



City of Pueblo Parks and Recreation
719-553-2790
800 Goodnight Ave. Pueblo, CO 81005

2025

Adult Softball League Rules



2025 Adult Softball Rules

I. GENERAL

1. ASA rules for 12" slow-pitch softball will govern league play except for changes and adaptations noted in these rules.
2. The Site Supervisor will oversee the field, facilities, and spectators.
3. No inning will start after 10:00 PM. This curfew is city imposed.
4. The Parks and Recreation Department reserves the right to place teams in leagues where there will be an equalization of competition.
5. All team names must be family friendly/age appropriate. Any team with a name that is considered vulgar, offensive, or inappropriate will be asked to change their team name.
6. Players are not to wear jewelry during game play. It is the team captain's responsibility to inform players of the jewelry rule and each player's responsibility to remove all jewelry. Any participant that is wearing jewelry that is visible and deemed dangerous by the umpire will be asked to remove it. **Please note:** If you choose not to remove your jewelry, you could be held liable for injury caused to another player.
7. All equipment (bats, balls, gloves, etc.) must be stored inside the dugout. No equipment will be allowed to remain on the field, either in fair or foul territory.
8. Teams will register for either Men's or COED Leagues. Following registration, the season will begin with a two (2) week seeding tournament with four games being played. Based on the results of that tournament, teams will be separated into Men's Upper, Men's Lower, COED Upper, and COED Lower divisions.

II. UNSPORTSMANLIKE BEHAVIOR

1. **ABUSIVE LANGUAGE AND/OR PHYSICAL THREATS:** Abusive language and/or physical threats to umpires, players or field staff will not be tolerated. Sanctions will be implemented should any team member strike and umpire, player, or field staff. They would be ejected from the league for the remainder of the season and may be ineligible to play in following seasons and activities. Ejected players must leave the game facility including the parking areas.
2. **PROFANITY:** Participants and fans are asked to avoid use of profanity at games. Excessive use of profanity may be grounds for player ejection from the game.
3. **ALCOHOL:** There is **ABSOLUTELY** no alcohol possession or consumption allowed on City Park property. **FIRST OFFENSE:** The player caught will be removed from the game and possibly ticketed. **SECOND OFFENSE:** The whole team will be thrown out of the league.
4. **TRAVESTY:** Players making a mockery of the game will not be tolerated. **EFFECT:** Warning – an out – **forfeit**. Decision is at the umpire's discretion. i.e. Any players running the bases backwards or any offensive behavior will be given a warning, an out for your team, then forfeit.
5. **CRASHING:** Running or sliding into a player intentionally to avoid an out.
6. **FAKE TAGS:** Faking a tag to make the runner slide.
7. **EJECTED PLAYERS:** If a player is ejected from a game for an unsportsmanlike act or conduct, the team cannot play shorthanded. If no legal substitute is available, the game is a forfeit. **EFFECT:** The ejected players must leave the game facility including the parking areas.

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III. MANAGERS

1. It is the Manager's/Team Captain's responsibility to review the rule book in its entirety and relay rules to team members.
2. Managers are responsible for their team's behavior on the bench and field. Only people who are directly associated with the team can be in the dugout.
3. No player may participate in league play without being on the team roster. Participants not on the team roster will result in a forfeit.
4. Any manager who plays an illegal or ineligible player shall forfeit all games in which such a player participated.
5. All players must be at least 18 years of age.
6. Game time is FORFEIT time – teams should be ready to play. – No grace period.
7. **Make-up Games:** Managers/Captains are responsible for finding out when makeup, rain out, etc. games are rescheduled. Call the Sports Coordinator during office hours at 719-553-2790 for updates. Delays or cancellations for summer ball programs will be posted prior to 5:00pm IF POSSIBLE. It may be obvious that extreme weather and/or bad field conditions cause these types of cancellations. All other delays or cancellations after 5:00pm will be made ON SITE. A game site supervisor will call to notify team managers in the event of game delays or cancellations. Calls may result in non-contact (messages). All cancelled games will be rescheduled on the next available Friday. Team managers will be notified of the rescheduled date.

IV. ROSTER / TEAM

1. All teams must submit a roster to the Site Supervisor prior to their first game. Maximum number of players per team to begin a game is ten (10) players. Teams may field one extra player (EH) (11) who bats in the lineup. EXCEPTION: COED would bat twelve (12) players, one (1) extra female and one (1) extra male. COED can also field five (5) females and four (4) males. **NEVER** can male players exceed female players.
2. Rosters are unlimited and require a first and last name, phone number, and email address.
3. No additions to rosters after August 11th.
4. Roster must be turned in by second week of seasons. All additional players added to the roster must have signed the Super Waiver and a Code of Conduct Form before stepping on the field. Teams have until last week of regular season to have all teammates sign roster.
5. A game may start and finish with eight (8) players. An out will be taken for the missing players. Less than eight (8) players result in the game being called as a forfeit.

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6. Players are **NOT** allowed to play on other teams in their division. Players will however, be allowed to play on other teams in different divisions. If you play on multiple teams, you **MUST** sign each roster. Any player found (by any opposing manager, umpire, and/or site supervisor) to be playing for two (2) different teams in the same division other than the one he or she is on the roster for faces the following penalties:
 - i. The team for which he or she is playing as an ineligible player (not on the roster) must forfeit the game immediately whether the team knew the player was ineligible or not.
 - ii. The player forfeits their right to play in their next scheduled game, a one (1) game suspension.

Should a player be deemed ineligible, opposing managers or umpires must notify the site supervisor of the following prior to the end of the game being played (end of 7 innings, end of time limit, or enactment of the mercy rule) for any action to be taken:

- Name or identification of player in question
- Team the player is ineligible (not on the roster) playing with
- Team the player is eligible (on the roster) to play with

Ineligible Players: Teams using ineligible players (those not on the roster) will forfeit all games in which that player participated. All players are required to have some form of photo identification available at all times should an opposing manager challenge the eligibility of a player. If a player is deemed ineligible, or no identifications is produced, an immediate forfeit shall be declared.

V. GAME RULES

1. A complete game is considered seven (7) innings or 50 minutes, whichever comes first. The game clock will start on the umpire's signal. The clock will only stop when directed to by an umpire and only for injuries requiring on-field assistance. The official clock will **NOT** stop for arguments, disagreements, slow play, incorrect batting orders, etc.

EXCEPTION: In an attempt to break ties, one (1) extra inning will be played using the California Playoff format with a runner starting on second base. If the format does not break the tie, the game will end in a tie.
2. **Interrupted Games:** If a game needs to be interrupted and rescheduled it will be resumed where it was stopped. However, if five (5) innings have been played, the game will be considered a complete game. This could be 4 ½ innings if the home team has the lead.
3. If a team begins with the required number of players, that team may continue a game with one (1) less player whenever the player leaves the game for any reason other than EJECTION.
4. **Line-ups:** Managers are responsible for turning in line-ups (written) at least five (5) minutes prior to scheduled game time. Lineups consist of player first and last names.
5. **Warm-up Pitches:** Five (5) pitches will be given to each pitcher before the game starts. Two (2) pitches will be given between innings after the first inning. If a new pitcher enters the game, they will be allowed five (5) warm-up pitches for their first entry only.
6. Teams are **NOT** allowed to warm up on the infield. They may warm up in the outfield or other designated areas outside the field of play.
7. **Ball/Strike Count:** All batters will start with a count of one (1) ball and one (1) strike.
8. **Run (Mercy) Rules:** The following run (mercy) rules will be in effect:
 - i. 20 Run Rule – If at the completion of three (3) innings, one team is ahead of the other by twenty (20) or more runs, the game is over.
 - ii. 15 Run rule – If at the completion of four (4) innings, one team is ahead of the other by fifteen (15) or more runs, the game is over.
 - iii. 10 Run Rule – If at the completion of five (5) innings, one team is ahead of the other by ten (10) or more runs, the game is over.

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9. **Walks:**
 - i. Intentional Walk: Notify the umpire and no pitches are required.
 - ii. **COED ONLY:** When a male is walked he will be awarded two (2) bases and the female batter must bat.
EXCEPTION: When a males is walked and the team has two (2) outs, the female batter has the option to walk or bat.
10. **Courtesy Runners:** Courtesy runners will be allowed an unlimited number of times during the game and will be granted for any reason.
 - i. The courtesy runner must be the last recorded out.
 - ii. Or the previous person in the order if there are no outs.
 - iii. The courtesy runner must be of the same gender of the original runner
 - iv. The use of an improper courtesy runner is an appeal play and, if granted, will result in the removal of the runner from the base and an out being recorded.
 - v. A courtesy runner whose turn at bat comes while he/she is on base will be called to bat and an out will be recorded for the base previously occupied. A second courtesy runner cannot be granted for this situation.
11. **HOME RUNS:** Men's Leagues: 3 per game COED Leagues: 3 per game
 - i. EXCEPTION: COED home runs hit by female players do not count toward home run limits.
 - ii. Batters need only touch first base and the home run will be awarded. Other players on base may return to the dugout after the umpire has indicated the home run.

VI. EQUIPMENT

1. **Balls:** All leagues will use softballs with the following dimensions:
 - i. 12" diameter
 - ii. 44 Core
 - iii. .375 compression / flight restricted

Pueblo Parks and Recreation will not provide game balls for team. All teams are responsible for bringing their own game balls. All teams are responsible for retrieving any balls hit foul or over the fence. If both teams run out of softballs, the game is over.

2. **Bats:** Teams must provide their own bats. Bats must be official ASA approved bats and not currently listed on any ASA illegal/non-approved bat list. You can find a list of illegal bats at www.teamsideline.com/pueblo.

All bats used in Pueblo Parks and Recreation softball leagues must comply with the following criteria:

- i. Must bear either the ASA approved 2000 certification mark, the ASA 2004 certification mark, or the ASA 2013 certification as shown below



- ii. Must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standard then in effect.
 - Bats that have certification markings that have been altered, removed, or become illegible due to intentional mistreatment OR normal wear and tear will not be allowed for use.
 - Any use of an illegal bat(s) shall result in an out.
 - Umpires will inspect bats prior to the start of the game, but may also inspect bats during the games as requested or needed for legality or safety.
 - The umpire's decision as to whether a bat is legal or illegal is final and not subject to protest.
 - It is the responsibility of all players to have their bats inspected prior to using the bat.
3. **Footwear:** Appropriate footwear includes athletic shoes or rubber/molded cleats. **NO METAL SPIKES ALLOWED!**
4. **Uniforms:** Uniforms or like-colored jerseys with numbers are recommended but not mandatory.

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VII. FIELD DIMENSIONS

1. **Bases:** 70' between each base
 - i. Bases will be provided and set up by Pueblo Parks and Recreation
2. **Pitching Mound:** 50' from home plate
3. **Safety Bases:** A safety (double) first base will be used in all games.
 - i. Any batted ball hitting the white portion should be declared a "fair" ball and any batted ball hitting the colored portion should be declared a "foul" ball.
 - ii. On any initial play made at first base, the batter **MUST** touch the colored portion of the base and the defensive player **MUST** touch the white portion of the base.
 - iii. If the batter does not touch the colored portion on any initial play made at first base, the batter will be called OUT.
 - iv. This rule is only in effect of the initial play at first base and does not include the following:
 - Returning to first base after running through
 - Rounding first base towards second base on a ball hit into the outfield
 - Tagging up to advance on a fly ball

VIII. END OF SEASON TOURNAMENT

1. There will be an end of season tournament for all divisions.
2. The top eight (8) teams in each division will qualify for the tournament.

