

COMMERCE CITY PARKS & RECREATION
SLOW PITCH SOFTBALL REGULATIONS

2011 – Summer (Updated 4/8/11)

COACHES AND MANAGERS

1. All coaches are responsible to see that each member of their team receives a copy of the “Player’s Code of Conduct” and that they understand the importance of the rules and penalties to themselves and to the team. Each manager is responsible for overall conduct of his team and spectators.
2. Managers are responsible for keeping the player’s bench clear of all persons except players and those who are directly associated with the team. Umpires and League Supervisor are to enforce this rule. Players of other teams may not sit on the bench. ONE bat boy/girl (12 years & older) is allowed on the bench and should be aware of the danger involved. One person, a scorekeeper (does not have to be in uniform) may sit on the bench to keep score.
3. Managers MUST turn in their line-up to the League Supervisor **TEN (10) MINUTES** before the game is scheduled to start or game will be forfeited.
4. The umpire can call the game a forfeit if team employee tactics designed to either delay or hasten the game.
5. Team Guidelines:
 - A. Co-ed/Men’s Teams in a D-Rec. League must consist of players at a D-Rec. level. Teams may have up to 2 D-Comp players or 1 “C” player, but not both.
 - B. Co-ed/Men’s Teams in a D-Comp League must consist of players at a D-Comp level. Teams may have up to 2 “C” players or 1 “B” player, but not both.

All players must be identified on their team rosters with their playing skills/ability. “B”/”C”/”D-Comp”/”D-Rec.”

NOTE: If any coach thinks that a team has players that exceed the team guidelines and feels that a coach has improperly identified a player at their skill level, they may protest that player. The player must be protested during a game and then the coach/manager must follow rule #10-Protests. Once the Recreation Dept. receives a protest on a Team Guidelines a meeting will be set up with all coaches from that league night. Coaches will vote if they feel the player in question has better skills than labeled. The Rec. Dept. will only vote if a tie exists. If the player is found to have a better skill level, he will be ejected from the league and the game he was protested in will be a forfeit. If he is found to be at the skills as labeled then he will continue to play and the protest money is forfeited.

6. Players must be able to present I.D. if questioned. Failure to produce proper I.D. upon conclusion of the game shall result in a forfeit. Protest fees for each ineligible player will be \$20 cash per player protested. If player is found to be ineligible, protest fee will be refunded. Ineligible player protest can be made from the toss of the coin (which starts the game) until the last out of the game. Players must be on the roster to be eligible for any post-season tournaments.
7. No player may play for more than one Slow Pitch team per league.
8. AGE LIMIT: 16 years and older.
9. It is important that each manager gets the NSA OFFICIAL RULEBOOK and studies the rules carefully. A great deal of misunderstanding can be avoided if this is done.

10. Phone Numbers – Athletic Weather Hotline (303) 289-3757.

GAMES AND REGULATIONS

1. Game Times: Game Times will range from 6:00 p.m. to 9:30 p.m.
 - A) No new inning will start fifty-five minutes after game time. An inning must be finished if home team is behind.
 - B) If home team is ahead, the inning will continue until the fifty-five minute time limit is up.
 - C) Game time is forfeit time. The only exception is the first game. They have 5 minutes to field a team. Failure to field a team in 5 minutes will result in a forfeit. (If the game starts at 6:20, the fifty-five minute time limit will also start at 6:20.) In all situations, the umpires will be the ones to indicate the game time, both starting and ending.

2. The OFFICIAL NSA RULES OF SOFTBALL will govern play with the following exceptions:
 - A) Complete games: A game will be considered a complete game and no new innings started:
 - 1.) At the completion of seven (7) innings and the game is not tied.
 - 2.) At the completion of fifty-five minutes and the game is not tied.
 - 3.) The 10 run rule is in effect after 4 ½ or 5 innings.
 - 4.) The 15 run rule is in effect after 3 1/2 or 4 innings.
 - 5.) If a game is called due to inclement weather, darkness or any other potentially hazardous conditions, the game shall be considered complete if five (5) or more full innings have been played, or four and one-half (4 ½) innings if the home team is ahead. Umpires shall decide when the game shall be postponed in the event of inclement weather. The Recreation Department will arrange makeup times.
 - 6.) If after a complete game and the score is tied, the game will go into the next inning. No special rules apply to hurry up the game.

3. Men's and Women's Slo-pitch teams may start and finish with a minimum of eight (8) players, or a maximum of twelve (12) players in the event of:
 - A) If an umpire ejects a player, 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 game his team plays.
 - B) If three (3) or more team members (players and coaches) are ejected, the game will result in a forfeit.
 - C) For reason of injury, teams may finish with as few as eight (8) players and no out will be recorded (spot 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 re-enter the game. PENALTY: Forfeit

4. Additional Player (A.P.) -- (Men's and Women's Slo-pitch Only). A team may insert two additional players into the lineup. The batting order must remain the same; however, any 10 of the 12 players may take a defensive position throughout the game.
5. When a batter takes his/her position into the batter's box, the batter automatically assumes a one (1) ball and one (1) strike count. Third strike foul, batter is out.
6. Home Run Rule -- Ball must go over the fence on the fly.
D-Rec. Men's League -- ONE HOME RUN (Summer and Fall Leagues)
D-Comp Men's League -- TWO HOME RUNS (Summer and Fall Leagues)
NOTE: Home runs in excess of the allowed limit will be counted as an out.
7. NO TABACO PRODUCTS WILL BE PERMITTED INSIDE THE PLAYING FIELD or SPECTATOR AREA. Effective April 1, 2011 in accordance with Chapter 7 of the Commerce City Revised Municipal Code, Section 7-1014 smoking is prohibited in city parks, trails, open spaces and recreation facilities, with the exception of any areas of park property that are designed and intended for the parking of automobiles.
8. 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 at the softball field. Teams or players violating this policy will be subject to suspension from the league.
9. Profanity will not be tolerated. Continuous unsportsmanlike conduct and non-adherence to the "Player's Code of Conduct" will result in withdrawal of the privilege of participating in this softball league by suspension for a specified time or indefinitely. No taunting will be allowed by players or spectators.
10. 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 protest and then call "play ball" and the game shall proceed. Protests are to be written in accordance with the NSA Rule Book.
11. Protests: Protest Committee to be the Recreation Department Director; Recreation Supervisor and League Supervisor. All protests must be noted in the scorebook during the game. Coaches must notify league supervisor that they intend to file a protest. League supervisor will note on official scoresheet. If not noted during the game, a protest will not be upheld. All protests must be typewritten and submitted with a \$50.00 protest fee. Protests must be in to the Recreation Department by 4:00 p.m. two (2) days following the game. Exceptions being games played on Friday or on a day before a holiday. These protests must be submitted on the next working day of the Recreation department. If protest is upheld, fee will be refunded. If not, fee will be forfeited to the Recreation Department. **NOTE**: NO protests regarding umpires' judgment calls will be accepted. (See page #1 on protesting ineligible player.)
12. Team rosters: Number of players on a team's roster shall be limited to nineteen (19) plus a non-playing manager and coach, or two coaches if the manager is playing. All rosters must be filled out and turned in prior to the first game. Changes and additions will be allowed the first 3 weeks. Rosters will be finalized on the start of the 4th week. If rosters are not turned in by start of 4th week the team will be fined \$50. After the 4th week each team will be allowed to add two players to their roster for a fee of \$25 per player. You may add players by contacting the League supervisor and submitting the \$25 fee. Added players must be added three days prior to their team's next league game.
NOTE: If your team goes to a CARA State Tournament, you will only be allowed 15 players on your state roster.

13. Teams will not be allowed to warm up by the bleachers.
14. If a ball goes out of the playing field, the pitcher cannot wait for that ball to be returned. He must throw at least one pitch with the ball supplied by the umpire.
15. All teams will be required to have a minimum uniform consisting of matching jerseys with non-duplicating numbers (Numbers can be on the front or back or both, numbers on the front must be a minimum of 4" tall and numbers on the back must be a minimum of 6" tall.) by the start of the 4th week. If a team has red jerseys and blue numbers they must all match. A player would not be allowed to have a red jersey w/taped on numbers. Your team jersey must also match on the sleeves, all no sleeve, all short sleeves or all full sleeve, no combinations of sleeves. If your team wears a vest jersey, all your players must wear a vest jersey, no restrictions on under shirts .
NOTE: With the start of the 4th week, any player who does not have a matching jersey will be ineligible to play. If a player comes up to bat or takes the field and is not in uniform the official will stop the game and ask the player to put on his/her jersey if they don't they will be ineligible to play. I recommend each coach/manager bring 4 or 5 extra jerseys with him to each ball game. **No jerseys will be required for the fall leagues.**
16. Pitchers will be limited to five (5) warm-up pitches at the start of the game, with one (1) warm-up between innings. If 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.
17. Curfew time is 11:00 p.m. -- IT WILL BE ENFORCED.
18. All suspended games will be played at a later date following the NSA Rule Book for suspended games.
19. League Ties: If two or more teams have tied with identical records at the end of league play, the following method shall be used to determine the league standings.
 - A. Head to Head - consists of the winner of the most games between the teams when they played each other. Note: any team forfeiting a game against a team in the tiebreaker (head to head) will automatically be dropped from the tie.
 - B. Run spread – differential of runs scored when the teams played each other. (Runs earned vs. runs given up equal the differential.)
 - C. Coin flip
20. Both teams must retrieve foul balls.
21. Men's and Women's Slo-pitch Courtesy runners will be allowed. (The player who made the last out shall be the runner.)
22. Double first base -- when a batter hits the ball and a play is being made on him. The batter/runner will use the orange base and the defensive player will use the white base.
23. All approved bats for use in the Commerce City Parks & Recreation softball leagues can be found in the 2004 ASA certified equipment approved bat list, if a bat is not listed on the approved bat list it will be illegal for use in the Commerce City Parks & Recreation softball leagues. Any player caught using an illegal bat will be suspended for the remainder of the game as well as the next game his team plays. If a player is caught a second time, they will be suspended from the league. Go to asasoftware.com, click on certified equipment, select bats and click go, under 2004 and beyond approved bats select bats and display all and then click go, this is the approved bat list and if a bat is to be used it must be on this list. Please note this bat list can also be found at whosinfirst.com, under Commerce City adult softball.
24. 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 have to leave the game.

25. Bases - 70' Mound/Pitching Rubber – 54'
26. We reserve the right to disqualify a team or player(s) from further participation if that team or player(s) exceeds the qualifications of their league.
27. The Commerce City Recreation Department shall have complete charge of the leagues. Any and all situations not covered in these regulations shall be acted upon by the Recreation Department and all decisions are FINAL.
28. Please help keep the park clean. Teams and spectators are responsible for cleaning up their dugout and bleachers after the game is over.
29. Pets, tobacco products, bikes, skateboards, etc are **prohibited** from the plaza areas.
30. Awards - The Parks & Recreation Department will hand out 15 first place individual Hoodies and 15 second place individual t-shirts per league with a minimum of 6 teams per league
31. No metal cleats are allowed in the league.
32. Jewelry is prohibited, we ask players to remove all jewelry prior to the game.

**COMMERCE CITY PARKS AND RECREATION
CO-ED SLOWPITCH SOFTBALL RULES**

2011 Summer (updated 4/8/11)

1. A 12" ball will be used. See general rules and regulations for bat regulations.
2. No restrictions on batting stance for men or women.
3. Batting line-up must alternate the sexes.
4. When a batter takes his/her position into the batter's box, the batter automatically assumes a one (1) ball and one (1) strike count. Third strike foul, batter is out.
5. On any walk to a male batter (intentional or not), the male batter shall automatically go to second base (the male batter must touch first base en route to second base) and the next batter--a female--has her choice of walking or hitting.
6. Defensive positions:
 - Outfield -----two males / two females
 - Infield -----two males / two females
 - Pitcher/Catcher --One male / one female
6. A team may start and/or finish with a minimum of eight (8) players -- 4 men & 4 women. In the event of:
 - A) If a player is ejected by an umpire, the 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 game that his team plays.
 - B) If three (3) or more team members (players and coaches) are ejected, the game will result in a forfeit.
 - C) For reason of injury, teams may finish with as few as eight (8) players and no out will be recorded (spot will be skipped in the batting order). If a player is injured and not legally substituted for, the immediate male or female counterpart in the batting order must also be removed from the game.

*Note – Teams must play with an equal numbers of male and female players (see below), you cannot play with an odd number of players and you cannot play with a majority of male or female players.

 - If you have 8 players – you must play 4 men / 4 women (You cannot play 9 players)
 - If you play 10 players – you must play 5 men / 5 women (You cannot play 11 players)
 - If you play 10 players plus 2 A.H. (1 male/1 female) – you must play 6 men / 6 women
7. Additional Hitters (A.H.) -- A team may insert two additional hitters (1 male/1 female) into the line-up. The batting order must remain the same; however, any 10 of the 12 players may take a defensive position throughout the game. [NOTE: Rule #6 from Co-Ed Rules on defensive positions must be meant.] Note - you cannot insert just one player as an additional hitter, you must insert one male and one female.
8. OUTFIELD ARCH RULE -- All four (4) outfielders must remain behind the 175' line until the ball is hit. PENALTY: If an outfielder crosses the arch prior to the ball being hit and also fields the ball inside the arch, a delayed dead ball shall be signaled. The offense shall have the option of taking the result of the play or awarding the batter first base.
9. HOME RUN RULE -- Ball must go over the fence on the fly.
 - D-Comp co-ed League – No Home Runs
 - D-Rec. co-ed League -- No Home Runs

NOTE: Home runs in excess of the allowed limit will be counted as an out.
10. Courtesy runners will be allowed. (The last male out will run for a male and last female out will run for a female.)