



ADULT SOFTBALL

Durango Softball Complex at FLC

1430 Rim Drive

Durango, CO 81301

Register teams @: Durangogov.org/register4rec

2022 Summer Season Manual

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League Information

DATE: May 17th- August 4th (includes tournament)

GAME TIMES: T - Th: 6:10, 7:15, 8:20, 9:25 pm

LOCATION: Durango Softball Complex at FLC

DIVISIONS: (Most competitive to most recreational)

Men's: Rec 1 & Rec 2 (W), Rec 3, 4, & 5 (Tu)

Coed: Upper & Lower (Th)

Women's: Rec (W)

REGISTRATION:

Early Bird: \$525 by April 27

After April 27: \$560 per team

Deadline: May 4, 2022

AGE: 15+, Players under 18 must have a guardian sign the roster form giving permission for the minor to play.

League Format

REGULAR SEASON: Minimum of 7 regular games in round robin play.

SCHEDULES: Determined by total number of team registrations. Prior to league play, schedules will be emailed to team captains and available online at www.durangorecreation.com. Team captain's responsibility to distribute to their team.

DIVISION PLACEMENT: Teams may automatically be placed one division higher or lower than their 1st choice.

ROSTERS: All players must sign the team roster/waiver before participating, rosters will be onsite. **Players may play on 1 men's or women's team, and 1 coed team.** Any player must have participated in a minimum of two games to be eligible for league tournament play.

DIVISION TOURNAMENT: An elimination tournament will follow division play.

TOURNAMENT BRACKETS: Teams are seeded based upon regular season league records. Ties will be broken by a head-to-head record. Tournaments will begin the after regular season schedules are completed. Teams should be prepared to play on any given night to complete a tournament.

*Teams with 2 regular season forfeits will be ineligible for the division tournament. To become eligible for the tournament, the team captain must contact the Adult Sports Supervisor to receive approval and pay a \$50 forfeit fee, prior to the last regular season game and completed tournament brackets.

League Rules

This league is governed by the current USA Softball Association rules AND the following DPR rules:

GAME PROCEDURES: Only the Team Captain shall be responsible for all interactions with officials and staff.

TIME LIMIT: 60 Minutes. Time starts on coin flip. 75 Minutes for Tournament Play.

INNINGS: 7 inning game. If inning is in progress after time limit:

If Home team is batting and ahead: Game over.

If Visiting team is batting and behind: Inning will be completed.

EXTRA INNINGS (Tiebreaker): 1 Extra Inning. Player who last batted will be placed on 2nd base.
If tied after the extra inning, the game is declared a tie.

HOME TEAM: League play: Home team will be noted on the schedule.

Tournament play: Higher seed will be the home team.

PREGAME WARMUPS: Must occur in outfield, no practice allowed on the infield.

LINE UPS: Turn in to scorekeeper 10 minutes prior to game time regardless of the number of players present. Must include first and last names and indicate the acting team captain. Subs can be added upon arrival.

RUN RULE: After 3 Innings: winning by 20 or more

After 4 Innings: winning by 15 or more

After 5 Innings: winning by 10 or more

PITCH COUNT: Batters start with a 1 Ball and 1 Strike count. 4 Balls = Walk. 3 Strikes = Out.

First foul ball on Strike 3 = Courtesy Foul Ball. Any foul ball after results in an out.

HOME RUN RULE: 5 over the fence HRs per team per game. All additional over the fence HRs result in an out. Team that hits the HR is responsible for retrieving the ball by the end of inning. Can be a player or spectator.

FORFEITS: Game time is forfeit time. If you know your team will be forfeiting a game, please contact the Recreation Coordinator or Supervisor ahead of time. If forfeit occurs, the team may practice on the field without umpires until 10 minutes before the next game time unless it is the last game of the night or the field is needed for a make-up game.

PLAYERS ON THE FIELD:

< 8 Players = Forfeit

8 Players = 1st Inning will start. Team must be visitors, 9th player must be present by 9th spot in batting order or the 3rd out. If both teams have 8, game clock will start and allow 5 minutes for a 9th player.

9 Players = If 9 players are listed on the line up, no out will occur for the 10th spot in the batting order.

11 Players = Extra Player (EP) – All 11 players must present at the start of the game, recorded on line up and used the entire game. All 11 players can bat and any 10 play defense.

League Rules cont.

Additional roster signed players arriving late:

Before the start of the 3rd inning: can be added to the line up in the 10th spot and the team can play and bat with 10 players.

After the start of the 3rd inning: the team must continue to play with 9 players, but the additional player can sub in.

SUBSTITUTES: Any player can be subbed and re-entered once provided they occupy the same batting position. Only exception will be for an injured player.

SHORTHANDED: On a team of 10 with no subs: If a player leaves the game due to injury, no out will occur when batting. If the player is ejected from the game or leaves for a personal reason, an out will occur when batting.

ATTIRE: All players must wear a glove when in the field.

JERSEYS: Similar colored team jerseys or t-shirts with numbers are recommended.

SHOES: Players are required to wear shoes. Metal cleats, cowboy boots or sandals are not allowed.

CASTS: Casts are not allowed under any circumstances.

PITCHING REGULATIONS:

A pitch that hits any part of the plate or strike mat is a strike.

A pitch that hits the ground is a ball.

The arc of the pitch must be between 6 to 10 feet from the ground, otherwise called illegal resulting in a ball.

Pitcher must pitch within 10 seconds, use a continuous delivery motion and keep foot in contact with the pitching plate until ball leaves their hand.

ILLEGAL PITCH: If an umpire calls an illegal pitch, the batter has option to play the pitch or take a ball. If the batter swings, the play is considered live and the result of the swing will stand.

OFFICIAL USA BATS: Must meet requirements of USA Softball rule book, Rule 3, Section: must bear ASA /USA Softball approved certification mark and not listed on ASA/USA Softball non-approved list. Complete list can be found at www.teamusa.org/USA-Softball

If notified of banned bat: must not be used and removed from dugout; if found again, game results in a loss.

GAME RULES:

STEALING BASES: Stealing is not allowed in any league division.

SLIDING: Sliding is allowed but not required. The runner is out and the ball becomes dead if they do not choose to slide and crash into the defensive player making a play. Though if a bad throw draws the defense into runner's path, it is not interference on the runner.

INFIELD FLY RULE: A fair ball that can be caught by an infielder with ordinary effort

AND less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd.

=Umpire calls "Infield Fly, Batters Out." Ball is live and runners advance at their own risk.

League Rules cont.

OVERTHROWS: When ball is overthrown into dead-ball territory, umpire will call dead ball and runners will advance 2 bases from their position during the overthrow.

BASE PATH: Runner is Out: Runs more than 3 feet from base path to avoid being tagged out.
Runner is Safe: Runs outside base path to avoid interfering with fielder playing the ball.

COURTESY RUNNER: For an injured player, must be the last same-sex player to make an out. Once a player uses a courtesy runner, they must for the remainder of the game and will be awarded only 1st base for any hit. No more than TWO players may have a courtesy runner per game.

BLOOD RULE: If blood is noticed on a player an official's time out will be called to stop the bleeding. Team is responsible to replace or cover bloodstained clothing or equipment. If subbed, player may return.

INTENTIONALLY DROPPED BALL: If infielder intentionally drops a ball that could be caught with ordinary effort **AND** a runner on 1st base with less than 2 outs.
= Batter is out, ball is dead, each runner must return to base at time of pitch.

DOUBLE FIRST BASE: Defense must use white portion, runner must use orange portion if the play is at 1st base. If runner uses the white portion, it is treated the same as missing the base. On extra base hits, the runner can use either portion.

INTERFERENCE: Offensive player impedes the defense's attempt to make a play, runner is out. Can include when a runner is struck by a fair untouched ball.

OBSTRUCTION: Defensive player hindering or preventing runner from running or executing a swing. If occurs, all runners are awarded the base they would have reached without the obstruction.

COED Rules

LINE UPS: Must alternate male : female. Teams with 9 can use any 4:5 male : female combination. If only 9 players are present, an out will occur each time the 10th batter is due.

EXTRA PLAYER: EP is optional, must be used on line up at the start of the game and utilized the entire game. All 12 players must bat and any 10 play defense.

PLAYERS ON THE FIELD: Defense must include 2 males/2 females in the outfield, 2 males/2 females in the infield and 1 male/1 female pitcher/catcher. If playing with 9, must have 1 male/1 female pitcher/catcher and no more than 2 of the same sex in both the infield and outfield.

WALK ON BALLS: If a male is walked, he will be awarded 2 bases.

2 Outs: Following female has choice of batting or automatic walk to 1st base.

< 2 Outs: Following female must bat.

(Umpire is not required to tell the teams of the option rule unless asked.)

EQUIPMENT: Males will bat 1252 Softball.

Females will bat 11" Women's Softball.

Weather

Determination of wet grounds/rain outs will be made as soon as possible. Later games may be played even if early games are cancelled. Current games could be temporarily postponed but resume within the same evening. Cancelled or suspended games can be rescheduled for any of night of the week and game times can change. Changes in schedule or rainouts will be notified through DurangoRecreation.com and text alerts.

GAME COMPLETION: The umpire can declare a game complete due to elements regardless of the score after 5 innings.

SUSPENDED GAME: Games that are not considered complete will resume at the exact point they were suspended in a rescheduled game.

RESCHEDULED GAMES: Any game that has been cancelled MAY be made up on ANY night of the week to complete season play. **EXAMPLE** If you play Tuesday nights and a game is cancelled due to weather, the rescheduled game may be scheduled on a Wednesday/Thursday/Friday

Conduct

EJECTIONS: Any player ejected will automatically be suspended from the next scheduled game. They must leave the grounds within 2 minutes of the ejection. Team members are responsible for their removal.

UNSPORTSMANLIKE: Any staff member may eject players or spectators from a facility for inappropriate behavior, including but not limited to: physical altercations, vulgar language, erratic behaviors, thrown bat, taunting, etc. Any staff member may also forfeit an entire game as a result of any player or spectator's behavior and/or actions.

SUSPENSIONS: If a player is suspended, they are not permitted at the game site, even as a spectator.

INELIGIBLE PLAYER PARTICIPATION: Can be questioned by opposing team Captain only. Captain must have protested to the umpire prior to that specific players 1st at bat. If player admits to ineligibility, the player must stop participation immediately, game continues. If player continues and is later found to be an ineligible player, the player's team will forfeit that game. Either way, player must follow up with the Adult Sports Supervisor the next day.

Parks and Recreation Code of Conduct

- A. **NO PERSON SHALL:** Discuss with an official the decision reached by the official, except for the team captain.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.
- B. **NO PERSON SHALL:** Be guilty of obscene gestures, objectionable demonstrations or refusal to abide towards official's decision.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game and a 1-game suspension.
- C. **NO PERSON SHALL:** Be guilty of using unnecessarily rough tactics during the game against the body and person of an opposing player.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.

- D. **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- E. **NO PERSON SHALL:** At any time lay a hand upon, shove, or attack a player, spectator, official or employee.
MINIMUM PENALTY: Removal from the game, suspension for 1 season, and probation for 1 additional season.
MAXIMUM PENALTY: Suspension from all recreation activities for 2 years and probation for the following year.
Forceful contact may also result in enforcement and penalties by law enforcement.
- F. **NO PERSON SHALL:** Smoke while participating in the league game.
MINIMUM PENALTY: Warning from official.
MAXIMUM PENALTY: Ejection from the game.
Smoking in some public areas may also result in enforcement and penalties by law enforcement.
- G. **NO PERSON SHALL:** Appear on the field of play under the influence of alcohol or drugs.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
Alcohol in some public areas may also result in enforcement and penalties by law enforcement.

ELASTIC POWER: Durango Parks and Recreation reserves the right to establish guidelines for any and all rules/infractions not covered in the league manual. Notification of new rules or infractions will be shared in writing or verbally. Any Individual or team not following the rules & regulations set fourth or generally not participating with good sportsmanship will be removed from the program.