



**Apex Park and Recreation District  
Adult Softball  
Official League Rules**

Apex Park and Recreation District's Adult Softball Leagues are governed by **ASA/USA Softball** rules with the following exceptions and modifications:

**Leagues** are defined as follows:

- **Class D Recreational (Upper):** Consists of teams with a high level of experience playing softball. Players hit and field consistently.
- **Class D Recreational (Lower):** Consists of teams with minimal experience playing softball. Most players have beginner to average skills. Some players hit and field consistently, but most are playing for fun.
- **Class D Open:** Consists of teams with varying playing abilities. Some players have experience playing softball. Core players are solid players who can hit and field consistently. The remaining players have average skills. Teams are looking for a higher level of competition.

**NOTE:** Teams who have won or placed in the top 2 previous lower recreational leagues may be moved to the upper division the following season. Apex Park and Recreation District has the right to determine the placement of teams.

**NOTE:** Leagues may be combined if there are not enough teams to be run independently.

**Payments:**

- The entire league fee is due by the first game. Teams may be required to forfeit games if the entire league fee is not paid by the first game.
- Teams are encouraged to pay league fees by credit/debit card in TeamSideline.
- If teams need to pay with cash, cash will be taken from 9 am-5 pm at Simms Street Recreation Center or Apex Field House. Cash will not be accepted at the fields.

**Team Rosters:**

- A roster may contain up to 20 players. All players must be 18+ years old to be eligible to participate.
- A complete roster is required for all teams. All team managers must submit their team roster via TeamSideline.com/Apex before the first game. Players are considered ineligible until the roster invite (via email) has been accepted and signed.
  - All team rosters will be frozen after the 4th scheduled game. Teams have until that time to add/drop players.
- Using inaccurate player information will result in automatic player ejection, suspension, and/or forfeit.
- Players may not appear on 2 rosters within the same division.
- All players must play a minimum of 2 league games to be eligible for postseason play.
- Teams who use substitutes must have those players added to their roster prior to playing. These players may not be on another roster for any other team within the division. If the player is on multiple rosters within the division, that player is ineligible.
- Coed teams may only use the following combination of players to bat if starting with 7.
  - 4 men/3 women
  - 3 men/4 women



- 8 players are required to take the field. In coed leagues, a team must field 4 men and 4 women.
- Men may only play in men's or coed leagues. Women may only play in women's or coed leagues. Otherwise, the player is ineligible.

#### **Forfeit Procedure:**

- A team must have at least 7 players to begin. The team with seven players will become the visiting team and bat first. Teams may not take the field and play defense if they have less than 8 players (4 men/4 women for coed leagues). If the 8th player does not arrive once the home team comes to bat, the game will be declared a forfeit.
- If both teams have fewer than 8 players, a double forfeit will be declared.
- The score of a forfeited game will be 7-0. In the event a double forfeit occurs, each team will be credited with a loss, with the score being recorded as 0-0.
- Teams will be given a 5-minute grace period if a team does not have the minimum number of players to begin. The 5 minutes will be counted as game time. If a team still does not have enough players after the 5-minute grace period has expired, they will be forced to forfeit.
- If a team needs to forfeit, managers must contact the recreation coordinator by 4 pm on the scheduled game day. If notified properly, there may be no forfeit fee charged to the team.
  - A forfeit will result in a \$25 fine issued to the team. All fines must be paid before the team will be able to play their next game.
  - A no-call/no-show will result in a \$50 fine issued to the team. All fines must be paid before the team will be able to play their next game.
  - If a team has 2 no-calls/no-shows in the same season, the team may be removed from the league, and zero refunds will be provided.

#### **Uniforms/Equipment:**

- At the beginning of each game, the umpire(s) will be given 5 softballs: 1 new softball and 4 used softballs.
  - It is the team's responsibility to retrieve all home run balls and foul balls.
    - The umpire(s) and/or field supervisor(s) reserve the right to pause the game with the game time still running until all softballs are retrieved.
- **Softballs** must comply with the following:
  - A.D. STARR TATTOO
  - ASA/USA Softball approved (USA Softball stamp on the ball)
  - 12"
  - A COR of .520
  - A compression of 300.0 lbs.
- **Bats:**
  - The official bat made up of the knob, handle, grip, taper, barrel, and end cap shall be free of burs, dents, cracks, sharp edges, rattles, and show no signs of excessive wear.
  - Bats must bear one or more of the following Certification Marks and must not be listed on the USA Softball and/or USSSA Non-Approved Bat List with Certification Marks.
    - Certified by Amateur Softball Association (2000)
    - ASA Certified 2004
    - USA Softball Certified
    - ASA Softball
    - USA Softball
    - USSSA (2020)
    - USSSA (2014)
    - NSA
    - ISA



- Bats must be included on a list of approved bat models published by USA Softball and/or USSSA.
- Wood bats made on the approved USA Softball and/or USSSA bat manufacturer list shall be legal.
- Umpire(s) and/or site supervisors have the right to inspect all bats. If umpire(s) and/or site supervisor(s) believe that a bat is illegal and/or unsafe for any reason and/or is being altered, they have the right to ban it from league play.
  - 1st Instance: A warning will be given, and the bat will be banned from gameplay.
  - 2nd Instance: The batter will be ejected, and the bat will be taken from the play.
- Matching jerseys are recommended for league play but are not required.
- Steel cleats, metal spiked cleats, detachable cleats, shoes made of hard plastic/polyurethane, flip flops, or open-toed shoes will not be allowed in any league. Players will be ineligible to play until the equipment is legal.

#### **Mercy Rule:**

- Games will be called if the following occur:
  - 20-run rule after 3 completed innings (or 2-½ innings if the home team is ahead)
  - 15-run rule after 4 completed innings (or 3-½ innings if the home team is ahead)
  - 10-run rule after 5 completed innings (or 4-½ innings if the home team is ahead)

#### **Extra Innings:**

- If **extra innings** happen, the 1st extra inning will begin with the player who recorded the last batted out (from the previous inning) on 2nd base with no outs.
  - **1-PITCH AT BATS**
    - **Strike** (even if not swung at): OUT.
    - **Foul Ball**: OUT.
    - **Ball**: WALK.
- The 2nd extra inning will begin with the player who recorded the last batted out (from the previous inning) on 3rd base with no outs. All subsequent innings will begin with a runner on 3rd base.

#### **Home Runs:**

- The ball must completely clear the fence to be considered a home run.
- Batters must return to the dugout immediately after hitting a home run.
- **Once a team has reached its maximum number of home runs, each subsequent home run will result in their inning being ended immediately.**
  - Example: The batting team has already reached their maximum number of home runs. There are 0 outs with the bases loaded. A batter hits a home run. The inning is over, and no runs (from the home run) score.
- Excessive home runs by a player or team may result in player(s) getting removed from the lineup, which would result in the team having to take an out every time those player(s) come up to bat.
- Men's Upper Leagues: 3 home run limit
- Coed Upper Leagues: 3 home run limit
- Men's Lower Leagues: 2 home run limit
- Coed Lower Leagues: 2 home run limit
- Men's Open Leagues: 2 home run limit
- Coed Open Leagues: 2 home run limit

#### **Game Time:**

- All pre-game practice and warmups must take place in designated warmup areas only. No infield practice or batting practice will be permitted on the infield before the game. Batting practice is permitted in the outfield grass only. Violators are subject to ejection from the park.



- Any type of batting practice into the fence is prohibited. Violators may be ejected from the park and may be liable for damage incurred.
- Games will last 7 innings or 60 minutes.
- No new inning will begin after 55 minutes of play. If the game is tied after 55 minutes, teams will play out the last 5 minutes before going to extra innings.
  - **NOTE:** No new inning will begin after 10:30 pm (regardless of score) due to the City of Arvada's curfew for athletic field lights.
- Managers must turn in their lineup to the umpire(s) at the pregame meeting.
  - The supplied lineup card must be used – no paper lineups will be accepted. Lineups must also list substitutes.
    - Players/substitutes will not be allowed to play in the game if they are not listed on the lineup when it is turned in to the umpire at the pregame meeting.
  - Lineups must include both the first and last name of each player as well as the player's jersey number if teams have jerseys.
  - Each team will be provided a copy of their opponent's lineup.
  - All lineup changes must be announced to the umpire(s) at the time of the substitution(s).
  - Disputes about batting order changes, illegal substitutions, etc., must be communicated immediately to the umpire(s). Umpire(s) will use their judgment to decide the management of these complaints.
- The umpire(s) have the sole responsibility for keeping track of game time and game score by running the scoreboard.
  - The starting time will begin immediately after the pregame meeting with the umpire(s). The home team and visiting team will always be listed on the game schedules.
  - Teams have the option of keeping score by asking the supervisor(s) for a scoresheet before the game. Teams are encouraged to compare scores with the umpire(s) at the end of each half-inning to ensure accuracy and agreement of scoring.
  - At the end of each half-inning, the umpire(s) will announce how many runs were scored and will announce the updated score. Any scorekeeping disputes must be communicated to the umpire(s) and resolved at the end of the half-inning being disputed. Otherwise, the umpire(s) score will be determined to be the official score of record.
- For **playoffs**, the 1st game will always be the #2 vs. #3 seed. The 2nd game will always be the #1 vs. #4 seed. The higher-seeded teams will automatically be the home team. This also includes the championship game.
- Playoff games, including championships, will be timed per regular season rules, and mercy rules will still be in effect.

#### **Game Play:**

- Base distances will be 70', and the pitching distance will be 50'.
- The strike zone is that space over any part of home plate between the batter's back shoulder and the front knee when a batter assumes a natural batting stance adjacent to home plate.
- Each batter will begin with a 1-1 count (1 ball and 1 strike).
  - Once batters get to 2 strikes, they will receive only 1 courtesy foul. If a batter hits another foul ball (after the courtesy foul), they will be out.
    - Teams are allowed to catch the courtesy foul balls for an out. If caught, runners can advance bases. If courtesy foul balls are not caught, the batter is still out, and runners cannot advance bases.
- Baserunners are not permitted to lead off.
  - Baserunners are out when a baserunner fails to keep contact with the base to which they are entitled until a pitched ball touches the ground, has reached or passed home plate or is batted.
    - No pitch is declared, the ball is dead, and the runner is out.



### **Substitutions:**

- A legal substitute is a player who has not played or batted in the game.
- Player substitution must be man/man or woman/woman.
- All substitutions must be brought to the umpire(s) attention at the time of the substitution.

### **Batting Order, Ejections, Injuries, and Reentries:**

- A team is allowed to bat a maximum of 12 people in the lineup.
- A team must have a minimum of 8 players on defense (4 men/4 women for coed).
  - If a team only has 8 players, the 9th spot will not be an automatic out.
- Teams can add up to 10 players to their batting lineup at any time during the game.
  - For batting spots 11 and 12, players can be added if they arrive at the game before their spot in the lineup comes up. If their lineup spot(s) pass before they arrive, the team is considered to have a maximum lineup of 10 players, and all extra players must now enter the game as substitutes.
- For coed leagues, the batting order must alternate gender.
  - When the lineup does not have the same number of men and women, you will still bat alternating gender. This is when you would snake the batting order.
    - For example, if you have 7 men and 5 women, there will be no automatic out awarded. Instead, the women just get to bat more.
      - If you have 5 men and 7 women, women will bat back-to-back in this case after the initial alternating lineup.
    - The men will still follow the men, and the women will still follow the women.
    - Women can bat back-to-back, but men cannot.
- If a player must leave the game due to any reason (leaving early, ejection, injury, etc.), that spot in the lineup will be an automatic out unless a legal substitute can replace that player.
- An injured player is allowed to re-enter the game if necessary.
- Any of the starting players may withdraw and re-enter once, provided such a player occupies the same batting position whenever he/she is in the lineup. A substitute who is withdrawn may not re-enter.
- If more than 1 player/coach/manager is ejected for any reason, the game will be declared a forfeit.

### **Coed Walk Rule:**

- In coed games, whenever a male gets walked, he automatically goes to 2nd base.
  - When a male gets walked, and there are already runners on base, those runners would be forced to advance to the appropriate bases.
    - If there is a runner on 2nd base and a male gets walked, the runner on 2nd base would advance to 3rd base.
- When there are 2 outs and a male gets walked, the female coming up to bat has the choice of either automatically getting awarded 1st base or being allowed to hit.

### **Courtesy Runners:**

- Courtesy runners must be the last recorded out or the last runner to score. In coed leagues, there must be man/man or woman/woman runners only. Courtesy runners are unlimited.
  - If a courtesy runner is on base and their turn to bat comes up, their team will take an out in their place.
  - Teams are NOT allowed to have a courtesy runner for a courtesy runner.
  - If a courtesy runner gets injured while on base, the original runner must take their place.

### **Double First Base:**

- Runners must touch the orange base when the ball is hit in the infield.
  - Failure to touch the orange base **will** result in the runner being called out.



- Runners may touch either the white base or the orange base when the ball is hit in the outfield.
- On tag-up plays or overruns, the runner must touch the white base.
- The defensive player must touch the white base to record an out.
- Interference by a runner (with a defensive player) will result in all runners returning to their bases at the time of interference.

#### **Slide or Surrender:**

- If a baserunner is approaching home plate in which a fielder is in possession of a ball or the catcher is in position to receive a ball (in flight), that baserunner must either slide or surrender themselves. Failure to slide or surrender could result in an out being called or the player being ejected. This is a judgment call by the umpire(s).

#### **Pitching:**

- The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter.
- The delivery must be in continuous motion.
- The pitcher shall not use a delivery in which there is a stop or reversal of the pitching motion.
- The pitcher shall deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm of the pitcher's hand may be over or under the ball.
- The pivot foot shall remain in contact with the pitcher's plate until the pitched ball leaves the hand.
- The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.
- **The ball shall be delivered with a perceptible arc and reach a height of at least 6 feet from the ground while not exceeding a maximum height of 10 feet from the ground.**
- The pitcher shall not continue any pitching motion after the ball is released.
- The pitcher has 5 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."
- Pitchers are allowed 5 warmup pitches in the first inning. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time.

#### **Defense:**

- A team can never take the field with fewer than 8 players.
- A team can have a maximum of 10 players on defense – pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop, and 4 outfielders (for coed leagues).
- For defensive positioning, there should be an equal number of men and women on the playing field (for coed leagues).
  - If necessary, teams can have one more male and/or two more females on defense.
    - **Examples:**
      - 5 men/4 women or 5 women/4 men is permitted.
      - 6 women/4 men are permitted.

#### **All Infield Players Rule:**

- For coed leagues, all infield players must remain in the dirt (and cannot be in the grass) until the ball is hit.
  - Penalty: A delayed dead ball shall be signaled. The offense will have the option of taking the result of the play or awarding the batter 1st base.
- For men's leagues, there are no restrictions regarding defensive positioning.

#### **Outfield Arch Rule:**

- For coed leagues, all 4 outfielders must remain behind the 200' line until the ball is hit. This applies to both male and female batters.



- For men's leagues, there are no restrictions regarding defensive positioning.

#### **Jewelry:**

- All exposed jewelry or other items that are deemed to be hazardous or potentially dangerous by the official(s) may not be worn during the game.
- Players are ineligible to play until the jewelry is removed.
- Apex strongly recommends that any type of jewelry is not worn in any league.

#### **Blood Rule:**

- Any participant who is bleeding, has an open wound, or has an excessive amount of blood on their uniform must leave the game.
- The participant may not return until either the bleeding has stopped, the wound has been covered and bandaged, and/or the uniform has been changed.

#### **Inclement Weather Policy:**

- Check TeamSideline.com/Apex for weather updates. We will make every effort to play games and reschedule only if necessary.
- In the event of a cancellation, team managers will be notified via email/text from TeamSideline.com (individuals must register for text messages to receive them).
- In the event of rain or wet grounds, the official(s) and/or field supervisor(s) will make the call if conditions are playable based on the City of Arvada designated criteria.
- If a game must be called due to inclement weather, darkness, lighting, etc., it shall be resumed from the exact point where it was stopped.
  - Kickball/Softball Exception: If a game is not tied and 4-½ or 5 innings have been completed (depending on the score/home team), the game is considered complete.
- Rainout/Makeup Policy: It is Apex's policy to make up games as courts/fields are available. Makeup games may be required to be played on weekends and/or weeknights that differ from a team's regularly scheduled night. If teams are not available for the scheduled makeup, they will be forced to forfeit.

#### **Ejections:**

- If a player:
  - Gets ejected for the first time: a \$25 fine in addition to a suspension. All fines must be paid before a player can return to play after serving the suspension.
  - Gets ejected for the second time: a \$50 fine in addition to a suspension. All fines must be paid before a player can return to play after serving the suspension.
  - Gets ejected for the third time: The player is removed from the league.
- Ejected players must leave the facility immediately. If official(s) deem an ejected player is intentionally taking too long to leave and delaying the resumption of gameplay, official(s) have the right to assess a penalty up to including calling the game and awarding the win to the opposing team. This is a judgment call by the official(s) and is not subject to dispute.

#### **Smoking and Alcohol:**

- No smoking or vaping of any kind will be permitted.
- No consumption of alcohol will be allowed before, during, and/or after the game anywhere on the premises. This includes in koozies, water bottles, or anything similar.
- Glass bottles of any kind are prohibited.
- Any player, manager, coach, and/or spectator caught smoking/vaping and/or consuming alcohol anywhere on the premises by either the field supervisor(s) or official(s) will be ejected and must leave the facility.



- If a second player, manager, and/or coach is caught smoking/vaping and/or consuming alcohol anywhere on the premises, the violating team will be forced to forfeit.
- No player, manager, or coach shall participate in the game while intoxicated.
- Penalty for violation of these policies: Minimum 1 game suspension and \$25 fine.

**Insurance:**

- Apex does not provide insurance coverage for players, coaches, or spectators. You are strongly advised to check your coverage with your personal carrier to ensure you are covered for accidents/injuries, including ambulance transportation.

**Awards:**

- The top 4 teams in each division will advance to an end-of-season single-elimination tournament.
- Awards will be given to tournament winners (maximum 14).
- Tiebreakers in league play between 2 or more teams will be determined by the following:
  - Winning Percentage
  - Head-to-Head
  - Head-to-Head Differential
  - Total Points For
  - Total Points Against
  - Total Points Differential
  - Lowest Number of Forfeits
  - Coin Toss





## Apex Park and Recreation District Protest Procedures

1. Written protests will only be considered if made by the player(s) involved in the current game in question.
2. Team managers may protest the following:
  - a. Player eligibility or opposing team rosters.
  - b. Misinterpretation of a playing rule.
  - c. Failure of an official to apply the correct rule to a given situation.
  - d. Failure of an official to impose the correct penalty for a given violation.
3. Team managers **may not** protest judgment calls by the official(s).
4. All written protests **must** contain the following information:
  - a. The date, time, and place of the game.
  - b. The name of the official(s).
  - c. The rule and section of the official rules under which the protest is made.
  - d. The information, details, and conditions pertinent to the decision to protest.
  - e. All essential facts involved in the matter protested.
5. In case of a dispute, the official(s) are instructed to talk to managers only. All others are expected to go to their sidelines. In the event of a prolonged dispute in which no immediate decision can be reached, the official(s) will decide how much time, if any, will be added to the game.
6. A protest of a game must be in writing and submitted to the Simms Street Recreation Center within 24 hours following the game.
7. The notification of intent to protest must be made immediately or before the official(s) leave the field of play if the play in question is the last play of the game. The manager of the protesting team shall immediately notify the official(s) that the game is being played under protest. The official(s) shall, in turn, notify the opposing manager and official scorekeeper.
8. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details, and conditions surrounding the decision to protest.
9. Protests concerning player eligibility must be made to the official(s) within 5 minutes of the player(s) entering and playing in the game. Once these 5 minutes elapse, the right to protest ends. The player in question must present a legally accepted picture ID immediately. If no ID can be provided, the player in question is ineligible to continue in that game. If a valid ID is not presented to the Simms Street Recreation Center within 24 hours, the game is forfeited. Player eligibility protests **must be** accompanied by \$50 per player protested.
10. Site supervisors are permitted to make calls regarding player eligibility within the league. If a supervisor notices a player is playing/subbing who happens to already play in that division, they will prohibit them from doing so. The opposing team must initiate all other player protests.
11. The protest and grievance committee, which consists of the league supervisor(s) and coordinator(s), will determine action regarding protests, disciplinary action against teams, players, fans, and player eligibility. Written notification will be sent out to all parties involved within 72 hours.



**Apex Park and Recreation District  
Participant Code of Conduct**

1. No player/coach shall at any time lay a hand upon, push, shove, strike, threaten to strike, or verbally threaten an official, staff member, or spectator.
  - a. **Penalty:** Legal action may be taken, or the player will be suspended from all sports for a minimum of 1 full year.
2. Any player(s) involved in a physical altercation with another player, coach, staff member, or spectator will be:
  - a. Ejected from that game.
  - b. A minimum 3-game suspension (possible suspension for the remainder of the year or longer).
  - c. Be placed on probation.
3. Verbal abuse or unsportsmanlike behavior towards an official, another player, supervisor, or staff member will result in the following:
  - a. Ejection from that game.
  - b. A minimum 1-game suspension.
  - c. Be placed on probation.
4. Official(s) are empowered to **warn, eject,** and **recommend** suspensions for players and/or coaches for any misconduct or violation of rules.
5. If at any point the official(s) deem the game or a player's behavior unsafe or player behavior is in violation of the rules and regulations, the official(s) are empowered to end the game immediately. This could result in a single team forfeiting the game, or if both teams are at fault, both teams may be assigned a forfeit.
6. Any team having 2 or more team members (players or coaches) ejected from the game shall be penalized with a forfeit.
7. All suspensions carry an automatic probation period. Once a player, coach, and/or team has been placed on probation, their conduct will be evaluated throughout the remainder of the season. Further conduct violations will result in a minimum suspension extending through the remainder of the season, as well as forfeiting all fees paid to date.
8. Teams are responsible for their players' and spectators' conduct before, during, and after the game. All spectators, as well as participants, must conform to all city, school district, and Apex PRD regulations. Improper behavior will not be tolerated.
  - a. **Penalty:** Forfeiture of the game, possible arrest and prosecution, forfeiture of remaining games, and loss of refund of fees.
9. Recreation Coordinator has "elastic power" in determining suspensions, penalties, or rule interpretations. Official(s) will have the authority to penalize for unsportsmanlike behavior.
10. This is a judgment call by the official(s) and cannot be protested.

**There will be ZERO TOLERANCE for violations of the league code of conduct.**

*\*Revised 2/14/2023*