



2018 ADULT SOFTBALL Rules/Player Code of Conduct

Revised 3/9/2018

The Town of Castle Rock offers a non-sanctioned program for the recreational enjoyment of its participants. The Town of Castle Rock Athletic Staff is the sole governing body of this softball program.

The Castle Rock Parks and Recreation Department reserves the right to reclassify a team at any point in the season in order to maintain a fair balance of competition.

The Castle Rock Parks and Recreation Department also reserves the right to expel any team/player from the league for reasons of conduct, failure to observe rules, regulations and procedures.

Written notification of such actions will be provided to the individual and/or the Team Manager/Coach.

NOTE: The Castle Rock Parks and Recreation Department softball leagues will be governed by the 2018 ASA Rule Book with the following classifications, modifications, and additions.

Teams are responsible for knowing the rules and player code of conduct.

Team Manager Responsibilities:

The Team Manager is the primary link between their team and league management. It is this person's responsibility to obtain all information regarding league play.

This responsibility includes:

- 1) Attend Team Manager meeting. Team Managers can call the athletics office for dates and locations.
- 2) **Read league rules, player code of conduct and park policies prior to participation. Once this information has been gained- relay it to players of the team.**
- 3) Obtain league rules pertaining to registration deadlines and make-up schedules.
- 4) Submit all league paperwork on time (rosters **MUST** be brought and handed into the field supervisor before the play of your first game).
- 5) Inform the League Coordinator of any phone number or address changes.
- 6) Have all players read and sign the team roster before playing and ascertain the eligibility of each player signing the team roster.
- 7) ****Maintain and control his/her players and spectators in all circumstances including disputes on the field and in the stands. Player outbursts will not be tolerated. Umpires will discuss disputes on the field with the Team Manager ONLY.**
- 8) Submit lineups prior to the start of every game to the scorekeeper of opposing team. Any players that arrive late must be placed at the bottom of the order.
- 9) Any person who receives ground rules prior to any game will be the designated Team Manager of that game.
- 10) Proper player additions, protests, suspended games and ejection are dealt with through the Team Manager.

- 11) Assure all bats being used by the team are in compliance with the current year Illegal Softball Bats list.
- 12) Assist league management with any investigation regarding their team member's actions on or off the field while on park premises.
- 13) As the team representative is responsible for paying ALL forfeit fines in the time frame as stated in the rules.

Alcohol at Metzler Ranch Community Park or any Castle Rock Parks & Recreation sponsored activity:

- ❖ **NO ALCOHOL** is allowed in the Town of Castle Rock parks. The Police Department and the Recreation Department enforce this rule. Any team seen involved in the consumption of Alcohol – Before, during or after a game – at the facility where the game is scheduled to be played, including the parking lot, will be subject to **FORFEIT!!!** – Either the current game they are playing or the next game the team is scheduled to play!

Starting a Game/Forfeit Procedure:

- 1) Game time is forfeit time.
- 2) ****Upon the FIRST occurrence of a forfeited game without 24-hour notification to the Athletics Department (720-733-2299), the team that forfeited will be fined \$50.00. This is the cost of one game. This fine will be paid to the captain of the opposing team. The check must be brought to the Athletics Department 48 hrs prior the team's next scheduled game or that team may be removed from the league and future participation in Castle Rock Parks & Recreation Adult Athletic activities.**
- 3) **Teams that give the opposing team manager AND Castle Rock Parks & Recreation Athletics Department 24-48 hours notice will be given consideration for make-ups.**
- 4) **Players and teams that consume alcohol at Castle Rock Parks & Recreation Facilities will forfeit their next scheduled game. They will also be fined the \$50.00 for this forfeit.**
- 5) At every scheduled game time, a team must have at least eight (8) players present and have a lineup turned into the scorekeeper or their opponent has one of the following options:
 - A) Asking for an immediate forfeit.
 - B) Start the game clock *(not play) and allow that team up to ten (10) minutes to get eight (8) players before the forfeit is declared.
 - C) If the game clock has started with the ten (10) minute grace, the team ready to play at game time will be the Home Team.
 - D) Game clock when the umpire says "Home Team Take the Field".

NOTE: The waiting time will be counted as game time.

Teams cannot be forced to start earlier than scheduled, but may start earlier if both teams agree.

In the event of a forfeited game, the teams will be allowed to use the field for a limited time to practice. The field must be vacated ten (10) minutes prior to the scheduled start of the next game.

Teams must start the game if eight (8) players are present.

** If a forfeit occurs at the field then the field supervisor will make an attempt to find an opponent for the team that did show up. This can be done by asking a team leaving the field or by asking players on the sidelines to play. The goal of the league is to have a game played if at all possible.

** The intent of the forfeiting team WILL be taken into consideration by the league when determining whether the forfeit fee applies. IE: A team has 7 players show and a 8th fails to show last minute in most cases the fine would not be levied as there was an attempt to play. A team the completely "no shows" or has few players show would be levied the fine.

Protest Rule:

All protests of protocol or rules clarifications must be made by the team manager ONLY!!! And must be made immediately following the discrepancy. Once the next pitch is made, the protest is null and void. Please remember that no judgment calls may be disputed.

Team Managers are the only ones who can discuss issues with the umpire. All other players are to remain either at their position in the field or on the bench. At NO time will a player leave his position or the bench area to convey or discuss issues with the umpire or opposing team members. If a player leaves his position or the bench area for this purpose he/she will be ejected. AT NO TIME will "swarming" of the umpire be allowed or tolerated. This is the process of numerous persons surrounding the umpire arguing their point. If this occurs one or both teams shall forfeit and the game will be ended. A report of the incident will be forwarded to the Athletics Supervisor and further sanctions maybe imposed on the offending teams or players.

Player Ejections:

If at any time a player, players or persons are ejected from the game they must leave the park premises immediately. Ejected players or persons may not sit around and watch any game after being ejected. Failure to leave the park premises immediately could result in the notification to local authorities.

League Investigations:

Unfortunately there are times when the league must investigate player incidents for the safety and security of all participants in the league. All participants are expected to fully assist the Athletics Supervisor or their designee in finding out what actually occurred. Failure to assist or untruthful statements could result in the player or team being removed from the league.

Playing Time:

No new inning will start after **(55)** minutes from the start of the game.

If a game begins late because of the preceding game(s), the game will still receive the full time limit.

If time is remaining on the game clock, when the third out is made, the next inning will begin and continue until it is completed.

In the case of a forfeited game, players may use the field up to ten (10) minutes prior to the scheduled start of the next game.

The lights in Castle Rock are programmed to shut off at 11:00 pm. In the event of subsequent late starts or game delays, the field supervisor has the right to shorten the games to a minimum of 50 minutes if necessary.

League Standings:

League standings will be available online at: www.quickscores.com/castlerock, any disputes of the score recorded in the league standings should be brought to the league coordinator by start of play the following week.

Ties:

In the case of a tie, final standings will be determined by the following procedures listed in order of priority:
Eliminate teams with any forfeits.

Head-to-head competition between the teams involved.

Run differential – greatest run spread in games played between the teams involved determined by subtracting runs given up from total runs scored.

Total runs scored among affected teams.

A coin flip will take place.

Required Number of Players:

Men's teams in all leagues can start with 2 players but will take an out up to the 8th player spot. Men's teams can add on the roster only up to 10 players during the game. Teams must finish game with same amount of players at the start of the game.

Coed teams may play with less than eight (8) players but will take an out up to the 8th player spot.

Extra Player:

- 1) An extra player referred to as any team may use an "EP" provided it is made known prior to the start of the game and the person's name is indicated in the lineup on the score sheet. It is not mandatory that a team uses an EP but failure to declare such hitter(s) prior to the start of the game precludes the use of an EP in that game.
- 2) A team may use (2) EP in the Men's league or (2) EP's in a Coed game.
- 3) The EP must remain in the same position(s) in the batting order for the entire game. The batting order must remain constant; however, any ten (10) of the twelve (12) players may take a defensive position throughout the game.
- 4) If a player or EP becomes unable to play due to injury or prior commitments and a substitute is not available, the team can finish the game with as few as eight (8) players and the vacant batting spot will be counted as an out. If a player or EP is ejected from the game and a substitute is not available, the vacant spot in the batting order will be counted as an out.
- 5) Substitutes must be a player who has not yet been in the game.
- 6) Any of the starting players, including the EP or subs, may be withdrawn from the lineup and re-entered once. They must re-enter into the same spot in the batting order.

NOTE: The original player and the substitute cannot be in the lineup at the same time.

Rule on Batting/ EP/ Sub

There is a limit of 18 players on your rosters. 10 defensive players on the field are the same and you may not switch players at any point during the same inning. A team may only bat up to 12 players in any given game, for both men's & coed league.

***** NEW Coed Rules for 2018:**

• Teams must have an equal number of female/male players or more female players; there can never be more male than female players. You may start with less than 10 players, but the team must have equal male/female players, teams will take an out until they reach 8 players.

****Players can be 16 years of age, but need waiver signed by parent.**

• The team can be made up of the following players:

For teams with 10 players - 4 females and 6 males.

For teams with 11 players - 5 females and 6 males. Additional hitters must be female.

For teams with 12 players - 5 females and 7 males.

- Teams are required to use alternating batting order (offensively) and maintain an equal amount of males to females or more females throughout the game.
- Teams are not required to have designated defensive positions with a required number of females in the infield or outfield.
- After a male batter has walked, the next batter (female) has the option to walk or bat regardless of the number of outs.
- Base runners may not lead-off base and cannot advance until a pitched ball is hit. The only time a base runner can advance is on a hit ball or walk (if forced).
- When a female-position in the batting order is unfilled, the team will be charged one out, and the next male batter in the line-up will be removed from the game.
- All outfielders (a Rover is considered an outfielder) must remain behind the 175-foot line when a female is at bat. The only time an outfielder can advance beyond the 175-foot line is when the ball is hit or crosses home plate. NOTE: If the 175-foot rule is violated, the batting team has the option of taking the play or batting again with the same count as before the pitch. Base runner(s) must return to the last base occupied at the time of the pitch.
- A Rover may not play the infield or be on the infield when the ball is pitched. The only time a Rover may be on the infield is when the ball is hit or crosses home plate. NOTE: If the Rover entered the infield and was on the infield when the ball was pitched, before the pitch, or before the ball crossed the plate, the team batting has the option of taking the play or batting again with the same count as before the pitch. Base runner(s) must return to the last base occupied at the time of the pitch.
- Infielders are designated as 1st, 2nd, 3rd bases, short stop, pitcher and catcher. They are to be on the infield portion of the playing field when a female batter is at bat, and remain there until she hits the ball. NOTE: If the in-field rule is violated, the batting team has the option of taking the play or batting again with the same count as before the pitch and any base runner(s) must return to the last base occupied at the time of the pitch.
- Courtesy Runners are allowed once per inning per team. Courtesy Runners are to be the last recorded out. If the Courtesy Runner is on base during their turn to bat, the batter is out. In COED, a Male can only run for a Male and a Female for a Female. In COED there is still only one use of a Courtesy Runner per inning per team.

On a walk to a male batter (intentional or not) the male batter will advance to second base and the following female will have the choice to bat for herself or walk to first base. All base runners will advance to the next base. This rule will take in effect with either 1 or 2 outs.

All outfielders must remain behind the 175-ft. arc until the ball is hit. 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 called. The offense, after being informed by the umpire, has the option of accepting the penalty or the resulting play. The violation is ignored if the batter/runner reaches first and all other runners advance at least one base.

Penalty: Batter awarded 1st base and all runners advance one (1) base.

A 12-inch softball will be used at all times for Men's and Coed Leagues.

In Coed games, if a male receives a base on balls, he will be awarded both first and second base.

COED Safety Rule:

A line half way between 3rd and home plate will be added. This line is used to determine a base-runners commitment to run home. (Point of no return). If a runner crosses the commitment line they must continue home and may not turn back. All plays at the plate are like force plays. The base runner needs to cross the line (behind the batter's box), while the fielder plays the normal home plate. The runner will be called out, if it is determined that he/she interfered in any way with the catcher attempting to catch the ball in the "normal

area of home plate". Any runner going to the original home plate and not crossing the line (behind the batter's box) will be called out. **Any fielder attempting to make a tag play will result in the base-runner being safe at home.**

*****Illegal Participation**

If a manager feels that the opposing team is using a player not on his/her roster it is the **manager's responsibility** to bring this to the umpire's attention immediately. The umpire will pause the game and notify the field supervisor who will then check the photo ID of the questioned person against the league roster. **IF** a team has been found to have used a person or persons not on the roster, that team will forfeit the game. The game will be recorded as a 7-0 win, no matter what the score is at the point of the violation. Once the forfeit has been announced teams may continue the game as a scrimmage if they choose. The illegal player must leave the field area. This violation **MUST BE** pointed out during the game. Once the game is complete no protest of the roster maybe made. Game time will be paused during the time the rosters are being checked.

Regulation – Official Games: (The following are considered complete games)

- 1) A regulation game is seven innings or 1 hour, whichever comes first.
- 2) A coin toss conducted by the umpire will determine who the home team will be along with beginning the game time.
- 3) Line ups **MUST** be turned in to the umpires before game the game starts.
- 4) A game is considered an official game upon the completion of **three** innings.
- 5) At the expiration of time limit and completion of any inning in progress.
- 6) In the event a game is delayed, teams will be required to wait for a maximum of fifteen (15) minutes. Game may be resumed prior to this, but will not be canceled until after a minimum of fifteen (15) minute delay, unless the field is unplayable. Umpires and/or league supervisor can delay or cancel games as outlined above.
- 7) All games that are not considered "complete": The game shall resume from where it left off. It is the home team's responsibility to inform league official of where game was left (score, outs, runners, etc....) a "completed" game is a game in which 3 or more innings have been played.

Extra Inning Play:

All extra-inning games (games that exceed seven (7) innings) and games tied after the time limit will start with the last out in the previous inning on 2nd base. The batter will get **ONE** pitch per batter, The batter will walk, strike out or take the result of the play, no exceptions (a foul ball is an out.) If the game goes into a second or further extra innings the last batter will start on 3rd base.

Run Rule:

The Run Rule is in effect when one (1) team is ahead: **twenty (20)** runs after **three (3)** innings, **fifteen (15)** runs after **four (4)** innings or **ten (10)** runs at the end of **five (5)** innings of play. The run rule is in effect at the half innings if the home team is ahead or any time thereafter. At this time the game is over. Umpires will not stay on the field and continue to work due to liability issues.

Warm-up Pitches:

Three (3) pitches for the first inning; thereafter the pitcher is permitted zero warm-up pitches between innings.

A new pitcher can have three (3) warm up pitches.

Beginning Pitch Count:

Each batter will begin their up to bat with a count of 1&1 ball/strikes.

Strike Zone/ Illegal Fast Pitch:

The plate **SHALL NOT** be included in the strike zone. The height of the pitch must be at least **6 ft** with a maximum of **10 ft arch**. There must be arch in the pitch. At **NO** time will there be any fast pitches allowed. If the umpire determines an intentional fast pitch has occurred he will warn the pitcher. On the second occurrence the pitcher will be removed but may still play in another position. If the illegal fast pitch strikes the batter the pitcher **will be ejected** from the game and his/her place in the lineup will be counted as an out. It will be the umpire's judgment if the pitch was accidental or intentional.

NOTE: The strike zone is only that part, or any part of the area, over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his front knee.

NOTE: The umpire should not let the batter's position, either in the front part or the rear of the batter's box, be of influence in calling strikes. Each pitch should be judged according to the height of any part of the ball as it is crossing only above or over any part of home plate. **Players who repeatedly argue with the umpire's calls will be ejected.**

- Each pitch struck at and missed by the batter.
- A batted ball striking the batter while he is in the batter's box with no strikes.
- A foul ball that lands in foul territory with no strikes
- When a batter steps out of position after a pitcher has started the delivery motions. If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The umpire shall not give a call or signal for "time" once the pitcher has started the delivery motion. NOTE: The batter may take his proper position after any such pitch (within 10 seconds) and the regular ball and strike count shall continue.
- When the batter delays entering the batter's box after the umpire signals play ball. After 10 seconds the umpire shall declare the ball dead and a strike shall be called on the batter.

Substitutions:

All substitutions must be reported to the scorekeeper of the opposing team and the umpire. If the scorekeeper from the opposing team sees an illegal substitution or a player batting out of order, they will address it through the other scorekeeper, umpire, team manager/coach, or field supervisor. This does not remove the defensive manager/coach's opportunity to appeal, if they see it before the opposing scorekeeper. The appeal **MUST** be made **before the first pitch** to the next batter.

Re-entry Rule:

Any of the starting players may withdraw and re-enter once, providing such player occupies the same numeric spot batting position whenever he or she is in the lineup. A substitute who is withdrawn may not re-enter. All substitutes entering at this point **MUST** be reported to the scorekeeper of the opposing team and the umpire.

Courtesy Runner:

Courtesy Runners are allowed once per inning per team. Courtesy Runners are to be the last recorded out. If the Courtesy Runner is on base during their turn to bat, the batter is out. In COED, a Male can only run for a Male and a Female for a Female. In COED there is still only one use of a Courtesy Runner per inning per team

Home Run Rule: * NEW FOR 2018 SEASON**

GOLD: 4 HRS....then ends the inning

SILVER: 3 HRS...then ends the inning

BRONZE: 2HR...then ends the inning

COED: 2HR per Gender ...then ends the inning

- A home run hitter and all runners on base, may just go to the dugout. This is referred to as “Hit and Sit”.
- A four-base award is a batted ball that is touched and goes over the outfield fence in fair territory.

Foul Ball Courtesy Rule:

Once the batter has (2) strikes, no matter how he received those strikes he shall have a courtesy foul ball. The batter will receive one extra foul bowl for strike three (3). The ball is dead and no advancement of base runners is permitted, as long as a defensive player does not catch the ball.

Uniforms:

This rule will be in effect after the **2nd** week of play!!! You have two (**2**) games to get your uniforms in order!!

All players must wear similar colored uniforms with numbers on the back. Numbers may not be duplicated. Any player that does not have a similar colored uniform with a number nor has a duplicate number will be given the opportunity to fix the problem before being called out.

EXCEPTION: In cold weather, players may wear clothing over uniform. They must show number when asked.

Also if the Blood Rule has been put into effect the soiled clothing may be replaced with a similar colored article. (See Blood Rule)

** The league recognizes ‘A’ player may forget his uniform for the game. The league asks that every attempt is made to put said player in a like color shirt. It will be the umpire and or the field supervisor’s decision if a team is violating the spirit of the rule and whether the player should be called out when stepping into the batter’s box.

** Tank tops are not considered acceptable for team uniforms and all tops should be of t-shirt or jersey style.

** Uniform questions should be addressed at the managers meeting at home plate with the umpire before play is started.

Jewelry:

NO JEWELRY. Only medical alert identifications may be worn but they must be taped to the body. If jewelry is seen on a player entering the batter’s box, there will be ONE warning given. After that point, the player will immediately be called out. The player will not be allowed to play until it is removed. Jewelry may be taped. Arguments over jewelry will lead to an ejection!!! This is a liability issue. Umpires can refuse to work a game where jewelry is present and causing problems.

Digging-In:

There is no digging in at the batter’s box. This rule is necessary for two reasons. The first is to keep the fields in good and playable condition throughout the year. Second is a safety factor of base runners running to the plate. There will be one (1) team warning given. After that batters will be called out for digging into the batter’s box. Players may smooth the dirt out but may not kick dirt out or plant their toe into the ground.

Arguments over digging in at the batter's box will lead to an ejection!!! This rule is backed by a liability issue please respect the umpire and staff's judgment in putting this rule into effect and the enforcement of this rule.

*** No player will intentionally move/kick/pile dirt onto the batter's box lines in an attempt to cover those lines. If these lines become invisible during the course of the normal game it will be the umpire's judgment if a batter steps out of the box to hit a pitch. Any attempt by any player to cover the lines will result in a warning to BOTH teams. The next attempt by any players will result in the batter being called out.

Bats:

Bats must have current ASA / NSA approved stamp & 1.20 BPF stamp

Only bats on the published list will be legal for Parks & Recreation. In addition, no bat shall be legal in Parks & Recreation play unless it is marked with BPF 1.20"; Stamp; bats manufactured before January 1, 2004, are to be marked "1.20 BPF" or BPF 1.20."

- Bats may be made of aluminum or other metals, fiberglass, graphite, or a composite material. The bat may be made in pieces from different materials or modular with interchangeable parts, but all bats must have a closed barrel end and be subject to additional safety and tampering requirements as set forth in the standard in the BPF 1.20 Bat Licensing Agreement.
- The knob portion must be welded, or mechanically attached to the bat. A flat section of any bat is not allowed. Wood bats will be allowed in both Men's & COED.
- Authorized bat manufacturers mark their products with the words "Official Softball," or words to that effect. If the words "Official Softball" are illegible or it is a Little League bat, the bat should be declared legal, if it is legal in all other respects.
- When a bat does not meet the specifications as defined, 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 in question.

The included bat list is not all-inclusive. It is the umpires judgment and at his/her discretion to allow a bat to be used.

*** There is **NO** list on female fast pitch bats thus **ALL** are legal. Males **ARE NOT ALLOWED** to use fast pitch bats in any game. If a male is caught using a fast pitch bat the penalty shall be the same for using an illegal bat.

***** 2017 NSA APPROVED BATS:**

All approved bats for the 2018 season provided that the bat that bears the USA, NSA or the ASA logo (see below).



An Approved Bat List is no longer provided – all approved bats must carry the NSA logo.

NO SENIOR BATS ALLOWED

THERE WILL BE A LIST OF ILLEGAL BATS POSTED BEFORE 2018 SEASON STARTS.

Penalties for use of an illegal bat:

1st offense: Player who last used the bat is ejected from the game. That half of the inning is considered complete (3 outs) no matter how many outs there were at the time of that at bat. Any runs that the umpire can attribute to use of that bat will be erased and thus do not count. Any team using an illegal bat for a third time will forfeit the current game and the rest of the games of that season. No refunds will be given.

Appeal Play:

A play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before all infielders (including the pitcher) have left the field (crossed the foul lines). The appealed play does not change the type of out that is being appealed.

Base Path:

The imaginary direct line, as well as three feet to either side of the direct line, between a base and a runner's position at the time a defensive player is attempting to apply a tag.

Illegal Batted Ball:

An illegally batted ball occurs when:

- a) A batter's entire foot is completely out of the box on the ground when he/she hits the ball, fair or foul.
- b) Any part of the batter's foot is touching home plate when he/she hits the ball.
- c) The batter hits the ball with an illegal, altered, or non-approved bat.

Metal Spikes:

No steel cleats or screw-ins will be allowed. If cleats are to be worn they must be of one-piece molded construction, soft plastic or rubber. Closed-toed shoes must be worn to participate. No player will be allowed to play if they have Metal Spikes.

Spectator Conduct:

All teams are required to control their spectators. This includes children playing near the ball field. Game suspensions, with the game clock running, will be enforced for any violations. Forfeits will be enforced if the violation is not corrected.

Double Base Rule:

The double base rule is used in order to avoid collisions and consequent injuries at first base and will be used for all games. When the batter hits the ball and there is a play to first base or the vicinity of first base, the batter/runner must touch all of the orange bases or will be ruled out by the umpires. The defensive player must touch the white base at all times. If the fielder touches any part of an orange base, the runner is ruled safe. If there is no play at first base (i.e., the batter hits a double) the batter/runner can tag the white or orange base and continue running to second base. Any runner reaching or passing first base may use either the white or orange bag when returning.

****No Contact / Runner Interference:**

The slide rule has been replaced by a ‘No Contact’ rule. For the safety of all players in the league the no contact rule will be strictly enforced. At no time will players run in to, bump, shove or ram another player in attempt to break up a play. If a player is determined by the umpire to have purposely rammed another player that player will be **EJECTED**. This **DOES NOT** include sliding into a base, plays at first base where the defensive player is making a play on a throw or applying a tag out. In most cases it is the offensive player’s responsibility to avoid contact. At **NO** time will a defensive player block the path of a runner when the play is not at their position. If runner interference is called the runner will be awarded an extra base. It is the defensive player’s responsibility to get out of the path of the runner. It is the runner responsibility to get out of the way when a team is attempting a double play. This may be achieved by sliding, conceding the out and leaving the baseline or bending/ crouching over. If the runner fails to do so then he/she and the runner they assisted will be called out.

Blood Rule:

Injuries must be reported to the opposing scorekeeper. When an injury occurs where blood is evident and flowing, the injured player must be removed from the game, blood flow stopped and cleaned up. Any uniform apparel that was contaminated must be removed and replaced. A reasonable amount of time will be given to comply with this rule. If a player is unable to comply, the player must be removed from the lineup but can be re-entered. The player will be an out if they come up in the batter order. The uniform requirement will not be enforced if it is replaced according to the Blood Rule.

Pre-Game Practice:

All pre-game warm ups must take place in the designated warm up areas away from spectators. No infield or batting practice will be permitted on the infield before the game. Batting/fielding practice is permitted in the outfield grass and foul territories only. This rule is necessary to preserve the infields for later games.

Game Balls:

Each game will start with one (1) new ball and two (2) second balls. **The team batting is responsible for retrieving balls out of play.** Failure to retrieve game balls can result in your game being delayed without game clock being stopped.

Game Times:

Team Managers will be notified at the meeting, about 1 to 2 weeks before play starts, as to when their games are to be played. In order to eliminate confusion, please do not call the Recreation Center for game times as the Front Desk Staff will not have this information.

Make-Up Games:

Make-up games will be scheduled when field availability allows. **(This may occur on alternative evenings, days, i.e., other than your original game night).** Make-ups will be played on pre-designated dates, listed on your schedule, but also if necessary may be scheduled on other dates during and/or after the scheduled games of the season. We will attempt to play make-up games during the week; however, weekend games may be necessary, due to umpire and field availability. It is the responsibility of the team Manager to check the QuickScores web-site for make-up game schedules and then notify their team of any and all changes.

Rainouts:

After 4:00 p.m. you may call **303-660-1364** for a recorded message on weather-related problems. If the Recreation Department cancels the scheduled evening game, you will not be allowed on the fields.

Team Rosters:

- 1) A complete team roster is required for all teams (maximum 18).

- 2) Players may be added to your roster only up through the first **2** games of the season and only to roster limits. After that no additional players can be added.
 - A) It is the responsibility of the Team Manager to make sure all of their players have signed the roster and read the rules.

Player Eligibility/Protest:

No “judgment” calls can be protested. Protests are valid with regard to player eligibility and rule interpretations only.

- 1) All players must be eighteen (18) years or older.
- 2) **A player may not participate on more than one (1) team in the same league and on the same night.** Additionally, Men may play in both a Men’s league and Coed league, but only at (1) level of Men’s league play.
- 3) Players must be on the team’s regular season roster in order to participate in the season end Tournament.
- 4) Appropriate gender only may play in gender specific league- “Men’s” or “Women’s”. (Examples: no women may play in Men’s leagues and no men in Women’s leagues. **No exceptions to this rule.**
- 5) Checks may be made on roster. Driver’s license or a photo ID will be used to determine identification.
- 6) Teams may also request the supervisor to check all player IDs if they have questions regarding their eligibility. If this request is made, all IDs need to be shown.
 - A. A Player may go to a nearby place (i.e. car, ball bags) to retrieve their photo identification.
 - B. This may be a Drivers License, Military I.D. Card or State I.D. Card.
 - C. If any player refuses to, or cannot, show proper identification they will be ejected from the game. If this ejection takes a team below the teams playing numbers eight (8) the game will be declared a forfeit.**
 - D. The team must then properly add that person to their team before their next game. Managers are encouraged to tell all their players to bring proper ID’s with them to each game.
- 7) The League Supervisor may request any player for their ID at any time to check if they are on the team’s roster.

Game Scoring:

- 1) We will be issuing scorebooks to each team. The league does not provide scorekeepers. It will be the Home Team’s responsibility to keep the official scorebook for the game. If for any reason the home team is unable to fulfill this responsibility, it is the Home Team’s responsibility to notify the umpire as well as ask the visiting team to assume the responsibility of keeping the official scorebook. The umpire will also be keeping the score. It will be the judgment of the umpire as to the correct score.
- 2) The umpire’s decision in this matter is final.
- 3) All score discrepancies must be challenged and corrected prior to the start of the next half inning or the book will stand as is.
- 4) The home team’s scorebook is the official score record.
- 5) **The umpire will record the score on the scoreboard after each half inning.**



ADULT SOFTBALL ROSTER

Manager Name _____ League/Team Name _____

Email _____ Phone(s) _____

	Player's Name	Contact Phone	Contact Email	Signature (guardian if under 18)
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				

With my signature, I hereby acknowledge that the activity set forth herein may result in injury to the participant. I hereby assume all risk or personal injury, death or property damage from any causes arising while I am participating in such activity and further release the Town of Castle Rock and its officers, employees agents and all representatives and sponsors from any liability therefore or contribution of such liability.