



BrightonSM ADULT SOFTBALL LEAGUE RULES

All leagues will be governed by 2025 USSSA rules with the following additions/exceptions:

Brighton League Information:

1. All players must abide by all league rules, regulations, and the City of Brighton Player Code of Conduct for all Brighton Adult Softball League. Copies of these regulations are available at the Brighton Recreation Center or at [Teamsideline.com/brightonco](https://www.teamsideline.com/brightonco) under downloads.
2. The City of Brighton softball league program is amateur and recreational. In case of any question regarding the standing of any player, contact the Brighton Recreation Center for clarification before the player enters competition.
3. **NO STEEL CLEATS WILL BE ALLOWED IN MEN'S OR COED SOFTBALL.** Shoes are to be molded soles only; detachable cleats or shoes made of hard plastic or polyurethane are allowed. Work boots are not allowed.
4. **City of Brighton reserves the right to reclassify any team into a higher or lower level of play at any point in the season.**
5. No refunds will be granted after the start of the league. Refunds issued will ONLY be issued to the team captain/household account used to enroll the team.

Rosters

1. Players may register and play with only one team per night (Tuesday, Wednesday, and Thursday). However, players can play in multiple games a night on a pick-up basis only. Schedules will not be adjusted in league play, make-ups, or playoffs to accommodate players participating in more than one league.
2. Anyone playing in an advanced league will be classified as an advanced recreational player. No more than 2 advanced recreational players can play on any intermediate team. No classified advance player may play or be picked-up for a novice team. This includes pick-up players. If players are caught being on both rosters or playing 2 levels down, it is an automatic one week suspension.
3. All Teams must register and pay a registration fee with the Adult Softball League at the Brighton Recreation Center. **Rosters must be turned in prior to the scheduled third game.**
4. Players must have an ID at the complex for all games. If there is a question as to a player's status on a team roster any player may be asked to produce an I.D. to prove they are on the roster in question. If the player has no picture ID, the player is ineligible to participate. If a team is reduced to less than eight players because of eligibility, the game is a forfeit.
5. All players must be 18 years of age.
6. All teams will start and finish with a minimum of eight (8) players, or a maximum of twelve (12) players.

In the event of:

- A. If a player is ejected by an umpire, that team may continue to play with as many as eight (8) players. If no legal substitutes are available, the player(s) that was ejected by the official will be counted as an "out" when his/her turn appears at bat.

NOTE: The ejected player will be suspended for the remainder of the game and the next scheduled game. Field supervisor will assess the incident and recommend the length of suspension according to the City of Brighton's code of conduct. See code of conduct for specific penalties.

- B. If three (3) or more team members (players and coaches) are ejected, the game will result in a forfeit. For reason of injury, teams may finish with as few as eight (8) players and no out will be recorded (spots will be skipped in the batting order). If a player is injured, removed from the game, and not legally substituted for, that player cannot legally reenter the game. PENALTY: Forfeit.
7. Once the game has started the batting lineup cannot be changed, except when adding players. Adding late players must be added to the bottom of the lineup. Any changes or substitutions must be reported to the scorekeeper upon player arrival.
8. Team rosters: Number of players on a team's roster shall be limited to sixteen (16) plus a non-playing manager and coach, or two coaches if the manager is playing. The league has the right to approve more for specific circumstances.
9. Additional Players & Pick-up Players- A team may insert two additional players into the batting order. The batting order must remain the same; however, only 10 players may take a defensive position.
 - A. **A team may only pick-up players if the team has less than 10 players at the start of the game.**
 - B. **Teams may only pick-up enough players to get to 10 and may not pick-up more players to get to 11 or 12 players.**
 - C. **Teams can only pick up the same number of players that are on the teams roster and present at the field. Ex. 4 players can pick up 4 and 5 players can pick up 5.**
 - D. **No classified advance player may play or be picked-up for a novice team**
 - E. **Teams are NOT allowed to pick up additional players for Playoffs. Must stick with players on original roster.**
10. Per USSSA Rules women are not eligible to play on men's teams.

Weather/Make-Up Policy

1. In case of rain or wet grounds, after the game has begun, the umpire will decide if the grounds are playable. IT IS THE MANAGERS RESPONSIBILITY TO CALL THE BRIGHTON RECREATION CENTER 1 HOUR BEFORE GAME TIME FOR RAIN OUT INFORMATION (303-655-2210). PLAYERS, PLEASE CONTACT YOUR TEAM MANAGER FOR RAIN OUT INFORMATION OR go to <http://www.teamsideline.com/brightonco> and click on "communication" to sign up for text message alerts.
2. Make-ups may be played on weeknights other than your regularly scheduled league nights. If a game has to be called due to inclement weather, lightning, etc., it shall be resumed from the exact point where it was stopped as long as one inning has been completed.
 - a. Exception: If 35 minutes have passed OR a game is not tied and 3.5 innings (if home team is ahead) or 4 innings has been completed, depending on score/home, the game is considered a complete game
 - b. **Once the make-up schedule is out, there will not be any changes.**
3. The City of Brighton reserves the right to not issue refunds on any games that are canceled due to weather and are not able to be made-up.

Games & Regulations

Time

1. Game start times will range from 6:30 p.m. to 9:30 p.m.
2. Managers must turn in their line-up to the scorekeeper **TEN MINUTES** before the game is scheduled to start.
3. Games are 55 minutes in length.
 - a. If a team does not have enough players, or has not turned in a roster, that team has 10 minutes to field a team. If the team cannot field a team by that ten minute time limit, the game will be called a forfeit. If the team does field a team or turn in the roster, the game starts without resetting the game clock.
4. If the score is tied at the end of 55 minutes, it will end in a tie. No additional innings will be played.
5. If the home team is ahead, the inning will continue until the time limit is up.
6. The umpires will be the ones to indicate the game time both starting and ending.
7. In the event that a team is ahead by **10 runs or more at the end of 4 1/2 inning or 20 runs or more at the end of 2 1/2 innings or the game runs** past the scheduled starting time of the next game, the team that was ahead in the last complete inning will be declared the winner (see schedule for starting times).
8. **If a team is behind by 15 runs in 3 ½ innings or behind by 20 after 3 innings the USSSA flip flop rule will be used.**
9. The umpire can call the game a forfeit if a team employs tactics designed to either delay or hasten the game.
10. Pitchers must pitch with a foot on the pitching rubber or from behind the rubber. Pitchers must have one foot within the pitching box(alley) when pitching.

Home Run Rule

1. Novice leagues will be allowed one home run per game
2. **Intermediate will be allowed two home runs per game**
3. Advance will be allowed three home runs per game
4. **Excess balls that are hit over the fence in any League will result in an inning ending out**

Sports Complex Rules

1. NO SMOKING OR VAPING WILL BE PERMITTED INSIDE THE SPORTS COMPLEX. NO ALCOHOL WILL BE PERMITTED INSIDE THE SPORTS COMPLEX. ALCOHOL FOUND IN DUGOUT WILL RESULT IN A FORFEITED GAME AND BE A FINAL WARNING PRIOR TO TEAM SUSPENSION.
2. NO SHELLS, NUTS, SEEDS, GUM, TOBACCO OR METAL CLEATS WILL BE PERMITTED AND RESULT IN A FORFEITED GAME.
3. No intoxicated person (as determined by umpires or league supervisor) will be allowed inside the playing field. The consumption of alcoholic beverages is not allowed in the Sports Complex. Players found with open containers will be asked to leave the complex and will not be allowed to play in games scheduled that night. **Teams or players violating this policy will be automatically suspended from the league.**
4. **Profanity will not be tolerated.** Continuous unsportsmanlike conduct and non-adherence to the Code of Conduct will result in withdrawal of the privilege of participating in Brighton softball leagues by suspension for a specified time or indefinitely. No taunting or racial slurs will be allowed by players or spectators. This also includes music deemed inappropriate by the complex supervisor. If you are unsure what is deemed inappropriate, please ask prior to playing.

5. In case of a dispute, the umpires are instructed to talk to managers only. All others will retire from the immediate vicinity (at least 20 feet). **ANYONE** violating this regulation shall be subject to immediate removal from the game. Prolonged arguments will not be allowed. The umpires are instructed to notify managers that they have the right to file a protest and then call "play ball" and the game shall proceed. See code of conduct for specific penalties.
6. Managers are responsible for keeping the player's bench clear of all persons except players and those who are directly associated with the team. There may be no more than **TWO** non-player persons associated with a team on the bench at any time. Umpires are to enforce this rule. Players of other teams shall not be permitted to sit on the bench. Children **MAY NOT** sit on the bench. No dogs or smoking allowed in the dugouts. **No** alcoholic beverages are allowed in the complex. Players with alcohol will be asked to leave the complex and not allowed to play in any games.
7. **Game will be counted as a forfeit if alcohol is found in the dugout by an umpire or supervisor.**
8. Pitchers will be limited to five (5) warm up pitches at the start of the game, with one (1) warm up between innings. If the pitcher delays getting to the mound, this will be waived and "play ball" will be called. Teams may throw the ball around the horn after an out.
9. **Double First Base.** When the softball is hit in such a manner that there is going to be a play at first base, the batter/runner must run to the orange bag and the defender must use the white bag. If the correct bag is not used the batter/runner will be called out or if the defender doesn't use the white bag the batter/runner will be called safe.
10. Teams may use one courtesy runner per inning. Coed may use one courtesy runner per inning per gender. The preceding batter, who is not a base runner, will be the designated runner (or the player scheduled to bat last, if in the first inning with no outs).
11. **Blood Rule:** A player, coach or umpire who is bleeding or has blood on his uniform shall be prohibited from further participation in the game until appropriate treatment can be administered. If said injured person cannot cover up the injury within five (5) minutes, that person will not be permitted to continue. (Teams should have extra jerseys available).
12. **Please help keep the park clean.** Teams and spectators are responsible for cleaning up their dugout and bleachers after the game is over.
13. A USSSA 1.20 BPF stamped bat is preferred. However, other bats will be considered at the discretion of the Umpire. Umpires may deem a bat unsafe or unusable at any time and ask for a replacement bat to be used.

Protest Rules

1. Protest shall be received and considered on matters of:
 - a. Misinterpretation of a playing rule
 - b. Failure to apply correct rule to a given situation
 - c. Failure to impose correct penalty for a given situation
 - d. Player eligibility

Notification of intent to protest must be made immediately before the next legal or illegal pitch. Upon notification to home plate umpire, umpires shall inform the opposing manager and official scorekeeper. Scorekeeper shall note in the scorebook "played under protest" and note the spot where protest was lodged. Immediately after the game a **\$50 cash protest fee** shall be paid to the field supervisor along with a protest form completed and turned in that night or within 24 hours after the game. If the protest is valid, the fee will be returned; if not valid, the fee will be retained for operating expenses.

Protest on player eligibility must be made before the player(s) completes their first at bat. When the first at bat is achieved, the right to protest ends. If player(s) in question is not on the roster, does not have an I.D., and was not approved by the field supervisor or recreation department the game is a forfeit. It does not matter if an illegal player is noticed by the manager, scorekeeper, supervisor, or umpire.

If any of those persons notice an illegal player before their first at bat, the game will be forfeited unless the opposing manager approves and has no objections to illegal player(s) playing. The Recreation Protest Committee will decide any protest that is filed.

NOTE: No protests regarding umpires judgment calls will be considered.

Coed Rules

1. The City of Brighton WILL USE a “Commitment Line” and “Scoring Line” to ensure player safety for all coed leagues.
 - a. A Commitment line will be drawn half way from third base line. This is the point of no return. If it is crossed, then the runner must continue to run home or be called out except on a fly ball.
 - b. The scoring line shall be situated on the imaginary extension of the first base line. The offensive team must always touch the scoring line when scoring. The defensive team must always touch home plate mat for the out. If there is an attempt by the defensive team to tag the runner, the runner is automatically safe.
 2. Females will be pitched an 11-inch ball. No arch will be in the outfield. Teams will quickly need to change between 12-inch balls for men who are up to bat and then switch to 11-inch balls for females who are up to bat. *Next Season* Everyone will utilize a 12-inch ball.
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In the event that a situation occurs that is not covered by these regulations, the situation will be reviewed by the Recreation Supervisor, Recreation Coordinators, and League Supervisor. However, if an incident needs immediate attention, the Recreation Coordinators and the League Supervisor have the authority to take action immediately.

Frequently Asked Questions:

1. How do I have to set up my lineup if I have more females than males?
 - o ***The lineup must go male/female/male/female until you run out of guys which then it will go back to back females. You cannot keep the same male order and rotate them into the back to back females.***
2. Can you play with more girls than guys (ex. 5 ladies & 3 males, 6 girls & 4 guys or 7 girls & 3 boys)?
 - o ***Yes, it just means you will have more females in your batting line up and more on the field. This includes a full female team.***
3. What happens if I have more guys than girls (ex. 6 guys & 5 girls)?
 - o ***When you reach the point in your lineup when males will bat one after the other, then you must take an out.***
 - o ***You are only allowed the same number of males on the field as females.***
4. Do we have an “Infield Fly Rule”?
 - o ***Yes we do, however it is a judgment call by the umpire.***
5. What is the maximum you can put in your batting line up?

