



2019 Gilpin County Parks & Recreation Adult Coed Softball Registration \$500

Last Day to Register is 5/20 (Late Fee is \$550 until 5/24)

TEAM RULES

1. Coed:
 - a. A team must have a minimum of 8 players to start play and to continue play. Teams are not allowed to play with 7 or fewer players. Failure to have 8 players at game time could result in a forfeit.
 - b. Teams are made up of no more than 6 men and 4 women starting players.
 - c. Male/Female alternating batting order, no more than 2 men in a row- a third will result in an automatic out.
2. Substitutes:
 - a. In order for teams to have enough players to start or continue a game, a team may “pick-up” players for a single night’s game. The “pick-up” player must have signed a team roster to play or be on the free agent roster.
 - b. Open substitutions throughout the game.
3. Courtesy (Pinch) Runners:
 - a. Anyone that needs a pinch runner throughout the game must notify the umpire prior to the start of the game. The pinch runner will be the player that made the last out of the same gender.
4. Pitch Count:
 - a. All batters start with a count of 1 ball and 1 strike.
 - b. When a batter has 2 strikes, the batter is allowed one foul ball, after which, a foul ball will be an out.

GENERAL PLAYING RULES

1. For all games, if a team does not have the minimum 8 players to start the game, the team with the legal number of players has the option of asking for an immediate forfeit or starting the game clock (at game time) and allowing the team up to 10 minutes to field enough players. Failure to field 8 players within the 10 minutes will result in a forfeit. The umpire has the final decision.
2. Games are 60 minutes long. If the time limit is up the current inning will be the last inning of the game. Any inning that is started will be finished.
3. A game is considered complete if: 7 innings have been played or the time limit has expired. During inclement weather, if 5 or more complete innings have been played, or if the home team has scored more runs in 4 ½ innings. Incomplete games (under 4 ½ innings) will start over when made up.
4. Run Rule: Games will be considered complete if the run spread is:
 - a. 15 runs after 4 innings or 10 runs after 5 innings
 - b. The umpire has the right to call the game, if either team intentionally hastens/delays the game to avoid the run ahead rule. The team that hastens/delays would be charged with a forfeit of the game.
5. Extra Inning Rule: Games tied after the time limit and any extra inning games will go to a one pitch game. Any foul ball is an out. The start of the inning begins with the last player who batted in the previous inning on 2nd base with no outs. After one extra

inning and the game is still tied, the last player who batted from the previous inning will start on 3rd base. This procedure will continue for any subsequent extra innings until the winner of the game is determined.

6. Flip Flop Rule: Only at the umpire's discretion. If the home team is losing at the beginning of the last inning or time will expire within 5 minutes, they will bat first.
7. Rosters must be signed by each player before they can participate. Rosters will be collected at the score shack during the first week of games. Players can be added to a team roster at any time prior to a game. Rosters will be kept on file at the score shack and front desk of the community center. The minimum age for player participants is 14 years old. Minors must have parent signature. Players must play 2 games to participate in the championship tournament.
8. Any home run hit over the fence on Elk Field by a male player will result in an out. The ball is dead and no runners can advance. Home runs on Elk Field hit by women players are unlimited. Home runs by both genders on Weber Field are unlimited.
9. The arc of a legal pitch shall be above a minimum 6 ft. and within a maximum 12 ft. height.
10. When a batter walks, the next batter must bat.
11. A strike mat will be used to determine balls and strikes.
12. A catcher must be positioned behind the strike mat and within the outer boundaries of the batter's boxes before a legal pitch can be delivered. The catcher shall not reach over the strike mat with either their glove or hand. A catcher's putout may only be made by fielding a pop fly hit by a batter with a perceptible arc. A caught foul tip is not a catcher's putout.
13. Batter-runners must use the orange portion of first base and the defensive player must use the white portion at all times. Proper use of the **safety base** at first base on any play is a judgement call by the umpire.
14. A **double home plate** will be utilized to eliminate any tag plays at home. A runner is out if they touch the defensive plate.
15. The **base paths** on Weber Field will be 70 ft. and 60ft. Elk Field.
16. Foul language and/or excessive behavior is not permitted at the fields. Any infraction may result in immediate ejection.
17. **No** alcoholic beverages are allowed on the playing field at any time. Since it is county property there is **NO** drinking at the fields whatsoever.
18. Players that are subbing may only enter once and must stay in the same place in the batting lineup. All substitutions must be told to the scorekeeper.
19. Two players may occupy the same position in the lineup; however, the player playing in the field last is the one that will bat.
20. Lineups **must** be turned into the scorekeeper prior to the game.
21. Everyone can bat, even if they are not playing in the field, but must stick to the alternating M/F lineup.
22. When a female is at bat, outfielders must stay behind the white arc line until the pitch is released.
23. Teams must use mixed genders in the infield and the outfield.

EQUIPMENT AND UNIFORM RULES

1. The 12-inch ball will be used for all games.

2. All bats allowed in league play MUST bear the ASA certification mark OR be listed on ASA's approved bat list. Bats on ASA's non-approved list are NOT allowed in league play. If a player is caught using an illegal bat, at any time, they will be called out and the bat removed from the game. If the bat is used again in the same game a forfeit will be called. Bats with worn out labeling of the ASA certification may be allowed at the umpire's discretion, as long as there is some evidence of compliance.
3. Metal cleats or removable cleats with posts coming out of the soles are prohibited. Cleats must be rubber soled or a molded cleat.
4. Jewelry rules do not apply to adult players, they are responsible for their own safety. No jewelry can be worn by players (minors) under 18 yrs. old. **Exception:** Jewelry that alerts medical personnel to a specific condition is permissible.
5. Uniforms are encouraged. All players must wear a shirt, shoes and shorts or pants.
6. All players under the age of 18 years of age must wear a helmet while at bat, base running and coaching bases. Helmets and the use thereof is the responsibility of the team manager. If a helmet is unavailable the batter will be called out.

PROTESTS AND EJECTIONS

1. In case of a dispute, umpires are instructed to talk to managers only. All other players will retire to the dugout and/or bleacher area. Protests are valid for player eligibility and rule interpretation only. Any protest of a rule interpretation must be made to the umpire before the next pitch. Ineligible player protest can be filed at any time. Judgement calls cannot be protested.
2. Protest of the game must be made in writing and submitted to the recreation office before 5:00PM of the next business day accompanied with the \$50.00 fee. If the protest fails, the fee is non-refundable.
3. Any player, friends of players and spectators ejected from a game for any reason must leave Pete Gones Memorial Park immediately. If a player refuses to leave the park their team may be subject to a forfeit. Any team with 2 or more players/managers ejected from a game shall be penalized with a forfeit. Any league participant ejected may be forced to serve a one game suspension. Suspensions are determined by the umpiring crew. This suspension will be enforced the very next game. If a league participant is ejected from any two games during the season they will be subject to suspension for the remainder of the season. Suspensions for the season will be determined by the Parks & Recreation Assistant Director and umpiring crew.

SCHEDULING

1. Games will be played if at all possible on Tuesdays and Thursdays. Games may be played in weather conditions that are not ideal.
2. Inclement weather that requires a decision on the status of games will be made by 5:00PM on game day. Be advised games may be cancelled at any time due to weather conditions. Games may often be played in inconvenient conditions, games will not be called unless field conditions are deemed unsafe.
3. For cancellation information call 303-582-1453 or email the Assistant Director, Gabrielle Chisholm, gchisholm@gilpincounty.org.

4. Cancelled games will be re-scheduled for the next available make-up date. If the make-up game is cancelled then it will be re-scheduled for the next available unscheduled time.
5. Managers are responsible for notifying teams with make-up dates.
6. GCPR will maintain league standings to determine tournament seeding.
7. The league championship tournament, The Tonya Putnam Memorial Tournament, is double elimination and to be scheduled after the completion of league games.
8. Prescheduled events have priority.

NO OFFICIAL PRESENT RULE

In the event that an official fails to be present and the two teams wish to play, both team managers will submit the final score to the Assistant Director either by phone at 303-582-1453 or email, gchisholm@gilpincounty.org the following day.

FIELD USE

1. Limited space for warm-up areas require the use of parking and drive lanes for warm-up. Please yield to pedestrians, fans and traffic. Warm-up and infield practice is allowed on fields not in use.
2. Please do not hit/throw balls against fences or structures for practice or warm-up. No pepper allowed.
3. League games are played on Weber Field and/or Elk Field at Pete Gones Memorial Park, 659 Hwy. 46, Black Hawk, CO 80422. Evening game times are 6PM and 7PM.
4. Teams may practice whenever the field is not in use by Youth Baseball or setup for games.
5. Please park in parking lots only. Do not park between fields. There must be an emergency lane accessible at all times.

NOTES:

The 2019 USA Softball Rulebook shall be used as a reference for rules governing the games with the exception of local league rule.

All Rules Are Subject to Change by the Assistant Director.