



Adult Softball

(Open Division)

General Information

All participants are responsible for the information contained in this manual.

Rules and regulations not contained in this manual or in any handout materials will be governed by the USSSA rules manual. When possible officials will be USSSA certified.

USSSA Link: <https://usssa.com/slowpitch/slowpitch-rules-and-legal-info>

Elastic Clause: The League Director shall have complete charge of the Adult Softball League. Any and all situations not specifically covered by these rules shall be acted upon by the Recreation Staff, and all actions by the Recreation Staff will be FINAL.

If there are any further questions or ideas regarding the Adult Softball League, please contact the League Director.

Results and Standings

1. Results for matches will be posted on the first business day following your match.
2. Standings, schedules, blank rosters, manuals, and Sports Code of Conduct can be found on our website at www.wellingtoncolorado.gov.

Amendments

1. This manual or any section thereof, may be amended by the Town of Wellington Parks and Recreation through evaluation by, and with the feedback from, team managers, referees, etcetera, as deemed necessary.
2. If you have questions, ideas, or need information on the Adult Softball League, please call our office at (970) 568-7410 Monday through Thursday 7:30am – 5:00pm and Friday 8:00am – 12:00pm.



Registration, Rosters, Transfers, and New Players

1. The keeping of the palyers roster of each team, transferring of players, and the addition of new players shall be the responsibility, and subject to the approval, of the Recreation Staff.
2. Team rosters are unlimited.
3. All players must be at least sixteen (16) years of age. No players may play before they are sixteen (16) years of age, no exceptions.
4. Players may be added anytime during the season.
5. Player additions must be made at the game by contacting the site supervisor before the match.
6. Each player added must electronically fill out and sign the registration form before they will be allowed to participate.
7. Any player under the age of eighteen (18) must have a parent or guardian sign a release waiver prior to participation (the waiver must be signed in the presence of Recreation Staff).
8. Final decision regarding player eligibility will be made by the Recreation Staff.
9. Players may only play on one team, except for extreme circumstances that has been approved by staff.
10. Players must have a photo ID available for identification at all matches.
 - a. Any team found guilty of playing a person under an assumed name will be charged with a forfeit and a fine.
 - i. The fine in both instances is \$25.
 - b. That player and coach will also be ineligible to participate in the league for the remainder of the season.
11. Athletic Braces:
 - a. All braces must have all metal covered and padded.
 - b. If braces are not covered properly, the player will not be allowed to participate.
 - c. All braces are subject to the approval of the officials.
12. Protests:
 - a. If a team wishes to protest a decision, it can only be a rule interpretation call or player eligibility.
 - b. The protest must be made prior to the next live ball.
 - c. The team captain must notify the officials of the intent to protest.
 - d. A \$50 cash fee will be charged at the time of the protest.
 - e. If the protest is upheld, the fee will be refunded.
 - f. In the case of a protest for player eligibility, there will be a \$50 cash charge per player.
13. Facility Policies:
 - a. All facilities may have different policies. It is the responsibility of all participants (players, spectators, coaches, etc.) to understand and follow **all facility** and Town of Wellington Parks and Recreation policies.
 - b. No littering on facility or grounds.
 - c. Alcohol and Tobacco use are not allowed at any Town supported event or location.



- d. Any player, coach, or team representative appearing to be under the influence will be asked to leave the facility immediately and will be reported to the Town of Wellington Parks & Recreation Office.

14. Alcohol:

- a. Alcohol is not allowed in any Town facility, at any Town parks, or at any Town of Wellington Parks & Recreation event.
- b. Violators of this Town Ordinance will be suspended from league play and may face fines and or legal penalties.

i. Sec. 10-5-90: Bottles, littering in parks

ii. Sec. 10-8-110: Open containers

15. Game Time:

- a. If your game is in a rented facility, The Town's permits for rented facilities are for specific times. You will not be allowed inside facilities until the time scheduled for the first game and must leave after your scheduled time is over. Do not arrive early or stay late.

Adult Softball Rules

Any rules that are not stated will be governed by the current USSSA Rule Book.

1. Coin Toss

- a. The winner may choose if they want to be home or visitor.
- b. Away team bats the top of the inning.
- c. Coin toss starts the game clock.
- d. If a team has not turned in a complete and correct lineup ten (10) minutes before the scheduled start time, the opposing team will choose home or away and there is no coin toss. The opposing team will also be awarded one point.
 - i. If at the start of the game, a team has not turned in a completed lineup, the other team will be awarded a point for each minute the lineup is not turned in.

2. Time Limit:

- a. There is a fifty-five (55) minute time limit for the game or seven (7) innings, whichever comes first. If time runs out, you will finish the inning.
- b. No innings can start after fifty five (55) minutes.
- c. No infield practice or warm ups allowed.

3. Scoring and Results of the Game:

- a. The team with the most runs after the full seven (7) innings or fifty five (55) minutes (whichever comes first) is the winning team.
- b. If at the end of fifty five (55) minutes or seven (7) innings (whichever comes first) the game is tied, it is declared a tie game.
- c. Exceptions:
 - i. If a team is ahead ten (10) runs after five (5) complete innings (or 4 ½ innings if the home team is ahead), the game is called and the team ahead declared the winner.



- ii. If a team is ahead fifteen (15) runs after four (4) complete innings (or 3 ½ innings if the home team is ahead), the game is called and the team ahead declared the winner.
 - iii. If a team is ahead twenty (20) runs after three (3) complete innings (or 2 ½ innings if the home team is ahead), the game is called and the team ahead declared the winner.
 - d. An orange scoring base is placed at least eight (8) feet away from home plate in line with the first base foul line.
 - i. In order to score a run, a base runner must touch the orange scoring base.
 - ii. Any runner that touches the white home plate or enters a batters box will be declared out.
 - e. All base runners are required to possess first, second, and third base in order to score a run.
 - i. Exception for over the fence homeruns.
 - 1. Runners will go straight to the dugout and not run the bases. If a runner touches home during a homerun, their run is declared an out.
- 4. Commitment Line:
 - a. A perpendicular line drawn in the foul territory two thirds of the way from third base and home plate.
 - b. Once a runner touches the ground on or beyond the commitment line, the runner is committed to home plate and may not return to third base.
 - c. A committed runner that touches third is out.
 - d. The play at home becomes a forced out. To make this out, the defensive player makes the play at the white homeplate.
 - e. If there is an attempt by the defensive team to tag the runner, the runner shall be called safe and a run scored.
 - f. This is not a dead ball play, the ball must always come to home plate in this instance.
- 5. Walks:
 - a. If a male is walked (base on balls or intentional) they are awarded first and second base.
 - i. The female following a male may choose to go straight to first, or bat.
 - ii. Exception: If two males are batting back to back, the first male is only awarded first base and the second male must bat.
- 6. Safety Bases:
 - a. Safety bases are used at first base and homeplate.
 - b. If a player is rounding first they may touch the white part of the base. On all other plays the player must touch the orange part of the base or be called out.
 - c. Defense must touch the white base for the forced out.
 - d. If a defender touches the orange base for a forced out, the runner is declared safe.



7. The Ball:
 - a. Females: Eleven (11) inch softball for females at bat.
 - b. Males: Twelve (12) inch softball for males at bat.
 - c. Optic yellow balls will be used for all leagues.
8. Home Run Rules:
 - a. 2-up Home Run rule
 - i. Teams can only hit two (2) more over the fence home runs than their opponent at any point in the game. This will be a running tally kept throughout the game.
 - ii. Any over the fence homeruns that occur after a team has reached the two (2)-up home run rule, is an out.
 - b. Any runners on base and batter must head straight to the dugout after an over the fence home run. If the runners touch homeplate, they are declared an out.
9. Ball and Strike Count:
 - a. All league and tournament games will start with a 0 – 0 count.
 - b. After three (3) balls, the batter walks.
 - c. After two (2) strikes, the batter is out.
 - d. Foul balls count as strikes, and you can strike out on a foul ball.
10. Pitching:
 - a. **Pitching Arc Limit: The pitched ball must arc at least three (3) feet after leaving the pitcher's hand and before it passes any part of home plate.**
 - b. **The pitched ball shall not rise higher than ten (10) feet above the ground.**
 - c. Pitching Area: The pitching area is a rectangular area extending six (6) feet behind the pitching rubber. A legal pitch may be delivered with the pitchers pivot foot in contact with the ground anywhere within the pitching area.
11. Number of Players:
 - a. Defense
 - i. Regular play consists of 10 players on field.
 1. **There must be a minimum of eight (8) players on defense to start the game. Of those, at least four (4) must be female.** (There is no out implemented for teams playing with less than ten (10) players.) See rule 13, e. for late arrival additions.
 2. At no point in time should males outnumber females by more than one. (Example: Four (4) females and five (5) males is an acceptable lineup).
 - b. Offense
 - i. **The Batting Lineup can be unlimited.**
 - ii. **Coed batting orders must begin with a female and alternate, female, male. The only time a male may follow another male is at the end of the line up when the team has one more male than female.**
12. Courtesy Runner:
 - a. One courtesy runner per inning per gender will be allowed. If the courtesy runner is on base and it is their turn at bat they are out as a batter.
 - b. A substitute runner is different from a courtesy runner.



13. Substitutions:

- a. There are an unlimited number of substitutions.
- b. All starting players may re-enter a game, but must do so in the same batting order.
- c. A male may only substitute a male and a female may only substitute a female.
- d. If a team has a full lineup with at least ten (10) players (at least five (5) females), that team must start the game with the full lineup. Teams may not adjust their lineup to match another team with a short handed lineup.
- e. Late Arrivals:
 - i. If a team has a line-up of less than ten (10) players at game time, they may add additional players upon their arrival to the bottom of the batting line up.
 - ii. If the additional players arrive after the team has cycled through the batting lineup, the late player may only be added as a substitute.
 - iii. Players not present may not be listed on the lineup.

14. Ejections:

- a. If a player is ejected, an out will be recorded when that player would be up to bat, regardless of the number of players starting the game.
- b. If a team has more than one (1) player ejected, they must have a legal substitute for every ejection after the first ejection.
- c. If the first ejected player is a female and this causes the team to violate Rule 6, the team must forfeit.
- d. Example: If a team starts with ten (10) players on their lineup and two (2) players are ejected, they must replace at least one (1) player with a legal substitute.

15. Forfeits:

- a. If at the scheduled start time either team does not have at least eight (8) players, and at least four (4) females, the game is forfeited.
- b. In the event of an injury, a player may be substituted for the injured player. If there is no substitute, play may resume as long as the remaining lineup does not violate Rule 8.
- c. A \$25 forfeit fee will be assessed to the forfeiting team and must be paid before they can continue league play.
- d. Officials, or staff, cannot work or play in forfeited games. When a forfeit is declared, teams can practice until fifteen (15) minutes before the next game is scheduled to begin.
- e. A team that forfeits three (3) games in a season (not due to an injury) will be dropped from the league without compensation.
- f. A forfeited game will count as a played game for scheduling purposes.

16. Uniforms:

- a. All players must have a number on the outtermost layer of their clothing.
- b. All players must wear closed-toe shoes. Metal spikes are not permitted.



17. Jewelry:
 - a. No jewelry is allowed. Exceptions will be made for medical ID bracelets and religious madals which must be taped and approved by the referee or official. In addition, taping over any other jewelry is not permitted.
18. **Games will not be rescheduled due to a team's inability to field enough legal players at the game's start.**
19. **Any games cancelled by Wellington Parks and Recreation Staff may be rescheduled for a different night and location than the regularly scheduled games (subject to availability).**

Communicable Disease Rule (Blood Rule)

Teams are responsible for supplying their own clothing.

1. Whenever a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped immediately.
2. The player will be removed from the game until the bleeding has stopped, and the wound is adequately covered.
3. If a legal substitute is available, he/she will replace the injured player and play will continue.
4. If no substitute is available, the game clock will be stopped for up to five (5) minutes to enable the injured player to dress his/her wound.
5. The player may re-enter the game only with the official's approval. This means bleeding must be stopped and/or wound covered.
6. Any article of clothing that is saturated with blood must be removed and replaced.



Sports Code of Conduct

The Sports Code of Conduct applies to all sports organized by the Town of Wellington Recreation Department, whether taking place on Town-owned property, or on any other property that the Town has arranged to use.

Definitions:

Town: The Town of Wellington

Coach: The person designated as the team's spokesperson. This person may be either a player or non-player.

Field of Play: The part of a court, field, ring, or other sports venue that is considered within the boundaries of regulation play of a particular sport.

Site Supervisor: A Town employee in charge of the operation and staff of a scheduled sports game, match, or event, as well as this Code of Conduct.

Coordinator: The Town's Recreation Coordinator or other person as appointed by the Town of Wellington Parks and Recreation Department.

Official: A person who the Town has arranged to be present at a sports venue for the purpose of administering the rules of the game, match, or event, as well as this Code of Conduct.

Parent: The legal guardian or other family member responsible for a child who is under the age of eighteen and is participating in a sport sponsored by the Recreation Department.

Participant: Any coach, player, parent, spectator, official or any other person involved in any way with any sport sponsored by the Town of Wellington Parks and Recreation Department.

Participation: Any involvement in a Town of Wellington Parks and Recreation Department sport, including spectating, officiating, playing, coaching, volunteering, or attending a sporting event.

Player: A person who physically participates in a sport or is on the roster of the team or group participating in the sport.

Probation: A period during which a person who has previously violated the Sports Code of Conduct may have no further violations.

Recreation Department: The Town of Wellington Parks and Recreation Department.

Sport: Any Recreation Department organized activity or event that is listed under the category of "sports" in the most recent catalog of offerings or a new yet to be advertised activity that is run by a recreation staff member who is specifically designated by organizational chart as a member of the sports team.

Spectator: A person who watches a sport for entertainment with no physical involvement.

Sportsmanship: Conduct, such as fairness, respect for one's opponent and officials, and graciousness in winning or losing, that are appropriate to one participating in a sport.



Sports Venue: An area improved with fencing, buildings, bleachers, goals, turf or other landscaping, lines or other markings or any other facilities intended for use by players, officials, spectators, or anyone else participating in a sport. Examples of sports venues include, but are not limited to fields, courts, tracks, gymnasiums, field houses, arenas, pools, ice rinks and bowling alleys.

Suspension: Loss of the privilege to participate in any manner in a Recreation Department sport.

Unsportsmanlike: Exhibiting poor behavior through negative, disruptive, or inappropriate actions.

Prohibited Acts:

1. Physically attacking any other participant or any Town staff person. This includes, but is not limited to striking, shoving, kicking or otherwise touching or subjecting another person to physical contact in a threatening or alarming manner.
2. Refusing to abide by an official's decision and/or contest such decision in an unsportsmanlike manner.
3. Using racial slurs, ethnic slurs, sexual slurs, or obscene, threatening, or challenging language or gestures.
4. Harassing, insulting, taunting, or unsportsmanlike demonstrations of dissent in any form.
5. Using unnecessary roughness in the play of a game against an opposing player.
6. Throwing or cause to be deposited any object onto the field of play.
7. Violating the Town of Wellington's open container ordinance, or other state or local alcohol or drug laws, while at a sports venue, or enter the field of play while under the influence of drugs or alcohol.
8. Smoking in/on any sports venue, or while coming off or going on the field of play, or while on the field of play, whether indoors or outdoors.
9. Display other unsportsmanlike conduct before or after games or events, or while at a sports venue during a scheduled activity, game, match, or event.

Enforcement

1. The minimum penalty for smoking is a warning, and the maximum penalty is ejection from the game, or prosecution according to facility policies.
2. Minimum Penalties: Ejection from the current sports activity or event and suspension from the next scheduled game, activity, or event. Any participant who is ejected must leave the sports venue immediately or be at least 100 yards from the playing field. Minimum penalties may be imposed onsite by an official or field supervisor.
3. Medium Penalties: Suspension for up to the remainder of the scheduled season of up to one year, and one or more years on probation. After review of the alleged violation by Recreation Department staff, medium penalties may be imposed if (1) another infraction has occurred by the individual resulting in a penalty within the past calendar year; (2) the individual violated more than one section of this Code



during the current incident; and/or (3) in the judgment of staff, the severity of the infraction justifies penalty beyond the minimum, but not to the maximum level. Medium penalties may be imposed in addition to minimum penalties.

4. Maximum Penalties: Suspension for one to five years. Maximum penalties may be imposed if, after review of the alleged violation by Recreation Department staff, it is determined that the severity of the violation justifies the maximum penalty, based on negative impact to the program, other participants, spectators, and/or staff. Maximum penalties may be imposed in addition to minimum and/or medium penalties.
5. Any behavior that is also a violation of law may result in criminal charges.
6. Any participant who engages in three or more of the prohibited acts described above during any twelve-month period shall be suspended for up to five years, followed by two years of probation.
7. Any participant who engages in a prohibited act while on probation shall be suspended for one to five years.

Appeals

Appeals of any enforcement decision may be made by submitting a written statement of appeal to the Recreation Manager within fifteen (15) calendar days of the issuance of the decision to be appealed. If an enforcement decision is not appealed within fifteen days of issuance, it is considered final.

The statement of appeal must include a description of the decision in question and related events, and the basis for the appeal. The appealing party may provide any additional information he or she believes is relevant in support of the appeal.

The Recreation Manager will conduct an investigation as he or she determines to be appropriate, given the basis of the appeal and the related facts, and may conduct an informal hearing on the matter at his or her discretion. In the alternative, the Recreation Manager may convene an Appeals Board made up of Town staff who have no personal involvement in the decision being appealed, and such board shall conduct an appropriate investigation.

The Recreation Manager or Appeals Board, if one is convened, shall issue a written decision on the appeal within thirty (30) days from the filing of the appeal. The written decision shall include an explanation of the basis for the conclusion reached.

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