

Eaton Area Park & Recreation District



Adult Softball Rules and Information 2018

www.quickscores.com/EAPRD

1675 3rd Street

Eaton, Colorado

Phone: 970-454-1070

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I. LEAGUE INFORMATION

A. MISSION STATEMENT

The Eaton Area Park & Recreation District strives to inspire and encourage healthy lifestyles by serving the physical and mental needs of all ages throughout our community.

B. Play Hard – Have Fun – Respect One Another

C. FACILITIES

League games will be played at The Eaton Area Athletic Complex, located at 1675 3rd Street.

D. LEAGUE CONTACT INFORMATION

Caryl Abeyta

Recreation Coordinator

(Athletics/ General Interest)

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E. WEATHER HOTLINE

Every attempt will be made to allow practices and play games; however, if field and/or weather conditions present an unsafe environment for participants, spectators, coaches, officials, and/or staff, we will postpone or cancel practices and games. Field supervisors are instructed to err on the side of caution when it comes to inclement weather decisions.

Weather information can also be found at www.quickscores.com/eaprd. Weather information will be updated by 4:00 pm on weekdays or 8:00 am on weekends.

F. LEAGUE CLASSIFICATIONS

We do our best to appropriately place teams into leagues; however, we reserve the right to place teams and merge leagues as we see fit and do not guarantee perfectly matched leagues. The league supervisor will monitor teams and/or players and if it is deemed a team and/or player(s) are incorrectly classified, may move teams and/or players up or down accordingly in future leagues. **To help determine the proper classification of your team, please use the following guidelines:**

- 1) **E League (Lower Recreation) – 2 homeruns per game**, all others are outs. The team is a balance of newer players (Lower E) and those with some playing experience (Upper E). Some established teams.
- 2) **D/E League (Upper Recreation) – 4 homeruns per game**, all others are outs. The team is mostly experienced players with higher skill levels.

G. TEAM CAPTAIN'S RESPONSIBILITIES

The team captain is the primary link between their team and the EAPRD. It is the team captain's responsibility to obtain all information regarding league play and communicate it to their team members. Responsibilities include:

- 1) Registering the team. To register with a deposit, you must pay with a credit or debit card in-person or over the phone at the Eaton Area Community Center. The deposit will be \$100. Balances should be paid in full prior to the second week of games. Any remaining balance will automatically be charged to your card on the third week of the season.

- 2) Read, understand, and explain league rules and facility regulations to each player prior to participation.
- 3) Ensure that all players sign the roster prior to their first game played.
- 4) Maintain control over players in all circumstances, including disputes on the field; disputes will be discussed with the team captain only.
- 5) Regularly check www.quickscores.com/EAPRD for correct scores and schedule updates.
- 6) Communicate with the recreation coordinator as needed.
- 7) Ensure your team is ready to play at the scheduled game time.
- 8) Ensure that the team area is cleaned after each game.

H. EMERGENCY PROCEDURES AND FIRST AID

Staff will respond to on-site emergencies. Participants and spectators must follow staff directions during any emergency. In the event of a medical emergency, participants/team captains are asked to report them immediately to the field supervisor. League supervisors will have first aid supplies as well as an AED.

I. BLOOD RULE

Any player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from further participation until appropriate treatment can be administered. Officials should stop the game and allow treatment. If treatment is administered in a reasonable amount of time, the individual will not have to leave the game. The official will then apply the appropriate rules regarding substitution, re-entry, and playing short-handed.

J. SCHEDULES

- 1) All schedules, standings, and scores can be found at www.quickscores.com/EAPRD.
- 2) League schedules will be ready approximately one week prior to the first game of the season and team captains will be emailed when they are ready.
- 3) Scheduling requests will not be accepted.
- 4) Games will be played if possible and may be played in weather conditions that are not ideal.
- 5) Games are not rescheduled except for inclement weather and/or poor field conditions.

K. CANCELLATIONS AND RESCHEDULING

- 1) If games are cancelled, makeup game schedules will be within 48 hours after the cancelled game. Once rescheduled, the makeup game time will not change.
- 2) Makeup games will be scheduled if the length of the season allows and will include doubleheaders. Should any team not receive the guaranteed number of games due to weather cancellations or other unforeseen events, pro-rated refunds will be given.

L. STANDINGS/TIEBREAKERS

Winning percentage will determine league standings and playoff rankings. If 2 or more teams have the same winning percentage at the end of league play, the following tiebreaker methods will be used:

- 1) Forfeits
- 2) Head-To-Head
- 3) Head-To-Head Run Differential
- 4) Average Run Differential
- 5) Average Runs Against

6) Coin Toss

M. TEAM AWARDS/PLAYOFFS

- 1) All teams in each league will play a double-elimination tournament at the end of the season.
- 2) Tournament champions will receive awards at the end of the season.
- 3) Team captains must complete the League Champions - Award Form at the end of the championship game and submit to the field supervisor prior to receiving their awards.
- 4) If the team is requesting more awards than the maximum allotted amount (as stated on the League Champions - Award Form), the team captain is responsible for incurring the additional fees at the rate shown on the form. Sports Administration will add this fee to the team captain's ActiveNet account to be paid within one week.

N. ROSTERS

- 1) All participants must be 18 years of age and teams may have a maximum of 16 players on their roster with only 12 batters per game.
- 2) All players must sign the roster prior to participating. Any team playing with a non-rostered player is subject to a forfeit.
- 3) Open Rosters: All players must be on a roster in the league to be eligible to play; however, they may play, **as invited**, on any other team in the same league. Players may not play on more than one team per game. In the playoffs, players may only play on the team they are on the roster for. Players may only be on one roster per league. Teams may only pick up a player if they have less than 10 players and then only as many as it takes to get to 10 players. At least 50% of each team playing must be from their own roster to play the game.
- 4) Rosters freeze at the end of the regular season. No players may be added to any team's roster after this point in time.
- 5) Each player must carry a photo ID with them to all games in the event of a roster check.
- 6) Any non-rostered player or player playing under an assumed name shall result in ejection of that player. A team may protest a player's eligibility but must do so by the conclusion of the first two full innings after the player enters.
- 7) Free agent (players looking for teams) information is available at www.quickscores.com/EAPRD.

II. LEAGUE RULES

A. GOVERNING RULES

- 1) EAPRD is the sole governing body of the league.
- 2) USSSA rules will govern all play in addition to the listed playing rules.
- 3) EAPRD reserves the right to expel any team/player from the league for reasons of conduct or failure to observe rules, regulations and procedures. Written notification of such actions will be provided to the individual and/or team captain.
- 4) Any situation not covered explicitly in these rules will be acted upon by the league supervisor. In addition, EAPRD reserves the right to interpret 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.

B. FORFEITS

- 1) Teams must have at least 7 players to start and finish the game.

- 2) If a team or both teams do not have the minimum number of required players to start a game, that team (or both) teams will be granted a 10-minute grace period to allow for the minimum number of players to arrive. The official game clock will start at game time and continue to run until enough players arrive to start the game or a forfeit is declared at the end of the 10-minute grace period.
- 3) Forfeited games will be scored 10-0.
- 4) The field supervisor will make the final call on all forfeits.
- 5) Umpires will NOT officiate a forfeited game.
- 6) Teams will be allowed use of the field until 10 minutes prior to the next scheduled game time.
- 7) Non-appearance forfeit: When a team fails to show up for their assigned game without notification, the team must conduct a meeting with Recreation Coordinator prior to participating in their next scheduled game. If a team has 2 non-appearance forfeits during the season, it is automatically dropped from the league. No refunds will be given.
- 8) If a team must forfeit, the team captain MUST contact Recreation Coordinator by 12pm on game day. If notified properly (e-mail and/or work phone), there will be no forfeit fee charged to the team. The team captain MUST also, out of courtesy, notify the opposing team captain by email and phone to ensure that the opposing team is aware of the forfeit.
- 9) Any team that forfeits 3 games in a season will be removed from the league without refund.

C. LINEUPS

- 1) A full team consists of 10 players. Teams may bat a maximum of 12 players. Teams must have a minimum of 7 players to start and finish a game. *When playing with 7 players, NO OUTS will be recorded for the missing 8th, 9th, and 10th players.*
- 2) The batting lineup submitted at game time becomes official and closed once the team has batted completely around the full lineup one time. At this point any late arriving player may play the field but can only bat in the lineup as a substitute.
- 3) For mixed league play, a 50/50 male/female ratio is encouraged; however, teams may play with any of the following combinations:

# of Players	<u>Male</u>	<u>Female</u>
7	3	4
	4	3
8	3	5
	4	4
9	3	6
	4	5
	5	4
10	3	7
	4	6
	5	5
11	3	8
	4	7
	5	6
	6	5
12	3	9
	4	8
	5	7
	6	6

- 4) 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.
- 5) Any of the starting players (including any additional hitters) may be substituted for and re-enter the game at any time, provided the players occupy their original numeric position in the batting order.
- 6) All players playing defense must bat.
- 7) Any player ejected from a game cannot be replaced by a substitute. Their spot in the batting order will be ruled as an automatic out. It is each team's responsibility to assist the umpire in keeping track of that spot (out) in the lineup.
- 8) Any team with 2 or more players ejected from a game will automatically forfeit the game.
- 9) If a player is injured and must leave the game, no out will be taken. A substitute may be added to the lineup of the same gender.

Additional Coed Rules

- 1) Defense – a maximum of 10 players may play in the field on defense. Any team with 10 or more players is encouraged to play with 5 males and 5 females on defense. For those teams choosing to play more females than males there must be at least 3 males on the field (no more than 6 males are allowed on the field at any time). Players may play in any defensive position.
- 2) Mixed teams may have a maximum of 4 infielders and must have a pitcher and catcher. All infielders must be positioned on the infield material (dirt) until contact is made by the batter.
- 3) All outfielders must remain behind the marked 175' arc until contact is made by the batter. If an outfielder crosses the arc prior to the ball being hit and fields the ball inside the arc, a delayed dead ball will be signaled. The offense, after being informed of the violation (by the umpire), shall have the option of taking the result of the play or awarding the batter first base; runners will advance only if forced. The violation is ignored if the batter reaches first base.
- 4) Offense – the batting order must alternate genders. Teams will turn in a lineup to the umpire. Players that arrive late may be added to the bottom of the line-up.
- 5) A walk to a male batter results in a two-base award. With 0 or 1 out, the next batter (female) must bat. If there are 2 outs, the next batter (female) has the option to bat or take a walk.

D. COMPLETE GAMES

- 1) Games are 55 minutes long or 7 completed innings, whichever comes first. No new innings will begin after 55 minutes. The clock will start after the captain's meeting at home plate or at game time. Game time will be kept by the umpire. A new inning begins when the final out is made in the previous inning.

- 2) If the opportunity presents itself, a game may start ahead of the scheduled start time if the start time is agreed upon by both captains and the umpire.
- 3) If a game is delayed for any reason, teams are required to wait for instruction from the league supervisor before leaving. If your team leaves prior to receiving information, and games resume, you will be assessed a forfeit. In the event a delayed game cannot be completed, it will be considered complete if 4 complete innings have been played. Drop-dead time is 9:00pm. If a game is still in progress at 9:00pm, it will end and be recorded as a complete game. If the game is tied, the game will end and be recorded as a tie.
- 4) A game is complete if one team has a 20 run lead after 3 innings, a 15 run lead after 4 innings, or 10 run lead after 5 innings.
- 5) Games that are tied after the time limit has expired (or 7 complete innings) will go into extra innings.
 - a) All batters in extra innings will start with a full count (3 balls; 2 strikes).
 - b) Any foul ball is an out.
 - c) The start of the 1st extra inning begins with the last player who completed a full at bat in the previous inning being placed on 2nd base with no outs.
 - d) If the game is still tied after the 1st extra inning, the 2nd extra inning will begin by placing the last 2 players who completed a full at bat in the previous inning on 2nd & 3rd base. This procedure will continue for each team in any subsequent extra innings until the winner of the game is determined.

E. GAME PLAY

- 1) **FIELD DIMENSIONS:** Base-path distance is 65'; pitching distance is 50'; coed line is 175'; outfield fences are 300'.
- 2) **DUGOUTS:** Teams may occupy either dugout.
 - a) Team captains are responsible for keeping their dugout clear of all persons except players.
 - b) Only rostered players are allowed in the dugouts.
 - c) **Non-rostered stakeholders, who include but are not limited to children and pets, are not allowed in the dugouts.**
- 3) **PITCHING AREA:** The pitching area is the width of the pitching plate and six feet back from the front of the pitching rubber/pitching plate. A pitched ball can be released from anywhere within the pitching area after a pivot foot is established and a distinct pause is given.
 - a) The pitched ball must arc at least three (3) feet after leaving the pitcher's hand and before it passes any part of home plate, and not rise higher than ten (10) feet from the ground. No ball may be pitched until the umpire signals "play."
- 4) **COUNT:** All batters in all leagues will start their at bat with a 1 ball, 1 strike count. With any two-strike count, batters will be given one "courtesy foul." Any foul or strike after that is an out.

- 5) **BATTING:** All batters must use a legal bat (see equipment). If use of an illegal bat occurs, the batter is automatically out, and the bat is removed from the game. Repeat offenses of this rule will result in a player suspension.
- 6) **HITTING UP THE MIDDLE:** Any player determined (umpire's discretion) to intentionally hit up the middle will be ejected.
- 7) **BUNTING/STEALING:** Neither are allowed. Runners must remain on the base until the ball is hit by the batter.
- 8) **RIGHT TO BASE:** The runner has the right to the base/home plate. A fielder must give the runner the base path and base when he/she is not in possession of the ball. A fielder must have possession of the ball before he/she can legally block the base or home plate. **Runners do not have to slide but MUST AVOID CONTACT AT ALL TIMES.** Flagrant intentional contact by a runner or fielder may cause the runner to be called safe or out as a result (umpire discretion), and/or one or both players ejected.
- 9) **COURTESY RUNNERS:** Courtesy runners are allowed for any player at any time and must be gender specific. The courtesy runner should be the last out recorded. If there are no outs recorded in the game, the last runner to score or the last batter in the lineup will serve as the courtesy runner. If a courtesy runner's numeric spot in the batting order comes up while he/she is still on base, the player is automatically out.
- 10) **HOME RUNS:** Any home run over the fence after the team has exceeded the designated home run limit will result in an out. The ball is dead, and no runners may advance. Any ball that deflects off a fielder in fair territory and clears the fence is a four-base award and does not count towards the home run limit. The home run limits are:

Upper E/D – 4 homeruns per game
Lower E – 2 homeruns per game
- 11) **GAME BALLS:** All teams must retrieve their own homerun and foul balls. The umpire will start the game with 1 new and 4 used balls.
- 12) **BASE-RUNNING:**
 - a) An orange (double) safety base will be used at 1st base. When a play is made at 1st base, the runner must use the orange base and the fielder must go to the white base unless either player is avoiding a collision. The umpire may rule the runner out if he/she touches the entire white base when a play is attempted at 1st base (notify umpire).
 - b) Neither fielder nor runner will be allowed to use force in tagging or base running. The fielder or runner will be ejected from the game if play is judged flagrant. **All collisions must be avoided.** Sliding is allowed.
- 13) **BATTING OUT OF ORDER:** Is an appeal play by the defense and must be made prior to the next batter taking a ball or strike. No retroactive penalties will be applied.
- 14) **PROTESTS:** Protests are not allowed. Any complaints regarding a game, team, or official's rule interpretation should be communicated to Sports

Administration before the next scheduled game. Judgment calls will not be addressed.

- 15) **EJECTIONS:** Any ejected player MUST leave The Ballpark at EAPRD (beyond the Concessions Building) immediately. Police will be called to escort the player from the premises and additional suspensions and penalties may be levied. That player will be suspended a minimum of one game (determined by Recreation Coordinator) and be put on probation for the remainder of the season. A second ejection of the same player will result in a suspension for the remainder of the season. Any player ejected from a game cannot be replaced by a substitute. That spot in the batting order will be ruled as an automatic out for the remainder of the game.

F. EQUIPMENT

- 1) Teams are required to bring their own gloves, mitts, bats, balls, shoes, and any other safety equipment (e.g., protective masks, chest guards) they choose to use.
- 2) **Uniforms** are strongly encouraged. Teams should dress in similar colored shirts with numbers. All players must wear a shirt and shorts or pants.
- 3) No jewelry may be worn during play except for medical alert bracelets/necklaces.
- 4) Shoes must be worn by all players. No metal cleats allowed. No screw-on cleats allowed. No open-toed sandals or shoes allowed (this includes Crocs).
- 5) The official game ball is the USSSA approved 12" Classic Plus softball.
- 6) Only USSSA approved bats are allowed and they must have the new USSSA stamp on the tapered portion of the handle to be legal. See below for the new mark. For more information, please visit: <http://web.usssa.com/usssa/usssa-general/USSSASoftballBatMarks7-10-14.pdf>



III. CODE OF CONDUCT & REGULATIONS - ALCOHOL POLICY

A. CODE OF CONDUCT & REGULATIONS

All participants must adhere to all park rules and regulations, as well as the Department's Code of Conduct. EAPRD adult sports leagues are intended to be recreational activities. The Department expects reasonable and appropriate

behavior/conduct and sportsmanship from those who participate. A violation of this code of conduct includes, but is not limited to, the use of obscene language or gestures, disorderly conduct, theft, public intoxication, trespassing, verbal or physical assault, use of drugs, sexual misconduct, indecency, harassment, failure to cooperate with staff/umpires, possession of weapons of any kind, non-compliance with established policies, rules, and regulations, an unlawful activity, and any other behavior deemed offensive or unacceptable. Staff will enforce this code of conduct. Of special emphasis are the following:

- 1) The Ballpark closes at the end of the last game of the evening, and no later than 9:00pm.
- 2) The Ballpark will be open 30 minutes prior to the first scheduled game time.
- 3) All pre-game warm-ups must take place in the designated warm up areas only. Hitting or throwing into the fences is prohibited. No infield or batting practice will be permitted on the infield before a game.
- 4) Climbing outfield fences, dugout fencing, bleachers, or any other fenced area is prohibited.
- 5) Children 10 years of age and younger must be directly supervised.
- 6) Smoking/tobacco/alcohol use is not allowed on the fields, in warm up areas, or in the dugouts.
- 7) Pets are allowed but must be supervised and on leash. Please clean-up after your pet.

B. ALCOHOL POLICY

Alcohol is strictly prohibited on all EAPRD property.

- 1) Anyone seen in violation of this policy will be asked to comply.
- 2) If the person(s) refuses or violates the policy again, the Eaton Police Department will be contacted, and the violator could be issued a citation by the police in addition to being ejected and/or suspended from league play.
- 3) Should any person (including those associated with a team) receive multiple violations and/or if the situation escalates, games could be forfeited and/or teams could be suspended from the league.
- 4) If a cooler and/or drink container is brought into The Ballpark, and it is reasonably suspected to contain alcohol, it may be inspected by the field supervisor. Failure to comply with this request will result in the owner of the cooler and/or drink container being asked to leave. If alcohol is discovered, staff will implement steps #1-3 above as necessary.