

**2025**

**ADULT SOFTBALL**

**LEAGUE RULES**

**Buckley Space Base Recreation Center**

# Table of Contents

<b>Section I - League Information</b>	<b>Page</b>
A. Customer Service .....	3
B. Manager's Duties .....	3
C. Game Schedules .....	3
D. Make up / Reschedule Games / Weather Line .....	3
E. Team Waiver / Roster .....	4
F. League Classification / Home Run Limit .....	4 / 5
<b>Section II – Playing Rules</b>	
A. Governing Rules .....	5 / 6
B. Uniforms / Shoes .....	5
C. Jewelry .....	5
D. Approved Bats .....	5
E. Number of Players / Substitutions .....	6
Courtesy Runner	
Scorebook / Score Challenges	
F. Pitching / Protective Equipment.....	6
G. The Game .....	6
1. Game time	6 / 7
Run Rules / Tie Game .....	8
Forfeit Procedure .....	8
Point of no return .....	8
Plays at home .....	8
Scoring line .....	8
Home Runs .....	9
League Standings / Tie – Breakers .....	9
Misconduct / Ejections .....	9 / 10
<b>Section III – Park Policies</b>	
Code OF Conduct .....	11
Amplified Music .....	12

# 2025 Adult Softball Rules

## I. League Information

### A. Customer Service

The Buckley Fitness Center and the contractor work in a cohesive manner to provide knowledgeable staff to ensure our participants have a positive experience in a sportsmanlike atmosphere. Your input is appreciated in order for us to evaluate and continue to provide a quality program.

### B. Manager's Duties

As the main contact for your team we ask the following of you:

#### 1. **Attend Manager's Meeting.**

Managers or a team representative should attend the **Manager's Meeting** before the start of their season. At this meeting rules will be discussed.

2. Managers are **responsible for the conduct** of their team / spectators during play, including disagreements on the field.
3. The person that represents your team at the **pregame meeting** will be the person that can **discuss on field issues** with the umpire.
4. Submit all **league paperwork** on time (rosters, scorecards). Team names must be appropriate for public viewing.
5. Have all players **read & sign the waiver** / roster before playing.
6. **Scorecards** must be completed by game time & presented to the umpire at the pregame meeting. First initial & last name are required. Any player that arrives late must be placed at the end of the batting order.

### C. Game Schedules

1. The official **Game Schedules** can only be found on <https://teamsideline.com/sites/buckleysffc/schedules>  
Other locations or printed schedules are not considered official.

### D. Make Up / Reschedule Games / Weather Line

1. All **rescheduled games** will be posted on <https://teamsideline.com/sites/buckleysffc/schedules>  
Notification will be sent to team manager when a schedule is posted or changed.
2. **Make up games** will be rescheduled on the night your team plays if the field is available.

**Weather Line for game status for all softball leagues – 720-847-7669**

### Weather Policy

**Visible Lightning = Take shelter in your vehicle until further notice.  
Refs will resume games 5 min after the last strike has happened.**

## E. Team Waiver / Roster

1. A **Team Waiver LOI / Roster** is required for all teams. **All players must sign the roster BEFORE they play.**
2. An Unlimited number of players can be added to the roster throughout the regular season. **Players cannot be added to roster for the playoffs.** Teams MAY NOT use the Borrowed Player option during the playoffs.
3. Failure for any player to sign the roster before they play results in an **offensive ejection**. Player must sign the roster to continue play. This player cannot be substituted and is an automatic out for the remainder of the game.
4. Players can only be on **One Roster** per league.
5. If your team is short players, you can do the following:
  - a. Add players to your roster.
  - b. Borrow a rostered player from another team within your league.
    - i. Borrowed players must be a signed player on their original team.
    - ii. Short team **MUST** declare this player at pre-game.
    - iii. Borrowed player & their original team must be listed on the scorecard.
  - c. When a team borrows players:
    - i. They cannot borrow **more than 3 players** and may not have more than 10 players on their lineup.
    - ii. The short team will be **Visitors**.
    - iii. The borrowed player's team **MUST be stated** on the lineup card with their full name.
  - d. If a short team fails to follow the above rules, the game will be a forfeit.

## F. League Classification

The Buckley Recreation Center and Officials makes every effort to have players and teams play in the appropriate level and reserves the right to move teams into different levels then registered based on roster compilation.

## II. Playing Rules

### A. Governing Rules

1. ASA / USA rules will be followed unless otherwise indicated in this set of rules. The Buckley Recreation Center Staff is the sole governing body of this softball program. Please contact the **Buckley Recreation Office 720-847-6679** for rule clarification or for any rule not covered within this document.
2. Any situation not covered explicitly in these rules will be acted upon by the complex supervisor and/or sports staff. In addition, Buckley Softball reserves the right to interpret all rules and situations. They further reserve the right to insert, delete or change rules at any time or make retroactive decisions should it be deemed necessary for the benefit of the program.
3. Buckley Recreation Center reserves the right to reclassify or move a team at any point during the season in order to maintain a fair balance of competition.
4. Buckley Recreation Center also reserves the right to expel any team/participant from the league for reason of conduct, failure to observe rules, regulations and procedures or failure to field a team for two or more games. Written notification of such actions will be provided to the individual and/or team manager.

### B. Uniforms

Matching jerseys are recommended for league play however it is not required.

Players must wear shoes that cover the entire foot. **Steel or plastic screw cleats are prohibited.** Players may wear hats /visors in whichever manner or style they choose.

### C. Jewelry

Any exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire need to be removed and not worn during the game.

### D. Approved Bats:

**Rec Division** - Bats may be **Multi-Wall or Composite barrel** and MUST have the ASA or USA Softball approved stamp.

**Elite Division**– Bats with the USSSA logo only are acceptable and must be on the current USSSA manufacturers list (so they are not on the banned list).

All bats in all leagues must have the proper **"ASA, USA, or USSA Stamp"** on the bat to be considered ready for use. Any person found falsifying this sticker will be suspended for at least one season.

When a batter enters the batter's box with or is discovered using a banned bat or a bat without a proper "Softball Certification" sticker; the batter / team is warned. Repeat same – game offenses of this rule will result in the player being ejected.

Umpires can remove a bat from play if the bat does not meet the standards for a legal bat. If any player or umpire suspects a bat has been improperly stickered, the bat will be reviewed by the supervisor and stickered appropriately if necessary.

## E. Number of Players / Substitutions

1. Minimum of 8 players to start and finish a game. Players can be added to the bottom of the batting order throughout the game up to a maximum of 14 players.
2. Game will start at the time scheduled when the minimum number of players are available. The game will not be delayed waiting for players from another field unless the team does not have enough to start the game.
3. If a player is unable to play due to injury and there is no substitute available, the team can finish the game with as few as eight players. The injured player will be scratched with NO "automatic out" for the missing batter. EXCEPTION: See Coed Rules.
4. All ejections will be "automatic outs" and cannot be replaced by a substitute. If any team has three or more players ejected during one game, that game will automatically be forfeited.
4. Any player unable to continue playing due to any other reason besides injury will be recorded as an "automatic out" unless replaced by a legal substitute.
5. Any player may be substituted for and re-enter once, provided they occupy the same numeric position in the batting order. Substitutions must be reported to the umpire and other team.

## F. Pitching

1. Pitching rubber shall be at a distance of 55 feet in all leagues.
2. Contact with the pitching rubber must be maintained until releasing the ball.  
**Violation** – illegal pitch, ball on the batter.
3. Pitchers are allowed to use any motion before pitching the ball. Pitcher's pivot foot must be within the width of the pitching rubber and be in contact with the pitching rubber or ground behind until releasing the ball.

The ball must be released within 5 seconds from the time the pitcher has the ball and the batter has taken their position in the batter's box.

4. **Pitch Height – 6 foot minimum / 10 foot maximum, from the ground.**

**\* The umpire is the sole decision maker regarding balls and strikes.**

5. **STRIKE MAT:** A strike mat is used for calling balls and strikes. Any pitch that hits the Strike Mat and Home Plate and was legal in height will be called a strike if not contacted by the batter **will be called a strike.**
6. All Batters will start with a 1-Ball and 1-Strike count. 3 ball and 2 strike count. Batters in all leagues will be allowed a courtesy foul.
7. **All Divisions**  
It is **RECOMMENDED** that pitchers wear protective equipment while pitching. Any player can wear protective equipment that is designed for use during a softball game.

## G. The Game

1. Games will be **55 minutes or 7 innings**, whichever comes first. The clock will start after the pregame meeting. An inning begins when the third out is made in the previous inning. Home team will be determined by coin toss.
2. Games are considered official after 4 1/2 (if home team is ahead) or 5 innings. Games started that are delayed before that point will be made up/continued from the last pitch thrown, providing one complete inning has been played.
3. Managers must turn their lineup **listing player with 1<sup>st</sup> & last names** to the umpire **10 minutes prior** to game time on the game scorecard. Managers are required to **sign the scorecard** at the end of the game.
4. **One Courtesy Runner is allowed per inning for any player.** The courtesy runner may run for the same player if that player reaches base multiple times in an inning. Courtesy runner must be of the same gender. 1 Male runner & 1 female runner is allowed per inning.
  - 1) No outs exist in the game; the Courtesy Runner will then be the last person to score.

If a team uses a player as a Courtesy Runner and their turn at bat comes up, with them still on base, the batter is out. The exchange of players for the Courtesy Runner must be in a timely manner. Male players must be exchanged for male players and female for female.

5. An **orange safety base** will be used at first base. When an initial play is made at first, the runner must go to the orange base and the fielder must go to the white base unless either player is avoiding a collision. The umpire can rule the runner out if the runner touches only the white base or safe if the fielder touches only orange.
6. A "**point of no return line**" will be chalked thirty feet from home plate toward third base at a ninety-degree angle from the foul line to the fence. Once a runner steps on or past this line, the runner must proceed home or be declared out for returning to third base.
7. All **plays at home plate** will be treated as a force play once the runner has stepped on or past the point of no return line. Runners may **NOT** be tagged out.
8. A **scoring line** will be chalked from the edge of the box to the fence. All runners must step on or past the scoring line or will be called out. Any runner that enters the batter's boxes or touches home plate will be called out.
9. For everyone's safety, On Deck Batter may not interfere with any play on the field. Retrieving a bat may only be done after time is called.
10. Teams should keep a scorebook. If a team only keeps their side's score or no scorebook, the other team's book will take precedence. **No team can protest the score if they do not keep a scorebook.**

11. If neither team is keeping a book, it is up to the umpire to keep score and no challenges can be made.

## H. RUN RULES / TIE GAME RULES

1. **Run Rule:** The game will be declared over if a team is ahead:
  - by **20 runs after 3 innings**,.
  - by **15 runs after 4 innings**, (3 ½ innings if the home team is ahead)
  - by **10 runs after 5 innings**, (4 ½ innings if the home team is ahead) or anytime thereafter
2. **Tie Game:** If at the end of allotted time or at the end of 7 innings (whichever comes first) the game is tied, the game will continue as follows:
  - **1 PITCH PER BATTER** will be used.
  - The batter will either walk, strikeout (or foul out), or take the result of the hit.
  - The last batter(s) of the previous inning will be the runner(s) on base.
  - The first extra inning, the runner will start on 2<sup>nd</sup> base.
  - If the game is still tied after one full extra inning, all subsequent innings runners will start on 2<sup>nd</sup> and 3<sup>rd</sup>.

## I. FORFEIT PROCEDURE

1. If you know your team cannot field enough players to play and need to forfeit, please Email [tyler.kress.1@spaceforce.mil](mailto:tyler.kress.1@spaceforce.mil) AND call 720-847-6679 no later than 1400.
2. Both teams must have a minimum of eight players present on the field and properly registered or the following will take place:
  - **The game clock will start** and the team with less than 8 players will have **10 minutes** to acquire at least eight players. Failure to field a team within these ten minutes will result in a forfeit.

The team that has eight or more players at game time has the option of being home or visitors. These ten minutes will count toward the game time.

3. If neither team has eight players, the clock will run for ten minutes until one team has the minimum number of eight players. The first team with eight players has the option of becoming home or visitors and the other team will have the remainder of the ten minutes to acquire their players. If neither team has eight players present at the end of the ten minutes, the game will be recorded as a double forfeit.
  - a) This rule is not in effect when the entire team is completing a game on another field. If your team needs to wait for players from another field, you will automatically be visitors.
  - b) Umpires will not officiate forfeited games. Teams will be allowed the use of the field until ten minutes prior to the next scheduled game time or one hour, whichever comes first.
4. If a team has 3 forfeits, the league management has the right to remove the team from the league.



## **J. HOME RUNS**

- Restrictions are for over-the-fence home runs only.
- Any ball that deflects off a fielder in fair territory and clears the fence is a four-base award and does not count toward the home run limits.
- Home run hitters do not need to run the bases. The batter/runner and all base runners shall proceed directly to their dugout.
- Teams can end the game on a walk off home run.
- Teams that hit home runs must retrieve the softballs and return them to the umpire.
- \* The game clock will not stop for lack of softballs due to unreturned home run softballs.

### **HOME RUN LIMITS**

#### **REC Division - Three (3) Home Run per game**

- If a batter hits a second home run it will be an out. Teams will then match 1 and 1 HR per inning if both get 3 HR.

#### **INNING RUN LIMIT**

- All teams are limited to **8 Runs** per inning for innings **1-6**.
- After an 8th run is scored, the inning is over and teams will switch.
- There is **NO** run limit for the 7th inning.

## **K. LEAGUE STANDINGS/TIE-BREAKERS**

1. Final standings will be determined by the following procedures listed by order of priority:
  - a) Winning Percentage
  - b) Lowest number of forfeits
  - c) Head-to-head
  - d) Head to head differential
  - e) Average Runs For
  - f) Total points against
  - g) Average Runs Differential

## **L. MISCONDUCT/EJECTIONS**

The umpire(s) will be empowered to penalize an offending player, coach and/or team as follows:

- warning to player and both teams
- ejection from current game
- recommend suspension from subsequent game(s)
- forfeit of game

Any team having two or more players ejected in one game will automatically forfeit that game.

- **Ejected players must leave the complex immediately for the remainder of the day.**
- **Managers will be notified if their player's ejection results in a suspension.**

**\*Umpires/Supervisors may issue a post-game ejection for unsportsmanlike behavior that occurs after the last out, and before the umpires have left the field. If this does occur normal ejection rules apply.**

**Ejected Player(s) may not play the next game of a double header.**

Players that intentionally hit **"up the middle"**, verbally state, act in a manner or by attitude cause unsportsmanlike tension; may receive an out, warning and / or be ejected.

Players may not **flip or toss bats** in a manner that can possibly endanger other players or umpire. The player may receive a warning and / or ejection for this action.

The Sports Staff will enforce suspensions and reserves the right to increase, decrease or overturn all ejections and suspensions.

### **III. PARK POLICIES**

**IV.** No alcoholic beverages and/or glass containers are allowed inside the park.

**V.** No skateboards, bicycles and/or roller blades are allowed inside the park.

**VI.** No dogs or other pets will be allowed inside the ball field complex.

### **VII. PRE-GAME PRACTICE**

All pre-game warm-ups must take place in the designated warm up areas only. No infield or batting practice will be permitted on the infield before the game. Fence pepper is strictly prohibited!

**VIII. Disorderly Conduct.** It is unlawful to engage in disorderly conduct in any park, open space or reservoir. A person commits disorderly conduct if he or she knowingly or recklessly:

**a)** Addresses abusive language or threats to any person present which creates a clear and present danger of violence.

**b)** Fights with another in a public place.

### **IX. FIRST AID / INJURY**

All teams must provide their own first aid kit. No first aid will be given at the park. Please notify staff if medical assistance needs to be called. The burden is on the injured party and their manager to report any accidents or injuries to the recreation supervisor.

## I. BUCKLEY SPORTS CODE OF CONDUCT

The Sports Code of Conduct applies before, during and after the game. A Player is defined as a player, coach, manager, spectator, sponsor or anyone affiliated with the team.

1. **A PLAYER SHALL not** lay a hand upon, push, shove, strike or threaten any Umpire, Player or Spectator.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game. The player will automatically be suspended for one year.
2. **A PLAYER SHALL not** use unnecessarily rough tactics in the play of the game against the body and person of another player.  
**Ex:** Intentionally sliding with leg, heel or foot directed at the opponents knee area.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game. The Player will automatically be suspended for a minimum of one additional game or a maximum of one year.
3. **A PLAYER SHALL not** refuse to abide by an umpire's decision.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game. The player will automatically be suspended for one additional game.
4. **A PLAYER SHALL not** show objectionable demonstrations of dissent at an umpire decision by throwing of gloves, bats, balls, or any other forceful action.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game. The player will automatically be suspended for one game.
5. **A PLAYER SHALL not** verbally attack any Umpire, Player or Spectator.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game. Player will automatically be suspended for one additional game or a maximum of one playing season.
6. **A PLAYER SHALL not** appear upon the field of play at any time in an intoxicated condition.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game.
7. **A PLAYER SHALL not** smoke while on the field or coming off the field of play.  
**Penalty:** Umpire(s) or the Recreation Supervisor will ask the violator to remove him/herself from the game. (Cigarettes, Cigars or Vapes)

All ejections will be reported with staff completing an Incident / Ejection Report. This report will be reviewed by the umpires and recreation supervisor and penalties for the violation of the player code will be decided on an individual basis. All suspensions carry probations of no less than one season. Players violating the Player's Code of Conduct while on probation will receive the maximum penalty.

## MUSIC IN THE DUGOUT

1. Amplified music is allowed if the following conditions are met:
  - a. Volume is at a reasonable level and cannot be louder than the action on the field.
  - b. **No profanity, or Violent lyrics.**
  - c. The other team does not object.
  - d. Umpire does not object.

If any objections to the music being played or if the team does not follow the above conditions, the music will be **TURNED OFF** immediately. Continued disturbance will result in the game being forfeited.