



Englewood Parks & Recreation Adult Slow-pitch Softball Rules

General Information

1. Englewood Parks & Recreation offers a non-sanctioned softball program for the recreational enjoyment of the participants. The Englewood Park & Recreation Staff is the sole governing body of the program. The leagues will follow the current A.S.A. Softball Rule Book with the following exceptions and modifications. The following rules will be enforced at the first game. Those who do not comply will not be eligible to participate.
2. The manager of each team is responsible for his team knowing and abiding by all rules, for the conduct of his team and spectators during league and tournament play, and for obtaining all make-up game and tournament game information. Failure to comply will result in the loss of participation privileges in the Englewood Softball Leagues either by suspension for a specified time or indefinitely.
3. Any abusive display of anger or unsportsmanlike conduct by a coach, player, or spectator may result in ejection and/or suspension. If an official ejects a player from the game, he must leave the facility "sight and sound" and that player will have to sit out the next scheduled game at a minimum.
4. Coaches, players, and spectators must refrain from any demonstrations of tempers. If teams are not ready to accept the umpire's decisions, he/she should not enter this league. Sportsmanship, control of emotions, and maturity are most important in these recreational games.
5. **Players are encouraged to wear protective gear at their discretion. E.G. Face masks for pitchers are not required but encouraged.**
6. The Englewood Parks and Recreation Department reserves the right to refuse participation of any individual or team if they do not obey rules and regulations and keep within the good spirit and cooperation of the league.
7. **ALCOHOL IS NOT PERMITTED IN ANY CITY OF ENGLEWOOD PARKS.** This is a city ordinance, and anyone caught drinking alcohol in a park may be issued a ticket and fined by the Englewood Police Department. Alcohol consumption in the Parks by a team member may result in forfeiture of the game and ejection from the league.
8. Smoking is prohibited on the field and in the dugouts.
9. The Recreation Department reserves the right to move teams both upward and downward to maintain competitive integrity among leagues. Movement of teams when deemed necessary shall be determined upon the number of teams involved and their most recent performance history.
10. Special scheduling requests (e.g. "our team needs a bye on March 11") must be submitted before the registration deadline but are not guaranteed. Any special scheduling requests needed after the schedules have been made will not be accommodated.
11. **Customer Service** - Englewood Parks & Recreation strives to provide staff (officials, supervisors, and scorekeepers) that are professional, knowledgeable, and courteous. Please contact the Englewood Recreation Center immediately if any of our staff or officials do not meet the standard of performance that you deserve. Your input is a necessary part of our evaluation process.

12. Please call the Englewood Recreation Center as soon as possible (303-762-2680) if you know in advance that your team needs to forfeit so we can inform the opposing team.
13. If children are brought to the games, they must be continuously supervised by an adult who is not playing in a game. Englewood Parks & Recreation is not responsible for children who are injured during the course of this program. Children are not allowed on the field before, during, or after games.
14. Inclement Weather – In case of inclement weather or hazardous conditions, Englewood Parks & Recreation has the right to close fields. In this case, please call **The Weather Line at 303-762-2598 x2**. Also, check www.teamsideline.com/englewoodrec for cancellations and make-up schedules. Team managers are responsible for finding out if games are canceled and their team's makeup game schedule.
15. All team fees are due in full at the time of registration.
16. All situations not specifically covered in the rulebook shall be acted upon by the Athletics Program Administrator, and all such action taken shall be final.

Good Neighbor Policy

All team members must take into consideration that all fields are located in residential areas. Please show respect to the owner's property by parking legally, not loitering, not littering, using proper restroom facilities for changing and bodily functions, and maintaining an acceptable overall noise level. No new inning will start after **10:30 pm**. The lights will be turned off at 11 pm. Any game that is not considered complete at that time will be continued later. The park curfew is 11 pm and all players and staff must leave at 11 pm.

Alcohol Policy

Alcoholic beverages are not permitted in the City of Englewood Parks. The Police Department enforces this ordinance. Alcohol consumption in the Parks by a team member may result in forfeiture of the game and/or ejection from the league. Smoking is prohibited on the field and in the dugouts.

Schedule & Standings

All game schedules and standings will be posted and updated at

www.teamsideline.com/englewoodrec

Weather

Weather Line: 303-762-2598 x2

Updates to the weather line will be made by 5 pm on game days. Games are on as scheduled unless otherwise stated.

Umpires can delay a game or officially cancel a game if playing conditions are too hazardous. In the event a game is delayed, teams will be required to wait (at the complex) for a minimum of 30 minutes. Games may not be resumed before 30 minutes. After a 30-minute waiting period, a decision to continue playing or suspend the game will be made by the umpire.

If your team leaves prior to instructions given by the umpire and games continue, you will be given a forfeit. If the game is suspended, it is the manager's responsibility to sign and verify the score sheet. Failure to sign/verify the score sheet negates your right to contest the factors being used for the resumption of the game.

Games canceled prior to becoming complete games will be resumed from the point the game was stopped. Every effort will be made to make up games on the designated night promptly. A complete game is called after 5 innings of play or 4 ½ innings of play if the home team is ahead. The score of a called regulation game will be the score at the end of the last complete inning unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score will be that of the incomplete inning.

Rosters

1. All players must fill out and sign the roster form prior to playing in his/her first game.
2. Roster size is unlimited; however, individual awards are only given to a maximum of 14 players per team. **Rosters must be turned in to the scorekeeper before you play your first game.** Players may be added to your roster until your **6th game**. No player may be added after your team has played your 6th game. Please see the scorekeeper to add players to your roster. After your 6th game, players will be accepted under the hardship clause and may be added for a fee of \$50 per player per game.
3. To be eligible for the tournament, players must have played in at least one game and listed on their roster prior to the freeze date in order to participate in any tournament games. By signing the roster form, you and your team agree to follow the rules and Code of Conduct (page 6).
4. Managers looking for extra players can contact the Program Administrator at the Englewood Recreation Center and ask for the Free Agent List.
5. Rosters may be checked before each game. Photo IDs must be shown to the official/scorekeeper if verification is requested. If a player is not listed on the roster or if a player does not have a photo ID, that player cannot play in that game which may result in a forfeit.
6. Any player discovered falsifying an identity will be ejected from the league for the remainder of the season and all games in which he played will be forfeited.
7. A player may not participate in more than one team in the same league that plays on the same night. **If a team borrows a player from the same league, the game will automatically be forfeited, which will be enforced by the official and scorekeeper. Player protests must be done before the next dead ball. Player protests are not retroactive.**
8. Any player who, within 3 years to date, has participated on a professional team or training camp, or is currently playing college baseball or softball at any level can only play at the competitive level.

Rules

1. Players must be at least 18 years of age to participate.
2. Regulation games are 7 innings or 55 minutes in duration.
3. A minimum of 8 players are needed to start and finish a game. Teams may bat up to 12 players if using extra players, 10 players is the maximum a team may play with defensively. Teams can finish a game with 7 players in the event of an injury.
4. **Uniforms:** Each team must have a color and style jersey with at least a 6" permanently attached non-duplicating number. Each player must have his or her jersey. The opposing team manager must make enforcement of the jersey rule to the umpire before the player(s) in question steps into the batter's box for the first time. Otherwise, player(s) will be eligible to play. Hats are not required as part of the uniform. Plastic visors and other potentially dangerous apparel will not be permitted. Every team will have a 1 game grace period before the uniform rule will be in effect.
5. **Shoes:** Only one-piece molded rubber shoes or detachable plastic cleats that meet ASA standards are acceptable. **NO METAL CLEATS.** Players must wear shoes with toes and heels. No Tivas/Crocs/Chacos or any type of sandal. If a player comes up to bat or goes onto the field wearing metal cleats, he/she will be called out and must immediately change. If he/she does not or cannot change, he/she will be immediately ejected.
6. Game time is forfeit time with the following exceptions: The team with a legal number of players has the option of;
 - A. Accepting an immediate forfeit, or

- B. Start the game clock and allow 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. The waiting time is counted as game time. The score of a forfeited game is 7 - 0.
7. The home team will be listed on the game schedule and will take the third base dugout.
 8. A Strike Mat will be used in all Slowpitch games. The plate IS a strike. ***The arc of a pitched ball shall be a minimum of 6' and a maximum of 10' from the ground.*** If a batter swings at an illegal pitch, the ball shall be considered in play.
 9. ***Batters will begin with a 1 Ball, 1 Strike count. Once a batter has 2 Strikes they will be allowed one foul ball a second foul ball will result in the batter being called out. (A batter hits two foul balls after a called strike or three foul balls during an at-bat).***
 10. Managers must turn in a game line-up to the official scorekeeper or umpire no later than 10 minutes prior to the scheduled starting time. Line-ups must include batting order (first & last names), defensive positioning, and numbers.
 11. A 10-run rule will be used in addition to the regulation game. If after 4 1/2 innings with the home team ahead by 10 runs the game will be considered over.
 12. If the game is tied after 7 complete innings or after 55 minutes of playing time has expired, the new inning will begin with the last person who was out from the previous inning starting at 2nd base with no outs and a one-and-one count on the batter. This will remain in effect for both teams until a winner is declared. No new inning will begin after 55 minutes except for tied games.
 13. Re-entry Rule - any of the starting players including the Extra Players may be withdrawn and re-entered once provided the player occupies the same batting position in the line-up. The starting player(s) and the substitute(s) cannot be in the line-up at the same time. Once the substitute leaves the game, they may not return to the line-up. A violation of the re-entry rule results in the use of an ineligible player, ejection of both the manager and player shall be declared as soon as the violation is brought to the attention of the umpire by the offended team. Use of a non-rostered player will be an automatic forfeit.
 14. Intentional Base on Balls - The catcher will notify the umpire and the umpire will award the batter 1st base.
 15. The Double first base will be used in all leagues. Runners must touch the orange bag when there is a potential play at first base. Failure to touch the orange base will result in the runner being called out. The runner may touch either a white or orange base when rounding the first base. Once a base runner is on first base, the orange base is no longer in play. The defensive player must be in contact with the white base to record an out. If the defensive player touches the orange base when there is a play at first base, the runner will be safe.
 16. ***Sliding is the preferred option to avoid contact on close plays at any base. If a player does not slide, they must avoid contact by giving themselves up to the out or getting out of the way.*** A base runner cannot deliberately run into a fielder when the fielder has the ball in his possession awaiting the runner. The runner is out and the ball is dead. If the act is determined by the umpire to be flagrant, the runner will be ejected.
 17. Courtesy runners will be allowed upon consent of the opposition. If the opposing manager does not object, the last sex batter will be allowed to run.
 18. A 12" restricted flight game ball will be provided for all games. If a ball goes out of the field of play, the pitcher cannot wait for that ball to be returned. The pitcher must throw the replacement ball until the umpire puts the original ball back into play.
 19. Team managers must hustle players on and off the field between innings. The umpire must warn and then call the game a forfeit if a team employs tactics to delay the game.
 20. In case of a dispute, the umpire is instructed to talk to the manager only. All others will retire from the vicinity (at least 20 ft.). Anyone violating this regulation may be liable for immediate ejection. Prolonged arguments will not be tolerated. The umpires are instructed to notify managers that they have the right to file a protest. The protest

must be made at the time of the infraction; immediately before the next pitch or the team loses the right to protest. Protests are not retroactive. Officials' judgment calls may not be protested.

- a. Forfeiting 3 games in a season will result in a team not being considered a returning team next season and may not be eligible for the tournament. Please call the Englewood Recreation Center as soon as possible (303-762-2680) if you know in advance that your team needs to forfeit so we can inform the opposing team.
21. Pre-game warm-up must take place in the designated warm-up areas. No batting or infield practice will be permitted on the infield prior to the game. Pepper or soft toss batting into the fence is prohibited.
22. Any player ejected from a game by an umpire, for any reason, must leave the field immediately "of sight and sound" – no exceptions. If the ejected player does not leave the field as instructed by invitation, then legal means will proceed. Any player ejected from a game must sit out the next scheduled game. All team members must take into consideration that **all fields are located in residential areas**. Players ejected from a game will have a minimum 1-game suspension. **An ejected player must be replaced by a legal substitute (same gender) or an out will be taken each time the player is scheduled to bat.**
23. Managers are responsible for keeping the dugout area clear of all persons except players, 2 managers/coaches, and 1 scorekeeper (provided the total number of players and coaches does not exceed 20). Players of other teams may not sit in the dugout. Due to safety reasons, spectators, children, and animals will not be allowed inside the field. Managers are responsible to ensuring that all items are picked up from the dugout prior to leaving - this includes all trash.

Bats

1. Bats must have the ASA 2000, 2004, or 2013 approval stamp.
2. Bats must not be listed on the illegal bat list.
3. All Miken bats are illegal in all leagues.
4. If the bat, in the sole opinion and discretion of the umpire, was manufactured prior to 2000, and if tested, would comply with the ASA bat performance standards then in effect, then the bat may be allowed.
5. Please go to <http://www.teamusa.org/USA-Softball/Play-ASA/Certified-ASA-Equipment.aspx> for additional ASA bat information.
6. **All Bats must not be listed on the ASA non-approved bat list and must display appropriate certification stamps as seen below.**



Home Runs

Over-the-fence home run restrictions are in effect for all teams.

Men's & Coed D-Comp	3 per team per game
Men's & Coed D-Rec	2 per team per game
Men's & Coed E	1 per team per game

Once a team has reached the limit of home runs, the next ball to leave the field will be considered a strike. Subsequent balls over the fence are considered an OUT.

Bellevue Park Only: If a fly ball strikes the power line in fair territory the umpire will award an over-the-fence home run.

Teams are expected to assist umpires and staff by retrieving home runs and foul balls.

Tie Breaker Procedures

If, after all teams have played ten regular season games, there is a tie, the following tie breakers will be used to determine seeding for the tournament:

1. Head-to-Head competition.
2. Total score difference in all head-to-head games between teams that are tied in the standings.
3. Fewest runs scored between the teams that are tied in the standings.
4. Fewest forfeits.

Contact Info

Englewood Recreation Center: 303-762-2680

Sara Stant – Athletics Supervisor: 303-762-2697 sstant@englewoodco.gov

Weather Line – 303-762-2598 x2

Game schedules, scores, and standings – www.teamsideline.com/englewoodrec