



2026 Adult Fastpitch Softball Rules

The 2016 ASA Official Rules of Softball governs all games, with the exception of local league rules.

TEAM RULES

1. All team members must **complete and sign** a City of Boulder Parks and Recreation Team Roster and Waiver of Liability to be considered an eligible player. Information must be printed legibly and a signature and date supplied by the player.
2. Teams may have an unlimited number of players on their Roster. Players may be added to a Team Roster throughout the regular season schedule. Rosters are frozen after the last regular season game.
3. Players and field coaches must be at least 16 years of age. Players may not currently be on a high school or college baseball or softball team roster.
4. The Program Coordinator and the Field Supervisors have the authority to disallow any ineligible player(s) from participating. Penalty for use of an ineligible player is forfeiture of the game and a \$25.00 fine.

GAME RULES

1. Failure to field 8 eligible players at game time will result in a forfeit.
 - a. **Exception:** for the 6:00pm game, if a team does not have the minimum of 8 players to start a game, the team with the legal number of players has the option of asking for an immediate forfeit of starting the game clock to allow the team up to 10 minutes to field enough players. If enough players have been located, the game will then begin in the 2nd inning. Failure to field 8 players within the 10 minutes will result in a forfeit. Field Supervisor has the final decision.
2. A game is a regulation game if seven innings have been played (or 6½ innings if the home team has scored more runs).
3. A game is a regulation game at the end of the inning being played when 70 minutes expires on a running game timer.
4. A game is a completed game according to ASA Rule 5 Section 9 - Run Ahead Rule: if either team has outscored their opponent by 15 runs at the completion of the 3rd inning, or by 12 runs at the completion of the 4th inning, or 7 runs at the completion of the 5th inning or later.
5. If the score is tied at the end of a regulation game, a modified ASA extra inning procedure is used to determine the outcome of the game. In this procedure, each extra inning will begin with the previous inning's last batter-runner occupying second base. Each batter will begin with a 1-1 ball/strike count.
6. During inclement weather, the Field Supervisor has the authority to end any game in progress. Games that have finished 5 innings (4½ innings with the home team leading) will be considered a completed game. Games that have finished less than 5 innings will be replayed from the beginning.

EQUIPMENT RULES

1. Closed toe, athletic style shoes are required to be worn by all players. Metal cleats and removable hard rubber cleats are allowed. Sandals, Crocs or similar rubber/plastic footwear are not permitted.
2. Batters and base runners are required to wear a protective helmet. Base coaches and on-deck batters are strongly encouraged to wear protective helmets.
3. Catchers on the field must wear a mask while receiving pitches from any pitcher. This includes during pre-game warmups and practice pitches between innings. Umpires will require a pitcher to stop pitching until a catcher has a mask in place. Catchers are strongly encouraged to also wear masks while receiving pitches while off the playing field.
4. Only bats listed as legal for ASA play on the ASA website are permitted. Umpires will perform a bat check before each game. The umpires have the authority to disallow any bat into play. The penalty for use of a bat not approved by the umpires is forfeiture of the game and a \$25.00 fine.
5. The Umpires or the Field Supervisor may disallow any player from participating while wearing any equipment deemed as potentially dangerous. Specifically, players may not participate while wearing any exposed hard cast.

PLAYING RULES

1. It is the intention of the League to provide a fair and competitive game for participants on every scheduled date. *** All scheduled games will be attempted to be played to completion whenever possible ***. Accommodations will be made (as detailed below) to “get a game played” for available participants.
2. Each team is required to field eight eligible players at game time. Failure to field eight players at any time in the game results in a forfeit.
3. If a team has fewer than 8 players available from their own Team Roster, the team may “pick up” any available eligible player in order to play the scheduled game. This includes eligible players from other team rosters, including the opponents they are playing. The opponents, at their discretion, may “loan” players to play on defense-only so that the game does not have to be forfeited. The specific players that are “loaned” can be rotated by the “loaning” team throughout the game.
4. When a team plays “shorthanded”, (with fewer than nine of their own roster players), automatic outs are not recorded for the “missing players” when their batting order position come up.
5. When a team has more than 9 players available, the ASA rules permit these players to be used as either substitute players or use a Designated Player/FLEX player. See ASA Rule 4 Section 3.
6. Prior to the start of the game, the Umpires and the two team managers must meet at Home Plate to identify themselves and discuss the playing of the game.

Points of Emphasis:

7. PITCHING - “Crow Hop” pitching is not permitted. Umpires will call a NO PITCH and a DEAD BALL. The pitcher will be instructed to deliver legal pitches. If the pitcher continues to deliver illegally, the umpire will instruct the manager to replace the pitcher. See Rules Supplement #40.
8. BLOCKING THE BASE - Fielders may not block any base when not in possession of the ball. Umpires are instructed to call Defensive Obstruction in this case. This includes blocking Home Plate after passed balls/wild pitches. See Rules Supplement #36
9. CRASHING -- Runners may never crash into any fielder intentionally, even when the defensive player is obstructing the base. Umpires are instructed to call Offensive Interference in this case. A violent crash or an unnecessary crash will result in ejection by the Umpires. Defensive Obstruction (blocking) does not permit Offensive Interference (crashing). The crash will override the block. See Rules Supplement #13.
10. COURTESY RUNNERS – Any runner may request and be replaced by a courtesy runner anytime they are on base. The courtesy runner must be the last batter who is not on base. **If a courtesy runner becomes the “lead runner” on the bases, the courtesy runner may not steal the next base, even on a passed ball.**

LEAGUE RULES

1. Umpires have jurisdiction over play and may penalize a player, including game ejection, for any unsportsmanlike conduct or rules violation.
2. UNSPORTSMANLIKE CONDUCT: At no time may any player act in a disrespectful manner to any other Participant, Umpire, Supervisor, or to any visitor to the Boulder Parks facility. See the attached Player

Code of Conduct. Cursing or any disrespectful language directed at any other person is not permitted. Ejected players must leave the Facility and are liable for a suspension from their team's future games.

3. EJECTION PROCEDURE -- In the case of any ejection by an Umpire or the Field Supervisor, the game will be suspended while the following procedure is enforced:
 - a. The ejected player must immediately leave the field.
 - b. Both umpires will exit the field through the opposite dugout of the ejected player. The Umpires will locate the Field Supervisor.
 - c. The Field Supervisor, the Umpires, and both managers will meet at Home Plate. All must sign an incident report at this time.
 - d. The ejected player by then must be physically outside the Boulder Parks and Rec facility. At Stazio fields, this means outside the front gate, in the parking lot. At Mapleton fields, this means off the ball field property and away from sight and sound of any of the Fastpitch players.
 - e. Failure of the ejected player or that player's manager to follow this procedure results in a forfeit and the end of the game.
4. You cannot argue balls & strikes calls. If you are the batter, you are permitted to step out of the box, and comment on your opinion of the pitch. A batter may not point or gesture while commenting on a pitch. If you are the pitcher, you are permitted to step inside the pitcher's circle and ask where the pitch was called. The Umpire will provide an answer of inside, outside, high or low. If you are any player other than the pitcher or the batter, you may not say anything to the Umpire about a called pitch. Any other protest, verbal or visual, will result in the player's ejection.
5. On plays other than balls and strikes during the game, the team manager may discuss an Umpire's call with the Umpires.
 - a. On plays that are judgment calls by the Umpire, the manager may discuss with the Umpire in a moderate voice how they saw the play develop. The Umpire may or may not then give any further explanation.
 - b. On plays that are rulings of game action, the manager may ask for a description of the ruling. The Umpire will describe the rule being applied,
 - i. The manager may dispute the accuracy or applicability of the ruling with the Umpire.
 - ii. The manager may file an official game protest with the Umpire specifically over this dispute, but only concurrent with the conclusion of the dispute. (i.e. – when you file the Protest, you are done disputing).

LEAGUE ADMINISTRATION RULES

1. Non Appearance Forfeits: When a team fails to show up for their assigned game without notification, the team must pay a \$25.00 forfeit fee prior to participating in their next scheduled game.
 - a. Failure to pay the forfeit fee shall result in another Non Appearance Forfeit. Another \$25.00 fee will be assessed.
 - b. Exception: If a team has to forfeit, the team must contact the Sports Office at 303-413-7465 by 4:00 pm the day of the game or by 2:00 pm on Friday for games played on the weekend. If notified properly, there will be no forfeit fee charged.
 - c. Call the Program Coordinator at 303-413-7465 to arrange to pay any levied fines.
2. League Championship
 - a. The last night of scheduled games for each season is "Position Night", where the 1st place team plays the 2nd place team; 3rd place plays 4th place; etc.
 - b. The League Championship is awarded to the winner of the 1st place/2nd place game, regardless of the final league win-loss standings.
 - c. In the event a league has an odd number of teams there will be a 'play in' for the championship game. The winner of the 2nd vs. 3rd seed game will play the 1st seed for winner takes all.
 - d. Team Rosters will be checked with IDs for the League Championship game
 - e. Tiebreaker Rule: If two or more teams have identical records at the end of scheduled league play before "Position Night", the following method will be used to determine league standings:
 - i. Fewest forfeits
 - ii. Head to Head play.
 - iii. Head to group run differential.

- iv. Head to Head runs against.
 - v. Overall run differential for the entire season.
 - vi. If a situation not covered above occurs, a coin toss will be used to break the tie.
3. Inclement Weather:
- a. Decisions to cancel games due to inclement weather will be made at 4:00 pm Monday through Friday, or two hours before the first scheduled game time on Saturday or Sunday.
 - b. After 4:00 pm on weekdays and after two hours prior to the first game on weekends, it is the team's responsibility to show up for the game. Be aware games still may be cancelled at any time due to weather conditions, even when you show up.
 - c. If and when games are postponed, the rainout line and twitter feed will be updated immediately.
Rainout Line call 303-441-3410, press 1.
Twitter: #BPRsports
4. Scheduling
- a. All games are scheduled by the Program Coordinator.
 - b. The complete league season schedule and current standings are posted at www.teamsideline.com/boulder
 - c. Games will not be rescheduled except for adverse weather conditions or unplayable grounds.
 - d. Games will be played if at all possible. Games may be played in weather conditions that are not ideal.
 - e. When the rescheduling of games is necessary during the season, the reschedule game date(s) will be posted to www.teamsideline.com/boulder within two business days of the cancelled game.
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CITY OF BOULDER PARKS AND RECREATION-SPORTS

ADULT SPORTS

OBJECTIVES AND PURPOSES

The objectives and purposes of the Boulder Parks and Recreation Department Adult Sports Leagues shall be to foster, develop, promote, and regulate amateur sports in the City of Boulder; to establish rules and regulations governing all teams participating: to engage in any activity that will be beneficial to the participants and the leagues' well-being, and to extend the sports as wholesome recreational activities.

GENERAL POLICY STATEMENT

The Boulder Parks and Recreation Department reserves the right to change any and all rules, regulations and policies whenever due cause warrants a change. When a change is made, all managers of teams affected by the change will be notified immediately.

GENERAL POLICIES

The regulations stated under General Policies will govern all adult sport leagues: basketball, softball, dodgeball, volleyball, kickball and soccer.

Animals: No animals will be allowed in any sport complex with the exception of service animals with clearly marked insignia.

Bottles and Kegs: No bottles or kegs are allowed at the sport complexes.

Pleasant View Soccer Complex – No alcohol is allowed.

Sportsmanship and fair play will be the hallmark of all adult sport programs.

The Rules Committee that governs all Boulder Parks and Recreation Adult Sports will be composed of the Recreation Supervisor and the Program Coordinator for the respective sport.

TEAM REGISTRATION

In the event that we receive the maximum number of team entries during registration, the following priority will be used for teams on the waiting list.

One, teams that played in the same league and classification last year or teams moving up a classification.

Two, teams that were first added to the waitlist.

Three, teams that contain the highest percentage of City of Boulder residents.

Entry Fees and deadlines vary with each sport or league; please refer to the entry fee listed under each sport.

Entries must be received by the published deadline or late fees may be incurred. Teams will not be considered entered until their entry fee has been paid in full.

Dividing Teams: The Boulder Parks and Recreation Department reserves the right and authority to place teams into leagues or divisions so competitive parity can be achieved.

Limit of Team Entries: The number of team entries will be limited due to facility availability. All entries are taken on a first come, first served basis. To assure team entry, team fees must be paid at the time of registration as designated on the specific league information.

ROSTERS

Each player must sign the roster/waiver form before playing to be considered an eligible player.

Teams may have as many players on its roster as desired. All rosters must be turned in either typed or printed in a neat manner. Teams may add players at any time during the season unless designated by specific league rules.

Refunds: Absolutely no entry or player fees will be refunded once the deadline has passed.

Players may play in as many leagues as they want but only one team per league. Players must sign a roster/waiver for each team they play with.

Participants must be 16 years of age in order to play in the Adult Sport Leagues.

Current varsity athletes in the particular sport from either high school or college are ineligible during "on" season.

NO OFFICIAL PRESENT RULE

In the event that an official fails to be present and the two teams wish to play:

1. The game supervisor must be notified.
2. The absent official form must be signed by both team managers and the game supervisor.
3. At the game's end the form must be given to the game supervisor.
4. The scores will then be entered into the official record.

In the event that an official fails to be present and the two teams do not wish to play, a make up game will be scheduled at Program Coordinator's discretion.

Release of Liability: It is the manager's responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in the sports of basketball, softball, dodgeball, volleyball, kickball and soccer. By accepting the role of manager you assume the liability for all players who have not signed the roster. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that the City of Boulder, the affiliated facilities, affiliated teams, and any staff members will not be held responsible for injuries.

City of Boulder Player Code of Conduct

Definitions

Manager - A person designated as the team spokesperson. One who is either a player or non-player

Player - A person who actively participates in the game, whether it is playing or sitting on the bench, and who is on the roster.

Spectator - A person who comes out to watch the games for entertainment with no physical involvement.

Official - A person on the field to administer the official rules.

Participation - Any involvement in the Boulder Parks and Recreation Department activities such as spectating, officiating, playing, coaching, registering for classes, or attending non-sporting events.

Recreation Activity - Any class or event sponsored by the Boulder Parks and Recreation Department.

Program Coordinator - The full-time Parks and Recreation employee designated to organize and supervise the activity.

No player shall:

- * At any time lay a hand upon, shove, strike, or threaten an official, player, or spectator.
- * Refuse to abide by an official's decision.
- * Be guilty of obscene gestures, objectionable demonstrations, or dissent of an official's decision.
- * Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.
- * Be guilty of physical attack as an aggressor on any player, official, or spectator.
- * Be guilty of using foul language (swearing) or abusive verbal attack upon any player, official, or spectator.
- * Appear on the field under the influence of alcohol to the extent that he/she is inclined to cause harm to him/herself or another player.
- * Misuse or destroy City of Boulder property or facilities.

Officials are required to suspend the player immediately from further play and report the player to the Program Coordinator.

Minimum Penalty: Removal from the game, suspension from the team's next game and placed on probation for the remainder of the season.

Maximum Penalty: Suspension from all City of Boulder recreational activities for life. Case is subject to review the following year. Police involvement.

No player shall:

- * Discuss with an official in any manner the decisions reached by an official. Exception: The manager may confer with the official(s) in a reasonable and civil manner.
- * Smoke while coming off or going onto the field of play in any recreation facility.

Minimum Penalty: Warning by the official.

Maximum Penalty: Suspension from all recreational activities for one year and probation for the following year. Case is subject to review the following year. Police involvement.

1. Any player being placed on probation for the remainder of the season and reported again for the violation of Code of Conduct will be suspended for the remainder of the season.
2. Any player removed from a game must leave the field, court, or facility immediately. This includes any and all city property and any other property used by the City of Boulder for programs. Failure to do so will carry a maximum penalty of suspension for the remainder of the season.
3. Any person on probation who violates the Code of Conduct will be placed on suspension until the case can be heard by the Sports Dept staff.
4. Any person wishing to appeal a decision reached by the Program Coordinator should do so by calling the department at 303-413-7465 within 72 hours of the sports staff decision.

5. Any ejected player must pay appropriate fine and sit out the designated number of games prior to playing again.

Failure to comply will result in suspension of playing, per Program Coordinator's decision.
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