

CRESTED BUTTE SOFTBALL RULES AND REGULATIONS 2024

Updated 4/23/2024

Captains are responsible for ensuring their teammates are aware of and abide by the rules and regulations contained in this packet.

Our website www.crestedbuttere.com contains all relevant information regarding softball.

Rules not clarified here will be interpreted from the 2023 USSSA Slowpitch Softball Rule Book

Rule #1: HAVE FUN AND BE SAFE!!!!

Rule #2: Obey all Town of Crested Butte Park Rules.

Alcohol: See [resolution no. 18, series 2018](#).

Dogs: Dogs are not allowed at any Crested Butte ball field.

Sec. 1 SPORTSMANSHIP:

1. All participants will exhibit good sportsmanship. Captains are ultimately responsible for the conduct of their players and fans.
 - a. Verbal or physical abuse of any kind will not be tolerated and violator(s) may be ejected at umpires' discretion. Ejected person(s) must leave the grounds.
 - b. The use of profanity and abusive language is prohibited.
2. The Parks & Recreation Department empowers umpires to enforce good sportsmanship. Games may be stopped at any time for enforcement and players or spectators may be ejected from games/park facilities.
 - a. Any Player, Coach or Manager who is ejected from a game, will not be eligible to participate in the program until a (minimum) one game suspension is served. CB PROST has the authority to suspend or expel players as necessary.
 - b. Notify the PROST office of all offenders and make a note in the scorebook.
3. In an emergency, call 911. For non-emergencies, local law enforcement can be reached via **Gunnison Dispatch at 970-641-8200**.

Sec. 2 PLAYER ELIGIBILITY AND ROSTERS:

1. Players are not rostered until they complete and sign the Liability Waiver and are officially added to the teams' roster.
2. If anyone plays in a game prior to signing the waiver and being added to their team's roster,
 - a. the game will not count towards that players eligibility for playoffs.
 - b. The team that plays an ineligible player will receive a zero for that game.
3. Players must be 18 years of age or older as of May 28th, 2024
 - a. Players under 18 must be 16 or older as of May 28th, 2024 and be on the same team with a parent/guardian.
4. Players must play a minimum number of games to be eligible for playoffs, which is half the number of games your team played, minus one
 - a. Eligibility petitions can be submitted to P&R to allow players who do not have enough games to participate in playoffs.
 - b. Petitions must be received before playoffs begin.
 - c. If there is an odd number of games in the season, the half will be rounded down
5. Additions to the roster will be accepted until **5:00 pm Thursday, June 27th 2024**.
 - a. "Guest Players" may still participate but will not be eligible for playoffs.
6. Rosters will be tracked throughout the season.

7. Roster Crossover Rule: Only three players from a T/TR league roster may appear together on a Wednesday league roster. Everyone can play in both leagues, just not on the same team. Example: John, Jim, Mark and Mike are on a T/TR team. John, Jim and Mike can play together on a Wednesday team but Mark would have to play for a different team.

Sec. 3 THE SEASON:

1. Regular season schedules will be available at www.crestedbuttere.com
2. All games will start at either 5:00 p.m. or 6:30 p.m.
3. The regular season will be played:
 - a. Tuesdays & Thursdays or Wednesdays beginning May 30th
4. Games will be played on Pitsker, Gothic and Tommy V Fields.

Sec. 4 REGULAR SEASON STANDINGS:

1. Win Percentage
2. Head-to-Head Record
3. Point Differential
4. Points Against

Sec. 5 PLAYOFFS:

1. Playoffs begin immediately following the regular season. Both leagues will use a double elimination format.
2. Playoffs will conclude August 21st or before.
3. The higher seeded team will be the home team for the entire tournament except for the following:
 - a. Final Game(s): In the final game the team from the winner's bracket will be the home team for the first final game. If a second final game is needed, the home and visiting teams will flip a coin to determine home field advantage.
 - b. A team coming out of the loser's bracket to face a team in the winners' bracket will be the away team.

Sec. 6 UMPIRES:

1. During regular season play, each team will provide one umpire for the other game at the same field of the same night (e.g. Team A & B play at 5:00 pm, they each provide one umpire for the 6:30 pm game at the same field and vice versa for the late game)
 - a. Umpires may be assigned by PROST to facilitate other games.
2. Failure to meet your team's umpire responsibilities may result in penalties to your team's record.
3. Umpires are responsible for knowing the CB Softball and USSSA rules.
4. No show umpires must be recorded in the scorebook and the PROST Department must be notified promptly.

Sec. 7 SCOREKEEPING:

1. Scorebooks are provided, bring a pen/pencil. **LEAVE THE SCOREBOOK AT THE FIELD**
2. You must fill in all pertinent details *legibly* or your scores will not be recorded.
3. Make sure to include:
 - a. Players **full name**, legibly written, subs written below.
 - b. Put one line through the starters when subbing out. If they're scratched out completely, it will be assumed that they did not play.
 - c. Runs per inning/Total Runs after each inning.
 - d. **Game Total** for both teams, with your team's score first in bold and circled, with "win or loss" for your team (both sheets).
 - e. Umpires' Signatures (both sheets).
 - f. Captains' Signatures (both sheets).
 - g. The date, field and time played.

Sec. 8 SAFETY RULES:

1. No metal cleats
2. No titanium bats
3. No extra anything on the field including balls, bats, hats, gloves, cans, clothing, etc.

Sec 9 RULES:

1. Coed rules apply to all female players and male players 60 years of age and older.
2. **One and One Rule:** The batter shall assume a one-ball, one-strike count upon entering the batter's box.
3. **Courtesy Foul Rule:** If the batter hits a foul ball on their first third strike they shall be awarded a "courtesy foul" and remain at two strikes. If they receive another strike (their second third strike) in any format (foul, swung on, or looked at) they will be out.
4. No outfielder may advance inside the white 200-foot radius line in the outfield while a coed player is at bat, until the ball is hit.
5. Ten players (five male and five coed) with the following positioning requirements:
 - a. Two males and two coeds in the infield
 - i. Shifting is permitted in the infield. When a coed player is at bat, two infielders must remain fielders right of second base and two infielders must remain fielders left of second base. All fielders, except the catcher, must remain behind the pitcher.
 - b. Two males and two coeds in the outfield
 - c. One male and one coed pitching/catching
6. Infield players must be positioned in the infield before the ball is hit. The infield area is defined on each fields as:
 - i. Tommy V Field In the skinned, dirt, infield area for males. Within 90-foot base plugs for coeds.
 - ii. Gothic Field one (1) step in the grass
 - iii. Pitsker Field In the skinned, dirt, infield area.
7. Batting order must alternate between males and coeds
 - a. Teams may play as many coeds as they want without penalty
 - b. If two males must bat in a row, the team must take an out in the coed slot between the two males.
8. A maximum of four (4) extra hitters (EH) may be used in the batting order
 - a. EHs may be removed at any point during the game
 - b. You may only add extra hitters prior to going through the batting order the first time
9. A male (not coed) batter who walks, intentionally or not, is automatically awarded second base.
 - a. (1) With less than two outs, the coed batter must hit.
 - b. (2) With two outs, the coed batter has the option to either bat or take first base.

Sec. 10 FORFEITS:

1. An ineligible player constitutes a forfeit
2. A forfeit will be given at 5:15pm and 6:45pm to teams with 7 or fewer players present.
3. A team may start with a minimum of seven total players, three (or more) of whom must be coed players.
4. Teams that forfeit still need to supply ump's for the other game.
5. After three no shows/forfeits, the delinquent team will be banned from the league. No refunds are issued for removal from the league.
6. In a forfeit, the entire winning team gets credit for playing the game.
7. The losing team gets credit only for the players that were present and accounted for on the score sheet.
8. Forfeits will be recorded as 7-0 as the final score.

Sec. 11 RAIN OUTS & LIGHTNING:

1. Lightning: See [lightning policy](#).
2. Violation of the [wet field policy](#) will result in both teams forfeiting their most recent win
3. Rainouts
 - a. A game called by the umpire, during regular season play which cannot be resumed within 30 minutes, may be regulation if four or more innings have been played or if the team second at bat has scored

more runs during the uncompleted 4th inning. These games will not be made up and will be considered a complete game.

- b. Contact the Rec division for available makeup days/times
- c. Games that have already started and are not considered complete will pick up where they left off on the make-up date, if necessary.
- d. Captains are responsible for arranging umpires for make-up games

Sec. 12 DISPUTING A CALL:

1. Only team captains can confer with umpires about a call.
2. Captains may only approach the umpires to review an interpretation of a rule. Captains and players may not question an umpire's judgement, such as safe or out.
3. If a captain feels the other umpire had a better view of a play, they may request a conference.
 - a. Only the umpire who made the initial call can change the call after a conference.

Sec. 13 WARM UPS:

1. Pitchers get five warm-up pitches at the beginning of the game and will be allowed three warm-up pitches between innings, (except for new pitchers who will be allowed five warm-up pitches)

Sec. 14 TIME CONSTRAINTS AND TIE BREAKERS

1. If one team is ahead at 6:30 or the end of 7 innings and the inning is completed, the game is over and the team ahead is awarded the win
2. If the game is tied at 6:30pm or the end of seven innings, one more inning is allowed with the following rules:
 - a. All batters start with a 3 ball, 2 strike count.
 - i. There is no courtesy foul
 - b. The last batter from the previous inning starts as a runner on 2nd base.
 - c. If the game is still tied after this last inning, the game is over & it will be recorded as a tie.
 - i. In playoff games, teams will continue with this format until there is a winner
3. Umpires' need to ensure games begin on time and are efficient so they finish on time.

Sec. 15 HOME RUNS:

1. An out-of-the-park home run is awarded **ONLY** when the ball clears the safety nets, **except** at Tommy V Field where a home run is any ball that clears the eight foot chain link fence, in fair territory.
2. All balls that hit the nets are live (except at Tommy V Field). If a ball is caught off a net or fence, it does not count as an out.
3. Any ball deflected off a glove or any part of a defensive player and over the homerun fence will be counted as a four-base hit, not a home run.
4. 4 and 1 up homerun rule. Either team can hit up to 4 home runs, the next home run is an out unless the other team gets to 4 home runs as well. For example, Team A can hit 4 home runs and if team B has not hit 4 yet, then team A's next home run is an out. If team B gets to 4 home runs, then team A can hit an additional home run. The max difference between home run count will remain at 1.

Sec. 16 10 RUN RULE:

1. If a team is up by 25 runs after the minimum requirements of a "complete game", 3.5 innings; the game is over.
2. 10 runs by a team will retire the side for innings 1-5, then unlimited runs for innings 6 & 7
3. It is the batting team's scorekeeper's responsibility to inform the umpire and opposing team when they have reached 10 runs. If they fail to do so...
 - a. Only 10 runs scored for the inning will be counted.
 - b. All at bats by any players (even those that shouldn't have batted) will be counted, they will not be allowed to bat immediately again in the next inning.

Sec. 17 BATS:

1. Only USSSA and model year 2014 or older ASA approved bats are allowed. All bats must have the USSSA or ASA stamp of approval.
2. Pitsker Field bats for Men:
 - a. Any wooden bat or specific single walled bats may be used by males at Pitsker.
 - b. Single wall aluminum bats with MSRPs less than \$100.00 will be permitted for play at Pitsker Field upon department approval.
 - c. To get bats approved you need to acquire a Crested Butte Parks & Recreation sticker from our office. Bring the bat and a printout of the bat and its MSRP with picture to our office during regular office hours, Mon – Fri 8:30 am – 5:00 pm.

Sec. 18 SAFE BASE (1st BASE):

1. The White Bag (left side) is the fielder's bag; the fielder must use this bag for the tag.
2. The Orange Bag (right side) is the runner's bag; the runner must tag this bag in order to be safe.
3. The Fielder must use the orange bag to play from in foul ball territory; in this case runner must use white bag.
4. Once runner reaches 1st base, the orange safe base no longer exists.

Sec. 19 SAFETY LINE:

1. Once the runner has passed the "20ft Scosment line" from home plate, the runner cannot return to 3rd base. The runner must touch the ground on or past the line to be considered committed.
2. The runner must touch the ground on or past the "safety line" to be safe at home.
3. The safety line is an extension of the 1st base line past home plate to the backstop.
4. Only defensive players can touch home plate.
5. If the runner touches home plate, the runner will be out, and the ball will remain live.
 - a. *The runner may touch home plate for:*
 - i. *Out-of-the-park homeruns*
 - ii. *If there is a play at the plate and the runner needs to touch the plate to avoid a collision*
6. All plays at home plate are force outs. As soon as the player passes the commitment line, the defensive player cannot make a tag. The defensive player must touch home plate to put out the scoring player.

Sec. 20 FORCE PLAY:

1. A runner who has been forced out at a bag must get out of the way of a defensive player attempting to make another play, or the runner closest to home will also be called out
2. A runner is out when a defensive player has the ball and the runner deliberately interferes with the defensive player.

Sec. 21 COURTESY RUNNER:

1. An injured player may request a courtesy runner only after they have made it to first base
2. A male must run for a male, and a coed for a coed
3. This runner must be the last male/coed batter out
 - a. If no matching male/coed player has been out yet in the game, the male/coed up in the order ahead from the batter will be used
4. If a courtesy runner's turn at bat comes up while they are on base, they are declared out in their at bat position

Sec. 22 DEAD BALL RULE:

1. Any ball batted, thrown, deflected, or carried over the out of play line immediately stops play.
 - a. A batted ball caught in the out of play area is dead and the batter is given a strike; the batter is not out. The ball is dead if it is beyond the out of play line even if the fielder's feet are in play, except where a ball can be caught over the fence while the player remains in the field of play.
2. If an umpire determines a defensive player intentionally puts the ball out of play, all runners on base will be awarded two bases from their stopped position.

Sec. 23 FALLEN RUNNER:

1. Only another base runner can help a fallen runner. If someone falls and needs help getting up, no base coaches are allowed to help. As soon as the fallen runner is touched by anyone other than another base runner, the fallen runner is out.

Sec. 24 FAKE TAG:

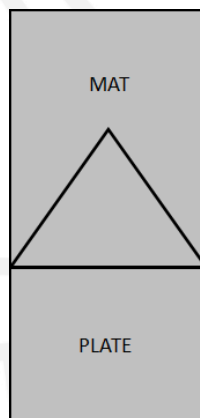
1. A defensive player may be called for making a fake tag when they knowingly do not have possession of the ball
 - a. The umpire may decide to award the base runner one base

Sec. 25 BATTER'S BOXES

1. The Batter's box is an imaginary box three (3) feet wide, on either side of home plate. The box length is determined by placing a bat at the back point of home plate and laying the bat on the ground. The front of the box is even with the end of the bat while it's toward second base. The back of box is even with the bat when it is flipped toward the backstop.

Sec. 26 STRIKE ZONE

1. The pitcher may release the ball from the pitching rubber, or anywhere within an imaginary 2'W x 6'L box extending directly behind the rubber toward second base.
2. Pitches must be between 6 – 12 feet in height at the peak of their arc.
3. The ball **must hit** any part of the black mat, or home plate to be ruled a strike. See gray area of diagram.



Sec. 27 INFIELD FLY RULE (excerpts from ASA Rules):

1. An **INFIELD FLY** is a fair batted ball (not a line drive) which can be caught by an infielder with ordinary effort.
 - a. (DIRECTLY FROM USSSA 2023) EFFECT Sec. 2. H. The umpire shall immediately call the batter out (in a forceful manner) and the ball is dead.
 - I. They hit a fly ball that is legally caught.
 - J. They hit an infield fly, with runners on first and second, or on first, second and third bases with less than two out.