

City of Westminster

Adult Softball Rules

Softball Line: 303-658-2225
csiegel@westminsterco.gov

League Schedules & Standings
www.teamsideline.com/westminster

Westminster Sports Center: 303-658-2393

Thank you for choosing the City of Westminster softball program! This packet contains general rules, a code of conduct, and team captain responsibilities. Our goal is to offer a high-quality softball league in a family-friendly environment.

Westminster Softball League will follow the City of Westminster code of conduct for adult sports and the 2024 official rules of USA Softball, formerly known as the Amateur Softball Association (ASA). The USA Softball Official Rules can be found at <https://www.teamusa.org/USA-Softball>.

Team Captain Responsibilities

Captains will receive rules and code of conduct at the team captains' meeting. League Rules are also available on the Westminster Softball website: www.teamsideline.com/westminster

All team captains are responsible for:

- Making all team members aware of the league rules and code of conduct.
- The conduct of their team and spectators.
- Keeping the player's bench clear of all persons except players and those who are directly associated with the team.
- The conduct of the bat boys/girls and proper execution of their duties. Umpires and league officials are authorized to enforce this rule.

All participants and spectators must abide by the City of Westminster ordinance, Christopher Fields complex rules, and City of Westminster league rules and regulations at all times.

All players participating in this program assume liability for the inherent risks involved in this physical activity. Team captains are responsible for ensuring each player has signed a liability waiver before playing in a game.

Code of Conduct

All players will abide by the officials' decision. The umpires or league officials have the authority to give out warnings, eject players/coaches/spectators, and call the game at any time due to inappropriate behavior.

Elastic Power – The Sports Supervisor shall act on all situations not explicitly covered in the rule book, and all such action shall be permanent.

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For further details on the code of conduct, please see the Code of Conduct document for unsportsmanlike conduct, penalties, and alcohol information.

2025 Notable Rule Changes - Please Read

- All players MUST wear a similar-colored shirt with a number on the front or back to play in any 2025 season.
 - Duplicate numbers are prohibited (exception: 1 male/1 female on the same team). Plain T-shirts & drawn-on numbers are acceptable.
 - Players must present their number before entering the batter's box PRIOR to their first at-bat (include on lineup if possible). No # = Batter Out
- In alignment with the USA Softball Official Rulebook, baserunners must attempt to avoid unnecessary contact with fielders trying to make a play to avoid collision. Interference calls are ultimately judgment calls made by the umpire. (see USA Softball Supplemental Rules for further details, p.129)
- Lineups should be completed and turned in prior to the start of game time. Lineups should not be altered after the game clock has started. Exceptions for injuries and ejections if there is a legal sub.
 - If a team has fewer than 10 players at the start of the game, it may add up to 10 at any time but must be at the bottom of the lineup. Additional late players 11 and 12 must be listed as substitutes in the lineup.
 - Please refrain from listing players who are not present when you turn your lineup in.
- Subs must be of the same level of play!
 - Subs from other teams in the division are allowed at the discretion of the opposing team if the team has less than eight players but must sign the "sub" section of the team's roster.
 - **SPECIALISTS AND SUPERVISORS HAVE THE ABILITY TO DENY A PLAYER THE RIGHT TO PLAY IN A LEAGUE THAT DOESN'T SUIT THEM.**

2024

- The City of Westminster highly recommends that pitchers and catchers wear protective equipment when playing defensive positions – i.e., face masks
- Home runs hit over the fence after the division limit is reached will no longer be an inning-ending out
 - Home runs hit after the limit has been reached will only result in a single out
 - The allotted number of home runs per division will remain the same

The Team

- **Players**
 - All players must be 18 years of age to participate in the City of Westminster adult softball programs.
 - A minimum of 8 players is required to start and finish a game.
 - Coed teams must have a minimum of four females and four males to start and finish a game.
 - Maximum number of players fielding (defense) at one time is 10.
 - Females will not be allowed to participate in Men's leagues.
- **Uniforms**
 - Players must wear approved footwear, shirt, pants, or shorts in order to participate in the game.
 - All players must have similarly colored jerseys with a number on their shirt/jersey. Numbers may be covered for circumstances involving weather. Numbers are REQUIRED for all seasons.
 - Uniforms do not need to be expensive; plain T-shirts with drawn-on numbers are acceptable
 - Players must present their number before entering the batter's box PRIOR to their first at-bat (include on lineup if possible). No # = Batter Out
- **Shoes**
 - All players must wear closed-toe shoes. Rubber molded cleats or tennis shoes are allowed.
 - Detachable plastic cleats are allowed, provided they attach to the shoe and do not violate the USA Softball specifications. *Metal cleats of any kind are prohibited.*

- **Jewelry**
 - For the safety of our players, we ask that all jewelry be removed before taking the field.
 - If you choose not to remove your jewelry, then you could be held liable for injury to another player or staff member.
 - Sport staff reserves the right to ask players to remove jewelry when deemed a safety hazard for the players.
- **Bat Boys/Girls**
 - One bat boy or girl is allowed per team.
 - We recommend that the bat boys/girls be at least ten (10) years old as an added safety precaution and are required to wear batting helmets.
- **Rosters**
 - **Team Rosters will be closed after the 4th game of the season (exception being Spring ball, rosters will remain open for all of Spring)**
 - **Every player must be on the team's roster to play at Christopher Fields. If you play in multiple divisions, you must be on each team's roster.**
 - **Roster forms must be filled out, signed, and turned in to the program coordinator at the fields prior to the start of your 2nd game.**
 - **Rosters must be signed legibly, with your actual name. No nicknames will be accepted on a roster; if the staff has any questions regarding a player's name, you may be asked to fill out another roster.**
 - Team captains must submit all deletions or additions prior to game time. All roster changes must be made at the softball field through the Scorekeeper or Field Supervisor.
 - Players may not appear on two roster forms in the same division. Unless they are listed as a sub
- **Picking up players the night of the game**
 - Players can SUB or fill in for teams to prevent forfeits.
 - **If a team has eight or fewer players, players on other rosters may be picked up with the opposing team's permission**
 - **Any players picked up are required to sign that team's roster sheet if they are not already on the roster for that night. You must sign a sub-portion of the roster.**
 - **Picking Up Subs:**
 - **When picking up a sub for the night, the substitution player needs to be of the same level as the team they are subbing with. Supervisors may refuse multiple subs if players are more highly skilled than the team they are subbing with.**
- **Team Warm-Up**
 - Teams may warm up on GRASS AREAS ONLY.
 - Warm-up is allowed in the outfield or designated areas outside the field of play.
 - No infield practice will be permitted.
 - "Pepper" or any other warm-up that involves hitting a ball into a fence is prohibited
 - There is to be no throwing or batting balls on paved areas for safety reasons

Equipment

- **General**
 - The City of Westminster highly recommends that protective gear be worn when playing key defensive positions, i.e. – pitcher and catcher
- **Bases**
 - A safety (double) first base shall be used in all games.
 - The safety base shall be positioned so that the white portion is where first base would normally be (in fair territory), and the colored portion (red or orange) should be in foul territory.
 - Any batted ball hitting the white portion should be fair, and any ball hitting the orange portion should be foul.

- On the initial throw to first base from the infield or outfield, the batter running to first must touch the red or orange portion of the base.
- The defensive player must always touch the white portion.
- This rule is in effect only on the initial play at first base, which does not include:
 - Returning to the base after overrunning.
 - Running to second base when the ball is hit to the outfield.
 - Re-tag to advance on a fly ball.

- **Bats**

- Bats allowed for use in league play must be ASA/USA softball bats and must abide by the current USA Softball Bat Rules. <https://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>
- SSUSA or USSSA bats are not approved for our leagues.
- The umpire will inspect the bats prior to the first pitch.
- Any use of an illegal bat(s) shall result in an out.
- During the game, the umpire's decision shall be final and not subject to protest.
- It is the responsibility of the player(s) who arrives after the game has begun to have his/her bat(s) inspected prior to using the bat.

- **Balls**

- Each game will start with new and used balls:
- DC 3 new / 3 used, DRU 2 new / 2 used, DRL 1 new / 1 used
- 12in - 52cor/300lbs are used for our leagues, 11in - 52cor/300lbs balls are used for our women's leagues
- Teams are required to shag their own balls. Whether they are home run balls or foul balls, teams are responsible for getting them back into play.
- Only City of Westminster-approved balls will be allowed back in play.

Game Logistics

- **Time**

- All softball games will begin at 6:15 and every hour following
- Home and Away will be predetermined in the schedule.
- A regulation game shall consist of seven innings or a time limit of 55 minutes.
- **The 55-minute game clock will not begin until the end of the captain's meeting. Bat checks may be included in the 55-minute game time.**
- 6:15 games will have a 10-minute grace period for the first game, with the game clock starting at game time.
- All other games shall have a five (5) minute grace period, with the game clock starting at the scheduled game time.
- During this grace period, teams will not take the field until each team has at least eight players present. After the five (10) minutes have elapsed, both teams must have a minimum of eight (8) players present; otherwise, the game shall end in a forfeit.
- A full seven innings need not be played if the home team scores more runs in 6 1/2 innings or before the third out in the last of the seventh inning, or the 10 Run Rule, 15 Run Rule.
- Field entry gates must be closed during play; the clock will not be stopped.
- The game clock will only stop in the case of severe injury or at the umpire's discretion.
- The City of Westminster will do its best to accommodate teams requesting back-to-back games when playing in multiple leagues. However, we will not hold the clock if your first game runs over. For games waiting for a team coming off a back-to-back, the clock will start at game time; teams will lose out on any time that ran off the clock while waiting.

- **Pitch Count**

- All Games will be played starting with one ball - one strike count.
- One courtesy foul ball will be allowed when the count is at strike two.

- **Home Runs**
 - D-Comp - Three home runs per game per team.
 - D-Rec Upper - Two home runs per game per team.
 - D-Rec Lower - One home run per game per team.
 - When a home run over the fence has been hit, the batter will no longer be required to touch first base. (May hit & sit)
 - All runners on base at the time may immediately clear the field of play (don't need to advance to the next base). All runs will be recorded.
 - **UPDATE 2024:**
 - Any over-the-fence home run that is hit after the max allowed for the division will be counted as a **single** out (no longer inning-ending)
 - Any fair fly ball touched by a defensive player that then goes over the fence in fair territory will be declared a four-base award and shall not be included in the total of over-the-fence home runs.
- **Runs Scored during the 3rd Out**
 - The run will count if:
 - The 3rd base runner scores before the out is made. THIS OUT IS NOT A FORCE OUT.
 - The run will not count if:
 - An inning-ending play in which the third out is a force out. It does not matter if the third-base runner crosses home plate before the out.
 - The batter is out before they reach first base.
- **10 - Run Rule**
 - If one team is ahead of the other by ten (10) or more runs at the *completion* of five (5) innings, the game is officially over. If the home team is ahead, they do not have to take their at-bats in the bottom of the 5th inning.
 - Should the game end early and there is remaining time on the clock, teams can stay on the field to practice until the next game's start time.
- **15 - Run Rule**
 - If one team is ahead of the other by fifteen (15) or more runs after the *completion* of four (4) innings **OR** a minimum of 40 minutes has expired, the game is officially over. If the home team is ahead, they do not have to take their at-bats in the bottom of the 4th inning.
 - Should the game end early and there is remaining time on the clock, teams can stay on the field to practice until the next game's start time.
- **Completed Game**
 - A game called by the umpire shall be regulation if five or more complete innings have been played or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings.
 - The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that may place the patrons or players in peril.
 - Games that have been suspended shall be resumed at the exact point where they were stopped.
 - Games that are called by the umpire before time has expired will only resume at a later date if five innings have not been completed.
- **Tie Break Rule**
 - If the score of a regulation game is tied at the end of 7 innings or when the time limit has expired, the Tie Breaker Rule shall be in effect.
 - Starting with the top of the 8th inning, or after the time limit has expired, and each half inning thereafter, the offensive team shall begin its turn at bat with a ONE PITCH COUNT and with the player who batted last in the previous inning being placed on second base, with no outs.
 - There will NOT be a courtesy foul ball allowed.
 - If the pitch is called a ball, the batter walks.
 - If the pitch is called a strike, the batter is out.

- If the pitched ball is hit by the batter and is ruled a foul ball, the batter is out.
- If the game is still tied after one (1) inning of extra play, each subsequent inning will begin its turn at bat, with the player who batted last in the previous inning being placed on 3rd base with no outs.

Player Logistics

○ **Batting Order**

- **USA Softball rules apply unless otherwise noted**
- Each team's batting order must be on the lineup card and delivered to the official scorekeeper 5 minutes before game time.
- **The max number of batters allowed in a line-up is 12 for Men's or Coed leagues**
- The batting order delivered to the scorekeeper must be followed throughout the game unless a substitute replaces a player. Substitute players must take the place of the removed player in the batting order.
- When the third out in an inning is made before the batter has completed their turn at bat, they shall be the first batter in the next inning, and the ball and strike count shall be canceled.
- Coed Lineups:
 - A minimum of four males and four females is needed to start and finish the game.
 - The first batter may be male or female.
 - We recommend using the split lineup (snaked), in which the male batters are listed separately from the female batters, and the team follows a rotating lineup.
 - **Please notify the official scorekeeper whether you will be starting with males or females or list the starting gender on the left.**
- For safety reasons, the offensive team may have the following players (aside from base runners) on the field (or outside of the dugout) at the time of their "at bat."
 - First and Third base coaches, on-deck batter, and the current batter
- If any other players are outside of the dugout, once play has begun, the umpire will issue a warning. After the initial warning, if players continue to remain outside the dugout, the current batter will be called out.

○ **Courtesy Runners**

- One courtesy runner per inning will be allowed.
- **The courtesy runner must be the last recorded out or the last player to score. In the case neither has happened yet, it should be someone lower on the lineup.**
- The courtesy runner must enter the game before the next series of pitches.
 - **A courtesy runner can be used at any base at any time, provided the umpire is notified and it is the last out or last run to score.**
- The use of an ineligible courtesy runner shall result in the removal of the runner from the base and an out being recorded on the player whom he/she replaced.
- A courtesy runner whose turn at bat comes while he/she is on base will be out.
- He/she shall be removed from the base and come to bat. A second courtesy runner cannot be substituted at this time.
- In Coed, the courtesy runner must be replaced by a runner of the same gender.
- In Coed, one runner will be allowed per gender per inning.
- If a team has already designated their courtesy runner in an inning and an injury then occurs, an additional runner will be allowed for that inning.

○ **Additional Hitter**

- Teams opting to use an additional hitter(s) must insert the player(s) on the lineup card prior to the end of the second inning; even if they are late, list their name on the lineup card, and they can be treated as a sub.
- Teams may bat up to 12 players (Men's or Coed)
- The batting order must remain constant; however, any ten (10) of the twelve (12) players may take a defensive position throughout the game.

- The team will be charged an out when any of the missing players, including the AH(s), is scheduled to bat.
- It is not mandatory that a team use the additional hitter(s).
- **Notifications of players entering the game late must be made to the scorekeepers PRIOR to their turn at bat. They will be added to the bottom of the lineup.**
- **No players (additional hitters or substitutes) can be added to the lineup after the completion of the second inning.**
 - **Teams with 12 on their lineup may not add**
 - **Teams starting with eight or fewer can add legal subs of the same level of play to fill their lineup to 10 at any time. Additional players 10-12 must be listed as subs if arriving late.**
- **Substitution of Players**
 - A starting player may be replaced with a legal substitute once and then re-enter the game once. Once an original starting player replaces the legal substitute, the same legal substitute may not re-enter the game.
 - The team captain or the substitute player making the substitution should immediately notify the Umpire and scorekeeper.
 - If, for any reason, the Umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:
 - If the batter takes his/her place in the Batter's Box.
 - If a fielder when he/she takes the place of the substituted fielder.
 - If a runner when they take the Base Runner's place on the base he/she was holding. In Coed, the substitute must be of the same gender.
 - If a pitcher when he/she occupies the Pitcher's Plate and delivers a practice pitch.
 - Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a Substitute Pitcher, or who takes a position on the Pitcher's Plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.
- **Substitution Re-entry**
 - Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever they are in the lineup.
 - A substitute who is withdrawn may not re-enter.
 - Any starter's re-entry must be reported to the Umpire and Scorekeeper at the time of re-entry.
 - There is to be no penalty for unannounced, proper re-entry.
 - Improper Re-entry – USA Softball Rules apply.
- **Blood Rules**
 - A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment can be administered.
 - If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game.
- **Injured Player**
 - If a player is injured during the game and may be able to continue, the team will be charged with an out when that player's turn comes up in the batting order until they can re-enter.
 - The player may return to the game at any point in time, provided the team takes an out if the injured player cannot take his/her turn at bat.
 - If a player says they are not coming back in to avoid taking an out at their at bat then they may not re-enter the game at a later time.
 - In a coed game, if a female is injured, teams may continue to use the rotating line-ups and will not be required to take an out. However, if the injury leaves the line-up with three more guys than girls, then one of the males must be removed so that there are only two more males than females.

Coed Specific Rules

All coed teams must start and finish the game with a minimum of 8 players total, four male and four female. You can list up to 12 players on your lineup card for the game. Teams are allowed to have uneven numbers of male/female players but must obey the following for fielding + batting:

• **Fielding**

- The batting order must remain constant. However, any 10 of the maximum 12 players on the lineup card can take a fielding position throughout the game.
- Players may play any position when fielding.
- Maximum number of total players on defense is 10. A maximum of six females with four males or five males and five females.
- If there are fewer females than males, then teams may only have one more male than female, making up to 9 playing in the field; if you have five females and six men, all five females must be in the field.
- **All outfielders must remain behind the arch until the ball is hit any time that a female batter is up.** If an outfielder crosses the line prior to the hit, a delayed dead ball is called, and the offense has the choice of whether the batter will take first base or the result of the play.
- Coed teams may have no more than six infielders (including pitcher + catcher). No middle infielder is allowed.
- **All infielders must be in the dirt until the ball is hit.** If an infielder leaves the dirt prior to the ball being hit, a delayed dead ball is signaled. The offense has the option of taking the results of the play or awarding the batter first base.
- The “Male Dominance Rule” will *NOT* be used in the coed leagues.

• **Batting**

- The batting order must remain constant following an alternating male/female pattern.
- You may start with either a male or female batter.
- Teams may have two more male than female players batting in the lineup.
- Likewise, teams may have two more female batters than male batters in the lineup.
- On any walk to a male batter (intentional or not), he will immediately advance to second base. The female batter following will bat **unless there are two outs**; at that point, the female may choose to advance to first base or hit.
- A team that begins the game with less than 10 players may add the 9th + 10th players at any time. Those additional players need not appear in the field before batting but must assume the 9th + 10th positions in the batting order.

• **Coed Line Up**

- The coed lineup must remain constant, alternating between male and female batters.
- For teams with even numbers of male and female batters (ex: 5 guys and five girls), this pattern is easy to follow.
- For teams with uneven numbers (ex: 5 guys and four girls) it is a little different. In the past, there was an out taken for the missing 5th female batter as two male batters would be batting back to back. However, we have now adopted the choice of using a rotating lineup to avoid the out being taken. The following breaks down your options when batting:
- **Batting a Rotating Lineup:**
 - If there are more male than female batters, only two more males can bat than females. Likewise, only two more females can bat than males.
 - The lineup should be split, 1 column for males and 1 column for females
 - **Please notify your scorekeeper whether you are starting with a male or female batter so that the information can be accurately recorded in the book.**
 - If there are more males than females, the male batting order will remain the same, and the females will rotate through the lineup faster. All while keeping the same male/female batting pattern. This avoids two males batting back to back and having to take them out as a penalty.

- If there are more females than males, you can follow the same pattern where the female batting order will remain the same, and the males will rotate through, keeping the male/female batting pattern.
- If teams are batting two more males than females and an injury occurs to a female, making it three more males in the line-up than females, one of the males must be removed from the line-up.
- **Batting a Lineup Straight through:**
 - If you have an uneven number of male and female players, you can still bat straight through the lineup; however, two back-to-back male batters will result in a penalty out.
 - The same rules apply where only two more males can bat than females, and two more females can bat than males.
 - If you have more males than females, when two males bat back to back, an out will be taken for the missing female batter in between.
 - If you have more females than males: when two females bat back to back, there will be no penalty out taken for the missing male.
 - If teams are batting two more males than females and a female is injured, there will be three more males in the lineup than females, and one male must be removed from the lineup.

Cancelleds

• **Weather Related Cancellations**

- All cancellations due to weather are made for safety precautions.
- **Weather-related delays/stoppages will be determined on a case-to-case and field-to-field basis by staff (lightning within an 8-mile radius will result in a delay)**
- Cancellations will be posted on www.teamsideline.com/westminster
- To be notified, please sign up for text alerts on TeamSideline. This is for all players, not just captains!
- Team captains will be emailed should their games get canceled.
- An effort will be made to make the call in a timely manner. However, the weather can change very quickly. We will do our best to post the cancellations ASAP.
- When in doubt, show up to the fields.

• **Forfeit Related Cancellations**

- Should we receive notice that the team you are scheduled to play is forfeiting, we will call and/or email the captain.
- Forfeited games will be recorded as a loss (0) for the team that does not show and a win (10) for the opposing team.

• **Make Up Games**

- Every effort will be made to schedule make-up games on regular league nights. If fields are not available for regular league nights, we will go to designated weekend dates; then, they will be scheduled any day of the week the fields are available.
- No rescheduled games or refunds for games not played due to the opposing team forfeiting.
- **Spring softball season is scheduled with a 4-game guarantee.**

League Procedure

• **Forfeited Game**

- A forfeited game shall be declared by the umpire and/or Westminster Sports Staff in favor of the team not at fault in the following cases:
 - A team fails to appear on the field.
 - One team refuses to continue to play after the game has begun.
 - After the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has declared play ball.
 - After a warning by the umpire, any one of the rules of the game is willfully violated.

- The order for the ejection of a player is not obeyed within a reasonable time frame (2 min)
 - The ejection of a player or players from the game by the umpire, which results in 7 or fewer players on either team.
- On our site at www.teamsideline.com/westminster, you will find the Forfeit Notice tab at the top of the page; if you know you are going to forfeit ahead of time, please fill out the form and submit it as early as possible so that it reaches the right people and we can take appropriate actions.

- **Team Forfeit Rule**

- A team that does not give a 6-hour notice when forfeiting will get a warning. Administrative staff will assess why the team forfeited to try and correct so that it won't happen again
- A team that forfeits a second time without a 6-hour notice will be assessed a \$50 fee that must be paid at a City facility (recreation center) before the following week's game, or they may not take the field.
- A team that forfeits a second time but gives 6-hour notice will be assessed a \$25 fee that must be paid at a City facility (recreation center) before the following week's game, or they may not take the field.
- A team that forfeits for a 3rd time in a season for any reason will run the risk of being removed from the schedule and will forfeit all money paid (NO REFUNDS).

- **Ejection of a player**

- An ejection of a player DOES NOT RESULT IN AN AUTOMATIC FORFEIT.
- If a player is ejected, that player must leave the complex in a timely manner (5 min). The clock will continue to run, and play will not resume until that player has left the facility.
- The ejected player may be suspended for additional games depending on the reasoning and severity of the ejection. The final decision will be up to the supervisor in charge on the night of the event and may result in a \$25 fine to be reinstated, depending on the severity of the ejection.
- If the ejected player cannot be replaced in the batting lineup by a legal substitute, an out will be taken each time the ejected player's turn comes up to bat, and the team will have to play one player down on defense regardless of whether they are using an additional hitter(s).
- In the event of an ejection, a sub must be on the line-up card at the start of the game and listed as a sub in order to replace the batter in the line-up; however, the team must still play with 9 in the field as a penalty for the ejected player
- If a player is ejected twice in a calendar year, they may be subject to a multiple-game suspension with a possible fine of up to \$50 to be reinstated or a yearlong suspension.
- If the ejected player brings the team below the minimum number of 8 players, the game will be declared a forfeit, and the score will be recorded as 10-0 in favor of the team not at fault.
- If an ejected player is discovered participating in the Game from which they were ejected, the Game is declared a forfeit.

- **Protest - \$100 CASH (refundable only if the protest is upheld)**

- The team captain of the protesting team shall immediately notify the plate umpire and the Field Supervisor that the game is being played under protest.
- The plate umpire shall, in turn, notify the opposing manager and official scorekeeper.
- The official written protest must be filed within ten minutes of notifying the umpire.
- Written protests will only be considered if made by a player(s) involved in the current game in question.
- Written protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
- The scorekeeper will keep track of the time it took to make the protest, and this time will not count toward the one (1) hour time limit.
- The protest form will be submitted to the recreation supervisor for action. The decision on a protested game shall result in one of the following:

- The protest is considered to be invalid, and the game score stands as played.
- When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected, and the game shall be replayed from the point at which the incorrect decision was made.
- When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game last played to the offended team.
- **Roster Protests = \$100 cash to protest a roster - Time will NOT be stopped.**
 - The player(s) in question must provide proper identification by the beginning of the next league game
 - Failure to provide proper identification will result in a forfeit by the team with the illegal player(s)
 - If during the game, the player(s) are determined to be not on the roster, then the player is removed and is not permitted to play in the field or bat. The team will be charged with an out when the player is scheduled to bat (no out charged if a legal substitute is available).
 - ***Players in question must be protested before their first at-bat; once that player(s) has hit a roster, the field supervisor will no longer accept the protest. (This was discussed at the captain's meeting.)**

End of Season

● Tie Breaker

- There are no playoff games; end-of-season awards are based on the standings only.
- All games count toward league standings.
- All decisions made by the Westminster Sports Staff are final and not subject to protest or league fee refunds.
- Tie Breaker statistics to determine the league standings are as follows: **(All tie-breaker calculations are determined only on the stats between the teams that share the same record within the division)**
 1. Lowest number of forfeits **(Forfeits take a team out of winning contention)**
 2. Winning percentage
 3. Head-to-head
 4. Head-to-head differential
 5. Total runs against
 6. Total runs differential
 7. Total runs for
 8. Coin toss



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