **Player information and signature not completely filled out on the roster.**
 3. **Player participating on two teams within the same league on the same night.**
 4. **Player playing out of classification. (HRMD will need 48 hours to verify the illegal classification). In this case the game shall be a forfeit. No awards shall be given out for games under protest.**
- All of the regular season rules apply to the tournament except for the following.
 1. The team with the higher seeding will always be the home team.
 2. **The championship game will have a 1 hour and 10 minute time limit.** The run rules will still be in effect.
- Tie Breaking Procedure for League Play:
If teams are tied at the end of the season, the following tiebreaker procedures will take place for seeding:
 1. Any team forfeiting a game in the season will automatically be dropped from the tie
 2. Head to head competition between tied teams
 3. Run differential in the head to head games
 4. Runs allowed in all league games
 5. Coin Flip
- Awards: the winner of the tournament will determine the overall league winner. 1st place teams will receive individual awards for each player up to 14 players per team.



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BAT LIST

LEGAL & ILLEGAL

Revised: 12/6/2019

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 will enforce this rule.



Miken bats with ASA/USA stamp will be allowed.



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Player Code of Conduct

DEFINITIONS

Manager – A person designated as team spokesman. One who is either a player or non-player.

Player – A person who actively participates in the game, whether offense, defense or sitting on the bench, and who is on the roster.

Official/Umpire – Person(s) on the field to administer the official rules.

Participation – Any involvement in the Highlands Ranch Metro District activities such as spectating, officiating, playing, coaching, registering for classes, or attending any event.

Recreation Activity – Any class or event sponsored by the Highlands Ranch Metro District.

League Director – The full-time Recreation Coordinator or Supervisor designated to organize and supervise the activity.

Field Supervisor – League Supervisor assigned to the facility or event.

CODE

- 1. NO PLAYER SHALL:** At any time lay a hand upon, shove, strike, or threaten an official, player or spectator. Officials are required to suspend the player immediately from further play and report such players to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.
 - **MINIMUM PENALTY:** Suspension for the remainder of the season, placed on probation for the remainder of the year.
 - **MAXIMUM PENALTY:** Suspension from all recreation activities for one year and probation for the following year plus at the beginning of the following year, the case is subject to review by the Highlands Ranch Metro District.
- 2. NO PLAYER SHALL:** Refuse to abide by the official's decision. Officials are required to suspend the player immediately from further play and report such player to the League Director. Such players shall remain suspended until his/her case has been considered by the League Director.
 - **MINIMUM PENALTY:** Suspension for one week from all HRMD league participation, placed on probation for the remainder of the season.
 - **MAXIMUM PENALTY:** Suspension for the remainder of the season, placed on probation for the remainder of the year.
- 3. NO PLAYER SHALL:** Be guilty of obscene gestures of objectionable demonstrations of dissent at the official's decision. Penalty: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw:
 - **MINIMUM PENALTY:** Warning by the official.
 - **MAXIMUM PENALTY:** Removal from the game and suspension for up to one week from all HRMD league participation.
- 4. NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain. Penalty: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw:
 - **MINIMUM PENALTY:** Warning by the official.
 - **MAXIMUM PENALTY:** Removal from the game.
- 5. NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player. Officials are required to suspend players immediately from further play and report such players to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.
 - **MINIMUM PENALTY:** Placed on probation for the remainder of the season.
 - **MAXIMUM PENALTY:** Suspension for up to two weeks from all HRMD league participation and placed on probation for the remainder of the season.

6. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to suspend such players immediately from further play and report such players to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.
 - **MINIMUM PENALTY:** Suspension for up to two weeks from all HRMD league participation and placed on probation for remainder of the year.
 - **MAXIMUM PENALTY:** Suspension from all recreation activities for one year and placed on probation for the following year, plus at the beginning of the following year, his/her case is subject to review by the Highlands Ranch Metro District.
7. **NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. The officials are required to suspend any player immediately from further play and report such player to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.
 - **MINIMUM PENALTY:** Suspension for one week from all HRMD league participation and placed on probation for the remainder of the season.
 - **MAXIMUM PENALTY:** Suspension for the remainder of the season and placed on probation for the remainder of the year.
8. **NO PLAYER SHALL:** Appear on the field of play under the influence of alcohol in such a manner as to not have control of his/her faculties to the extent that he/she is inclined to hurt himself/herself or another player.
 - **MINIMUM PENALTY:** Suspension for one week from all HRMD league participation and placed on probation for the remainder of the season.
 - **MAXIMUM PENALTY:** Suspension for the remainder of the season.
9. **NO PLAYER SHALL:** Smoke while coming off or going on the field of play, or while on the field of play.
 - **MINIMUM PENALTY:** Warning from the official
 - **MAXIMUM PENALTY:** Removal from the game.
10. **NO PLAYER SHALL:** Consume any alcoholic beverage while his/her game is being played.
 - **MINIMUM PENALTY:** Warning from the official
 - **MAXIMUM PENALTY:** Removal from the game.
11. **NO MEMBER OF ANY TEAM SHALL:** Sit in the stands before or after their games and harass or heckle other teams or game officials.
 - **MINIMUM PENALTY:** Warning from the field supervisor.
 - **MAXIMUM PENALTY:** Removal from the ballpark and suspension for up to one week from all HRMD league games.

ENFORCEMENT'S

1. Any player being placed on probation for the remainder of the season and reported again for violating the Code of Conduct **WILL** be suspended for the remainder of the season.
2. A suspended player must remove himself/herself immediately from the confines of the contest areas as designated by the Field Supervisor.
3. If a suspended player does not remove himself/herself from the confines of the contest area, the Field Supervisor shall call the authorities.
4. One-minute clause: One minute shall be allowed for suspended player(s) to remove himself or herself from the designated area. If this time limit expires, the contest shall be forfeited to the opponents.
5. Any person on probation who violates the Code of Conduct will be placed on suspension until their case can be heard by the League Director.
6. Any person wishing to appeal the decision reached by the Field Supervisor and League Director should do so by calling the Highlands Ranch Metro District to set up an in-person appointment to discuss the decision reached.
7. Evaluation forms are available to team managers to evaluate umpires and supervisors (positive and negative). Forms are available from the Field Supervisor and should be turned into the League Director.