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# LAFAYETTE RECREATION DEPARTMENT

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## ADULT SOFTBALL RULES AND INFORMATION

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2017 SEASON

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ADULT SOFTBALL LEAGUE  
RULES AND INFORMATION**

**PURPOSE OF ACTIVITY**

An adult recreational program for the enjoyment of the spectators and for the participants who display an interest in the game of softball at a recreation and leisure level, and who will compete for a team in strict accordance to amateur rules and regulations.

**OBJECTIVE OF ACTIVITY**

The objective of the Lafayette Recreation Department shall be to foster, develop, promote and regulate amateur athletics within areas of the City of Lafayette; to establish rules and regulations governing all teams and individuals participating; to engage in any activity that will be beneficial to the participants and the leagues well being; to extend the sports listed herein as wholesome recreational activities.

**LEAGUE INFORMATION**

There will be two classifications for adult softball: Coed "D" Leisure and Men's "D" Leisure. Each classification will consist of five to eight teams and will plan an eight to ten game schedule that may include a post season tournament or positional round game.

**LOCATION**

The league will play games at LaMont Does Park (500 E. South Boulder Rd., Lafayette). All park rules and policies will be enforced with no exceptions.

**GENERAL POLICY STATEMENT**

The Lafayette Recreation Department reserves the right to change any and all rules, regulations and policies whenever due cause warrants a change. If and when a change is made, all managers of teams affected by such change will be notified immediately. The regulations stated under General Policies will govern all adult athletic leagues.

## **GENERAL LEAGUE RULES**

The current rules of the USA Softball Association shall govern play with the following exceptions and modifications:

1. **OFFICIAL GAME** - Games will considered complete and no new innings may be started after;
  - a. 7 innings have been played and the score is not tied or,
  - b. The completion of 55 minutes of play and the score is note tied,
  - c. One team leads the other by 20 runs or more at the end of 3 ½ innings if the home team is ahead,
  - d. One team leads the other by 10 runs or more at the end of 4 ½ innings if the home team is ahead, or any inning thereafter.
    - i. A new inning begins at the moment of completion of the previous inning.
    - ii. In all above cases, the team that is leading shall be the winner.
  - e. Four (4) complete innings, or 3 ½ if home team is leading, will be considered a complete game if called due to rain/playing conditions.
    - i. If the game is called before 4 complete (or 3 ½ if home team is leading) innings are finished, the game will be continued from the point of stoppage.
  
2. **TIEBREAKER** - In case of ties;
  - a. All extra inning games and games tied after the time limit will go to one pitch; with the result of either walk, strike out, or result of the play.
  - b. Foul balls are counted as outs, no courtesy foul ball.
  - c. Each team will start the first extra inning with the last BATTER (not out) in the previous inning on 2<sup>nd</sup> base with no outs.
  - d. In all subsequent extra innings, if the score remains tied, the last BATTER in the previous inning will start on 3<sup>rd</sup> baste with no outs. The game continues until the tie is broken.
  
3. **GAME TIME** - Game time is forfeit time. Players must be present on the field or on the bench at game time. Umpires will not start late games.
  - a. Teams may forfeit home team status and bat first if players are not immediately available. If the 8<sup>th</sup> player does not show up by the time of their at bat or by the time to take the field defensively, the game will then be forfeited.
  
4. **WEATHER** – Team managers will be contacted in the event of inclement weather. Players may contact the rainline at LaMont Does Park (303-673-9135) after 4:00pm for updated information.

- a. Managers will be contacted only in the event of a cancellation. If there is no update, assume game is on as schedule.
  - b. Make-ups will attempted to be rescheduled if possible with no guarantee that game will be played in the event of a cancellation.
5. MAKE-UP GAMES - Make-up game dates and times are non-negotiable and decided by the league. It is the responsibility of the team manager to be informed of when make-up dates occur.
6. ROSTERS – Rosters are unlimited in number during the regular season.
  - a. Teams using ineligible player(s) will automatically forfeit games in which said player(s) participated. All players are required to have photo identification during the game. If photo identification cannot be produced, the game shall be forfeited.
7. NUMBER OF PLAYERS – A maximum of ten (10) players shall comprise a team defensively. Teams must have a minimum of eight (8) players to start and finish any game. If a team cannot start with the minimum number of players (i.e., eight), the game will be called a forfeit. Any player(s) arriving late will be placed at the end of the batting order.
  - a. COED – Teams with must play with equal or more females with a minimum of 4 males/4 females.
  - b. If a team has 10 players and loses one female player, or a team has more male than female players to start, that team can continue with the number of players in the lineup with an out in the spot between consecutive male batters.
8. EJECTION – If a player is ejected, the team can continue playing provided it has the minimum 8 players available. If two players are ejected from a game on the same team, the game will be declared a forfeit.
9. MINIMUM NUMBER OF PLAYERS – If team start play with 8 players and one is lost to injury, the team can continue to play with 7 players. The lost position in the batting order will be counted as out when batting.
  - a. Teams are not penalized with outs for not having 10 players to start the game.
  - b. No team may continue to play with fewer than 7 players under any condition. The game must be called a forfeit.
  - c. COED – Teams may play with 4 male/3 females with similar penalty.

10. ADDITIONAL HITTER(S) – An additional hitter(s), referred to as an “AH(s)” may be used by any team, provided the players name is on the score sheet. AH(s) may not be added after a game has started.
- AH(s) must remain in the same position in the batting order for the entire game.
  - Up to 14 players may be placed in the batting order.
  - Any of the 14 players may take a defensive position throughout the game.
  - AH(s) may be substituted for at any time, either by a pinch-runner(s) or pinch hitter(s), who then become the AH(s).
  - COED – Teams may use one or two male AH(s) and one or two complementing female AH(s). Teams may use one to four female batters without the complementing male only if there are 5 male/5 female players in the field.
11. LINE-UPS – Managers should turn in line-up cards to the scorekeeper ten (10) minutes prior to scheduled game time. Any player arriving late is placed at the end of the batting order. Line-ups must be legible and list players first and last name (no nicknames).
12. HOME RUN RULE – Home runs are considered to be batted balls that clear the fence on flight. All leagues have a max of 3 home runs per team.
- After the team home run limit has been reached, all subsequent home runs are counted as outs.
  - Batter or base runners are not required to run bases on home run.

## **GAME PLAY**

1. **COIN-FLIP** – Home team will be determined by a coin-flip by the umpire at the pregame meeting.
2. **UNIFORMS** – Uniforms will consist of like-colored shirts with a permanent 4” non-duplicated number on either the front or the back of the shirt. Uniforms only need to be similar in color and have numbers. Penalty for failure to observe rule is one (1) run per player not meeting uniform regulation.
  - a. Violation must be announced by opposing team manager to umpire and Field Supervisor/Scorekeeper prior to the first pitch of the game.
3. **SHOES** - Tennis shoes, plastic or soft rubber cleats or molded type of soccer shoe only. Metal cleats, street shoes, boots, sandals or bare feet are not permitted.
4. **JEWELRY** - No jewelry of any type is allowed. Warnings will be given by plate umpire at the pregame conference. Any player entering the batter’s box with jewelry will result in a strike being called.
  - a. Additional 10 seconds to remove jewelry = 2 strikes
  - b. Additional 20 seconds to remove jewelry = 3 strikes and out
5. **WARM-UPS** - No on-field warm-ups prior to game (i.e., batting or fielding practice).
6. **BENCH** - Batboys are not permitted. Each team is permitted to have a scorekeeper or coach, who may or may not sit in the dugout.
7. **AT BAT** – Strike zone will be called by umpire. Batter starts with a one (1) ball-one (1) strike count (1-1).
  - a. Four (4) balls will result in a walk. Three (3) strikes will result in an out,
  - b. One (1) courtesy foul ball is permitted if batter has two (2) strikes
  - c. **COED** – When male batters walk with either zero (0) or one (1) out, the following female batter must bat. If two (2) outs, the female has the option to walk or hit.
8. **BATS** – All bats must be approved by ASA/USA Softball for recreational play and shall not exceed 1.20 BPF. The bat will have an ASA/USA Softball stamp and recognized as legal to be eligible for play. Any bat made of titanium or list titanium in the name or description is considered illegal. Umpire(s) shall inspect all bats made available for play prior to the first pitch.

- a. Use of an illegal bat will result in an automatic out on first offense,
  - b. Second offense will result in player at-bat ejection,
  - c. Third offense will result in team forfeit,
  - d. Fourth offense will result in team banishment from league play.
  - e. No new bats may be introduced into the game after the first pitch.
9. BASE RUNNERS - Courtesy runners must be agreed upon by both teams prior to the start of the game. Players that will be using the courtesy runner must be identified at pregame meeting. The courtesy runner must be the last out. Maximum of 2 courtesy runners per team.
10. SLIDING – Sliding is legal but not recommended. Contact must be avoided by the base runner at all times or risk being called out at the umpires’ discretion.
11. INTENTIONAL WALK – Pitcher or catcher will notify the umpire and batter will be awarded first base.
12. BUNTING – Bunting is not allowed. Batters hit by a pitched ball will not get a free base.
13. STEALING – Stealing is not allowed. A base runner may not advance unless the ball is hit, forced by walk, or otherwise indicated by the umpire.
14. DELAY - Umpire will issue a warning if they suspect a team is intentionally stalling. The game will be called a forfeit if stalling continues after verbal warning.
15. FAKE TAGS - Automatic ejection for fake tags at the umpire’s discretion.
16. SAFETY BASE – When the ball is hit in such a manner that there is going to be a play at first base, the batter will run to the orange safety base. Failure to run to the orange safety base will result in an out called by the field or home plate umpire. The orange safety base is no longer in play after safely reaching first base and must use white base thereafter.
- a. Exception may be made by umpire if player makes contact with white base while running to first base to avoid potentially dangerous play.



## **COED RULE ADAPTATIONS**

1. **BATTING ORDER** – Batting order will alternate between male and female batters. The position in the batting order will remain consistent for the entirety of the game.
  - a. If team has more male than female players, an out will be taken between consecutive male batters.
  - b. Two male batters may share a line-up spot without penalty but will alternate plate appearances in the batting position.
  - c. Female batters may bat consecutively without penalty.
  
2. **DEFENSIVE LINE** – All outfielders will stand behind a 150'-arc from home plate for every batter. If an outfielder crosses the line prior the ball being hit by the batter, the umpire will signal a delayed dead ball. The batting team will have the option of taking the result of the play or a single with all players advancing one base if forced.
  
3. **MALE DOMINANCE** – Any ball that is hit directly at a particular player will be played by that player; (i.e., a ball hit directly to the person playing second base must be played by the second baseman). This rule applies to all defensive position.
  - a. If another player attempts to make a play on the ball, the umpire will signal delayed dead ball. If in the judgment of the umpire, a female fielder is intentionally removing herself from action to allow a male player to make the play, male dominance will be called. The batting team will have the option of taking the result of the play or a single with all players advancing one base if forced.
  - b. Male dominance rule does not apply to plays made at home plate.
  
4. **HOME PLATE SAFETY LINE** – A 10' line perpendicular to home plate will serve as home plate for when the ball is in play. Base runners crossing a line midway between third base and home plate are committed to crossing the home plate safety line. Defensive players must have control of the ball while making contact with home plate prior to the base runner crossing the home plate line for an out.
  - a. Defensive players will not make contact with runner. Base runner will be called safe if umpire determines defensive player did not avoid contact.
  - b. Base runner will not touch home plate and result in an out. Exception made if contact is made in attempt to avoid potentially dangerous play.

## **PLAYER ELIGIBILITY**

1. **AGE** – All players must be 18 years of age at time of participation. Current high school varsity athletes are not permitted to participate if their particular sport is “IN-SEASON”.
2. **ROSTER** - Players must be on the official team roster before being allowed to play. An individual can play on only one team within the league unless otherwise authorized by the Recreation Supervisor.
  - a. Substitute players may be added to a team under the following conditions:
    - i. The team would be forced to forfeit the game without the additional player,
    - ii. The substitute player is officially recognized on a team roster,
    - iii. Both team managers agree in advance of the contest to allow the substitute player,
    - iv. Field Supervisor/Scorekeeper and umpires are aware made aware of substitute player.
    - v. Substitute players may not be added after the start of the game.
  - b. Substitute players are not permitted in positional/postseason games.
3. **ROSTER ADDITIONS** – Players may be added to the roster up until the mid-point of the season. At that point, the roster freezes with no additions allowed.
  - a. The Recreation Supervisor reserves the right to approve or deny any roster additions, including those that may be made after the mid-point roster freeze under extreme circumstances.
  - b. If both teams agree, players may be added to a roster to prevent forfeit (see above rule regarding substitute players).
4. **CHANGING TEAMS** – A player may transfer from one team to another team within the league only one time during a particular season, providing they have the approval of both team managers and the Rules Committee. Players must submit a request stating the reason why they are requesting the change. The Rules Committee has final decision in regards to request and decision is effective immediately.
5. **ASSUMED NAME** – Playing under an assumed name will not be tolerated. Such action will result in forfeiture of the game and \$50.00 fine for first offense, payable prior to next game.
  - a. Second offense will result in removal of the team from the league and player barred from all future league participation.

## **GENERAL GUIDELINES**

1. **FIELD SUPERVISOR** – A field supervisor will be present at all games. The supervisor may or may not serve as scorekeeper for the game and has ultimate authority on all decisions that lie outside the jurisdiction of the umpire.
2. **RULES COMMITTEE** – Lafayette Recreation Department leagues will be governed by a committee composed of the Recreation Supervisor and Field Supervisor/Scorekeeper.
3. **SPORTSMANSHIP** – Fair play will be the hallmark of all adult athletic leagues and programs. The Lafayette Recreation Department reserves the right to refuse participation to any individual or team if they do not obey and respect the rules and intent of the league.
4. **UNSPORTSMANLIKE CONDUCT** – Any player or coach who is ejected from the game is automatically ineligible to participate in the team's next scheduled game and will pay \$50.00 ejection fee prior to participating.
  - a. Any player or coach ejected for a second time during the season will be suspended from all league competition (regardless of league or sport) until reinstated by the Rules Committee.
  - b. Any player or coach who, in the opinion of the Rules Committee and/or Recreation Department, is detrimental to the function of the league will be prohibited from participating as a player, coach or spectator.
5. **FORFEITURE** - All team forfeitures, regardless of reason, are subject to a \$50 fine and must be paid prior to next contest. Exceptions, inclement weather and Recreation Supervisor's discretion.
6. **PROTESTS** - All protests must be made in writing no later than 48 hours from game time and must include a \$50 check (payable to City of Lafayette). Protests will be evaluated by Recr with input provided by scorekeeper, field supervisor, officials and any other applicable parties. If the protest is decided in favor of the protesting team, the \$50 check will be returned.
  - a. Protests must be formally announced to the Field Supervisor/Scorekeeper, umpire, and opposing team manager immediately at the time of protesting event. Field Supervisor/Scorekeeper
7. **BEHAVIOR** – All players and coaches will be expected to abide by rules set forth by City of Lafayette for conduct within park and facility grounds.

- a. Drinking of alcoholic beverages will not be permitted on the field or in the dugout,
  - b. Smoking will not be permitted in the dugout or the field,
  - c. Profane language will not be tolerated,
  - d. Verbal and physical abuse of any player, coach, spectator, umpire or City of Lafayette representative will not be tolerated.
  - a. Players and coaches violating any of these rules if caught by Field Supervisor/Scorekeeper or umpire can be result in ejection, forfeit or banishment from the league. Any player or team action or ruling not covered by the above rules will be addressed in the Lafayette Recreation Department "Player Code of Conduct" and enforced to the degree deemed suitable by the Recreation Supervisor.
8. CHILDREN – All children must be supervised by a responsible adult. Anyone playing in the game does not constitute as a responsible adult.
9. LITTER – Litter cans, bottles, or trash of any kind is prohibited. Managers of the determined offending team will be penalized which may include fine, forfeit or removal from league.

## **LEAGUE FORMAT**

1. **REGULAR SEASON** – League will consist of eight (8) to ten (10) game regular season with either a postseason tournament or positional round games. Not all games are guaranteed due to weather, forfeits, or extenuating circumstances as determined by the Lafayette Recreation Department.
  - b. Lafayette Recreation Department reserves the right to alter the game schedule as needed and add or remove teams based on conduct or payment received.
2. **AWARDS** – Awards will be given to the top team in regular season standings and top two teams in postseason games. Standings are based on the following:
  - a. Best won/loss record,
    - i. Teams with forfeit loss automatically eliminated from tiebreaker process
  - b. Head to head result in event of tie,
  - c. Point differential head to head,
  - d. Head to head results against common opponents (excluding forfeits),
  - e. Fewest total points allowed against common opponents (excluding forfeits)
  - f. Coin flip or multiple awards
3. **LEAGUE FEE** – Deposit of 50% of the league fee is due prior to the first game. Remainder of the league fee is due prior to third game of the season. Teams that have not paid league fees in full by third scheduled game will forfeit games until fee is paid.
4. **CLASSIFICATION** – Lafayette Recreation Department reserves the right to re-classify teams should a team be determined to be playing in the wrong classification. The intent is to maintain evenly-matched competition, ensuring for the most balanced and competitive games possible. Teams will be reclassified no later than the second week of the season if needed.
  - a. It is recommended that if two options are available for leagues, that the returning league champion in the leisure league move up the recreation league while the returning team that finished last in the recreation league considers moving down.
5. **ELASTIC POWER CLAUSE** – The Lafayette Recreation Department reserves the right to change any and all rules, regulations and policies whenever due cause warrants a change (for example, if conflicting information is given). If and when a change is made, all managers of the teams affected by such change will be notified immediately and expected to communicate the change to team members.