

CITY OF NORTHGLENN
DEPARTMENT OF PARKS AND RECREATION
ADULT SOFTBALL LEAGUE RULES AND REGULATIONS
Rules Revised 05/2026

Managers are responsible for notifying all players of the league's rules and the policies contained in the, "Code of Conduct".

UNIFORMS / EQUIPMENT

- It is the umpire decision to allow players to wear jewelry during league play
- Batting out of order will result in an out if a pitch has been received by a batter batting out of order.
- Uniforms are not required, but teams SHOULD wear like-colored shirts with numbers on the back (NOT REQUIRED). No steel cleats.
- In order for a bat to be legal in a City of Northglenn organized adult softball league, it must meet 1 of the following criteria. Please note if the stamp cannot clearly be seen it will not be permitted in our league
- The official bat must bear either the ASA approved 2000 certification mark, the ASA 2004 certification mark, or the ASA 2013 certification mark. These certification marks are shown below:



- Must be included on a list of approved bat models published by the ASA National Office

When buying a new bat please do the following

- Make sure it has 1 of the 3 stamps above
- If it has one of the stamps above, check the current non approved bats with ASA Certification Mark which can be found at www.teamsideline.com/northglenn If you have a questions about the eligibility of a bat please speak with the umpire prior to your game. If a player is caught using an illegal bat the player will be suspended for the season, no exceptions.

GAME TIME / GAME PLAY

- Please check the online schedule to determine if your team is Home or Away
- FORFEIT TIME IS GAME TIME. A 10-minute grace period is allowed for the 6:30 p.m. game only. ***Even under this situation, the 55-minute time limit will begin at 6:30 p.m. *** If, the minimal number of 8 players is in attendance, then the game must start immediately. If 8 players are not in attendance by 6:40 p.m. than a forfeit is called.
- Line-ups should be turned in to the scorekeepers at least 10 minutes prior to the scheduled start of each game. Clock will start on schedule even if line ups have not been turned in. However, no pitches will be thrown until all lineups have been turned in. Any last-minute changes must be reported to score keepers before the player takes the field.
- Bases and Pitching Plate – The pitching plate distance will continue to be 50 to 55 feet. The bases will continue to be 70 feet apart.
- The Ball - We will continue to use a .44 or .52 core ball.
- The time limit for each game is 55 minutes of play. No new inning starts after 55 minutes unless the game is tied.
- A game shall be considered complete, and no new inning shall be started if:
 1. At the completion of 7 innings, the score is not tied.
 2. At the end of the 55 minutes time limit, the score is not tied.
 3. At the end of 55 minutes, the inning in progress must be completed before the game is officially over (unless the home team is ahead).
 4. One team leads by 10 or more runs after the team trailing has had at least 5 innings at bat.
 5. One team leads by 15 or more runs after the team trailing has had at least 4 innings at bat the game is over.

6. If a team leads by 20 or more runs after the team trailing has had at least 3 innings, the team trailing will be given the option to end the game or continue to play.
 7. In case of a rain-out, a game shall be considered complete if 4 innings have been played or 30 minutes has expired off of the game clock (3 ½ innings if home team is winning). If the game must be rescheduled the game score and inning will stay the same, and the team at bat will start at the top of the lineup with a 55-minute clock and no outs.
- Extra Inning Play – If extra innings are necessary pitchers will only get one pitch; Batters will either, walk, strike out, or take the result of the play. A foul ball is an out. Each team will start the first extra inning with the last batter in the previous inning on 2nd base with no outs. In all subsequent extra innings, if the score remains tied, the last batter in the previous inning will start at 3rd base with no outs. The game continues until the tie is broken.

MEN'S SOFTBALL LEAGUE

A team shall consist of:

- 10 defensive players (both Men's and Coed) with a minimum of 8 players.
- Up to and including 14 batters may be on the line-up.
- Teams may start a game with 8 players (Coed and Men's)
- At no time, may a team play with less than 8 players. A forfeit will be called. A 9th or 10th player arriving late may play immediately but must be reported to the scores booth. He/she will be added to the end of the batting order.
- Ejection – If a player is ejected from a game, he/she will be automatically suspended for the following game. If that player feels that there are extenuating circumstances regarding the matter, he/she must submit a written statement to Roman Ortega, Recreation Coordinator, within 48 hours. The team will take an out each time the ejected player was scheduled to bat for the rest of the game. Teams are not allowed to play with 7 players.
- Players must have played 4 games during a 10-week season to be eligible for playoffs. Players must have played 2 games in an 8-week season to be eligible for playoffs. Players cannot be added to rosters after the 6th week of play in a 10 game and 8 game seasons, however, players not on the roster are allowed to play but will be labeled as a borrowed player and must get approval to play by the opposing team before the game begins.
- Strike zone consist of the plate and one foot behind the plate. Ball must be thrown between 6ft and 10ft to be considered a strike.
- Borrowed Players- Teams are allowed to borrow up to 3 players at any time during the season (playoffs not included), however, the team borrowing players must have those players approved by the opposing team. If the opposing team denies those players, the team borrowing will not be allowed to use the denied players. During team captain's meeting the team captain has the responsibility to ask the opposing team if they are borrowing players so that approval can be given. Borrowed players are defined as players that are not on the team's 18-man roster prior to the start of the game. Keep in mind players cannot be added to the roster after the 6th week of a 10 game or 8 game season.
- HOME RUN RULE- A maximum of 3 home runs are allowed in any game. Any home run hit over the fence in excess of 3 will be ruled an out and runners may not advance. The hitters has the option of running the bases but must touch 1st base in order for the home run to count.
- Bat Rule- Each team will be provided with a bucket that will sit outside of their dugout and the bats that are placed in this bucket will be the only bats that can be used during the game. If a player is found using a bat that was not placed in the bucket during the start of the game, that player will be ejected. If a ball hits the bucket at any time the ball will be considered live. If the ball goes into the bucket the ball will be considered dead.

INDIVIDUAL PLAYER PERFORMANCE MEN'S AND COED SOFTBALL

- Courtesy Foul Ball: each batter will receive a courtesy foul ball on a 3rd strike foul tip. Any foul tip hit after this point will be considered out.
- A pitcher may have 3 warm up pitches to start the game. Thereafter, one pitch is allowed at the start of each inning.
- All batters start with a 1-1 count (1 ball and 1 strike). 3rd strike foul ball rule still applies.
- Any legally pitched ball which hits any part of home plate is a STRIKE. The double safety base is used in our leagues. Runners use the orange side (right) and fielders use the white side (left). If a defensive player is making a play at the base, the runner must go to the orange side of the base or be called, "out". The fielder must remain on the white side of the base or the runner is declared, "Safe".
- Courtesy Runner – If a player has a minor injury or a physical disability, and is capable of playing but has difficulty running the bases, a courtesy runner may be used if the runner reaches a base safely. The player making the last out prior to the replacement will be the courtesy runner. In coed, a female is replaced by a female and a male by a male. It is up to the umpire's discretion as to whether a courtesy runner is warranted. Teams are allowed to use one courtesy runner per inning.

- Reentry Rule – Teams are allowed to substitute defensive players throughout the game with not penalty, however, the batting order will not change.
 - HOME RUN RULE- A maximum of 3 home runs are allowed in any game. Any home run hit over the fence in excess of 3 will be ruled an out and runners may not advance. The hitters has the option of running the bases but must touch 1st base in order for the home run to count.
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COED SOFTBALL LEAGUE

- The male dominance rule does not apply in our coed leagues.
- Teams may start with 8 players. Must have at least 4 females on the field or your team will forfeit. If your team has 5 females, those 5 females must be on the field. If your team only has 4 females on the field, then your team can only play with 8 players, 4 males and 4 females. However, all players are allowed to bat but if males bat back-to-back an out will be recorded after the first male ends his batting attempt.
- Up to 14 players may bat, but only 10 of those may play defense. Free substitution is allowed on defense. THE BATTING ORDER DOES NOT CHANGE WHEN A DEFENSIVE CHANGE IS MADE! The only time the batting order changes is when a new player comes in the game.
 - If a male batter is walked the following female batter has the options to either bat or take 1st base. The female batter must bat if there are less than 2 outs. The male batter will take 2nd base when walked regardless of the outs. All runners may advance one base if forced.
- Defensively, any combination of males or females may play infield or outfield. Pitchers and catchers may also be of the same gender.
- If a team bats 2 men back-to-back 1 out will be recorded after the 1st male finishes his at bat.
- All outfielders must remain behind the 175-foot restraining line when a female is batting until the ball is struck. If a fielder is in front of the line before the ball is struck, the batter has the option of taking the result of the play, or she may be awarded 1st base. If a male batter is at bat the restraining line is no longer in effect, players can play in front of this line as they wish. However, outfields must stay in the grass and are not allowed to play in the infield when playing in front of the restraining line.
- *** HOME PLATE RULE*** - All plays at home plate will be played as a force out. The runner coming home must not step on home plate. If a player steps on home plate, they are out. The runner must cross a line (break the plane) which runs perpendicular to the 3rd base line extending from home plate to the backstop. The defensive player must have possession of the ball and be touching home plate before the runner from 3rd base crosses the line at home plate for that runner to be declared, "OUT". If any defensive player attempts to tag the runner coming home will result in the runner being declared, "SAFE". A chalked line 25 feet from home plate is the, "line of no return". A runner coming home from 3rd base may not return to 3rd once he/she has crossed that line or an, "out", will be declared (play continues until the umpire calls the play dead).
- Strike zone consist of the plate and one foot behind the plate. Ball must be thrown between 6ft and 10ft to be considered a strike.
- Borrowed Players- Teams are allowed to borrow up to 3 players at any time during the season (playoffs not included), however, the team borrowing players must have those players approved by the opposing team. If the opposing team denies those players, the team borrowing will not be allowed to use the denied players. During team captain's meeting the team captain has the responsibility to ask the opposing team if they are borrowing players so that approval can be given. Borrowed players are defined as players that are not on the team's 18-man roster prior to the start of the game. Keep in mind players cannot be added to the roster after the 6th week of a 10 game or 8 game season.
- HOME RUN RULE- A maximum of 3 home runs are allowed in any game. Any home run hit over the fence in excess of 3 will be ruled an out and runners may not advance. The hitters has the option of running the bases but must touch 1st base in order for the home run to count.
- Home Plate Line- Players are not allowed to touch home plate when going into home, if a player touches home plate they will be called out. Instead, runners will cross the home plate line drawn beside home plate and this will count as touching home plate. All plays at home are force outs.
- Commitment Line- Located halfway down the 3rd baseline there is a white hash mark and this is known as the commitment line. If a player passes this line they are not allowed to go back to 3rd. However, if the ball is batted in the air and caught, a runner passing the commitment line will be allowed to run back to 3rd base to avoid being thrown out at 3rd.
- Bat Rule- Each team will be provided with a bucket that will sit outside of their dugout and the bats that are placed in this bucket will be the only bats that can be used during the game. If a player is found using a bat that was not placed in the bucket during the start of the game, that player will be ejected. If a ball hits the bucket at any time the ball will be considered live. If the ball goes into the bucket the ball will be considered dead.

ROSTERS

- Rosters must be filled out completely before the start of the season. It must be complete with names, phone numbers and shirt size so that if your team finishes first, I can order the correct shirt size for each player.
- Players must have played 4 games during a 10 week season to be eligible for playoffs. Players cannot be added to the roster after week 6, however, those players not on the roster are allowed to play as they will be defined as a borrowed player and must be approved at the beginning of the game. Players must have played in 3 games during a 8 week season.
- Teams are allowed up to and including 18 players on a roster.
- We reserve the right to disqualify any team or players from further participation, if we deem those players or the team to exceed the qualifications and ability level of a particular league.
- A waiver form must be filled out before a player may participate.
- All player and team fees must be paid at the Northglenn Rec. Center prior to the second week of play.

LEAGUE STRUCTURE

- The format for playoffs will be single elimination bracket format
- First place team trophies will be awarded
- The team that ends the season with the best regular season record will receive team shirts

PROTESTS / FORFEITS

- Teams will not be refunded for opposing teams forfeits.
- All protests must be made during the game, not after. Example; if a team is accused of bringing on new players for playoffs, the protest must be made before the 2nd innings has concluded or the illegal player will be allowed to play. All protest after this deadline will be denied
- Any team forfeiting their second game will be required to pay a reinstatement fee of \$50.00, to the City of Northglenn at least 24 hours prior to your next game. Any team forfeiting 3 games during the season, whether consecutive or not, will be removed from the league and no refund will be given.
- If a team member is accused of not being on the roster during playoffs, that player (the accused player) must have ID in order to prove his/her identity. If none is provided then that player will not be able to play. Scorekeepers have the authority to verify player's eligibility.

ELASTIC POWER

Any or all situations, not covered specifically in the league rules, shall be acted on by the League supervisor. All such action shall be the basis for similar situations and such rulings shall be final and become part of the league rules.

PLAYER CODE OF CONDUCT

- Player or team action not covered by the above rules shall be covered by the Northglenn Parks and Recreation, "Player Code of Conduct". It will be enforced by the League Supervisor and it is the team captains' responsibility to ensure all players are aware of the City of Northglenn's Code of Conduct.
- Player Ejection- If a player is ejected from a game, said player will be given 5 minutes to gather his/her things and the player must leave the facility. The ejected player is not allowed to sit in the parking lot. The umpires will not start the game until they are sure the player has left city property completely.
- Illegal bat- If a player is caught using an illegal bat during or after an at bat, the bat and the player will be ejected from the league for the rest of the season.

RAIN OUT PROCEDURE

- Managers will be emailed as soon as a decision on playing conditions are made. Managers should notify players.

MAKE UP POLICY

- Rain out games will be added to the end of the season.

ALCOHOLIC BEVERAGES

Alcoholic beverages are not permitted at the park, stands or parking lot as specified by Northglenn City Ordinance. **Players will receive a warning if caught drinking. If it continues the accused player will be asked to leave the game and will be suspended for one game. Second offence will result in expulsion from the league.**

LEAGUE UPDATES: teamsideline.com/northglenn

LEAGUE QUESTIONS/CONCERNS: Roman: 303-450-8928