



CITY OF CHEYENNE
COMMUNITY RECREATION AND EVENTS
2023 Co-Rec Softball League
Rules and Regulations

Introduction

Games will be played under U.S.S.S.A. Softball Codes and Rules and as amended by League Bylaws. The Co-Rec Softball League is organized, administered and supervised by the City of Cheyenne Recreation Division. League administrators will render any necessary decisions regarding situations that may develop which are either not addressed, or only partially addressed in the league codes, rules and bylaws. Any questions as to policies, rules or regulations should be referred to the Recreation Division at 307-773-1039.

Forfeits and Disqualifications

1. The score of a forfeited game shall be 7-0 in favor of the team not at fault. Umpires will not be required to umpire any forfeited game. Teams may agree to a scrimmage with the understanding that the game will be called 20 minutes prior to the next scheduled game time. Softball Supervisors and umpires have the authority to terminate any such game at their discretion.
2. The League Director will maintain authority over all softball operations at all fields/complexes before, during, and after all games. Abuse of umpires will not be tolerated.

Cancellation Policy

1. In case of wet grounds or inclement weather prior to 5:30 p.m., the Recreation Division will make the final decision if the grounds are playable. Team representatives should monitor our Facebook page and www.cheyennerec.org. If inclement weather arrives after 5:30 p.m. or after a game has started, the umpire will make the final decision on whether to postpone the game. The maximum delay for inclement weather will be 30 minutes. If 30 minutes have passed the current and all subsequent games will be postponed. Team reps will be notified by the Recreation Division if games are canceled. Cancellations will be posted on www.cheyennerec.org. The make-up schedule will also be posted on www.cheyennerec.org. Weekend make-up games will be handled separately.
2. A fine of \$50-\$100 will be assessed to any team playing on the fields after games have been officially postponed. Fines must be paid before the next scheduled game or forfeits will result until the fine is paid.
NOTE: In the event of wet grounds or inclement weather, games may be played on some fields and not on others due to inconsistencies in the field surfaces, and variances in rainfall at each field location.

Warm-up policy

1. Hitting balls against chain link fences is absolutely prohibited. Suspensions may be imposed.
2. For the protection of spectators and children all teams must limit all their player's pre-game warm-up to the warm-up areas.
 - a. Players may warm up on the playing field prior to their game as time allows.
 - b. Warm-up areas are designated in Converse, Brimmer, and Lions Park.
 - c. Penalties - Should individuals fail to follow posted warm-up rules are:
 1. The player(s) will be given one warning.
 2. Should the player(s) ignore this warning, the team representative will be contacted by the League Director.
 3. Any further warning in the future for that team will result in forfeiture of the team's most recent game won.
 4. Individuals who refuse to follow warm-up rules will be subject to disciplinary action based on the circumstances. Disciplinary action may involve probation to suspension from one (1) game up to the remainder of the season or next season.

Measurements

1. Pitcher's distance will be 50' and base paths will be 70' for all leagues.
2. 12" U.S.S.S.A. approved softballs will be used when men are at bat and 11" U.S.S.S.A. approved softballs will be used when women are at bat.

Equipment

1. No metal cleats or football types that have removable cleats will be allowed.
2. We are requiring anyone that will be pitching to wear a mask. We will have an extra one at the fields that may be rented if needed.
3. The on-deck batter can use only one official softball bat or an approved warm-up bat for loosening up. Attachments (i.e., bat rings, or lead pipes) are illegal.
4. All bats must conform to U.S.S.S.A. standards.
5. All gloves and/or mitts must conform to U.S.S.S.A. standards.

General Game Regulations

1. The Co-Rec Softball League will play slow pitch softball and each team must start the game with at least eight players. Teams may continue to play with eight players throughout the game, providing:
 - a. Any team starting, a league game, one or two players short shall suffer an out each time the vacant position comes to bat in the batting order. The placement of the vacant position(s) in the batting order shall be at the discretion of the team playing short, but cannot be changed after the lineups have been turned in. The player filling the vacant position will be considered a starter for that position in the batting order.
2. Rules specific to Co-Rec Softball are as follows:
 - a. A team must field the correct number of players of each sex. No more than one more of each sex shall play at a time. Example of correct ratios: 4 men 4 women, 4 men 5 women, 4 women 5 men, 5 men 5 women, etc.
 - b. If a team has more than 10 players, they must maintain an even ratio of men to women. Players of the same sex batting consecutively are not allowed except for when a team only has 9 players. If a team has 9 players, the sex with 5 players in the lineup must be placed at the start and end of the batting order.
 - c. Defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female in the pitcher/catcher positions. Violation of this rule will result in the batter being awarded a two-base hit. The rule will be waived if the batter gets further than second base.
 - d. One courtesy runner is allowed per inning. Men must courtesy run for men and women must run for women.
 - e. If a male is walked, they are awarded two bases, and any runners on base will advance if pushed forward by the walk. The following female batter has the option BUT IS NOT REQUIRED, to advance to first base automatically.
3. Lineup cards must be picked up from the scorekeeper at the appropriate field and turned in to the scorekeeper at least 10 minutes prior to scheduled game time. The scorekeeper will distribute copies to the appropriate parties from the scorer's booth. Captains must acquire their copies from the scorer's booth. Line-up cards will not be accepted by the scorekeeper unless first initial, last name, and uniform number are listed for all players shown. Please indicate your team representative on your line-up card. If a team has not turned their lineup card into the scorekeeper by 10 minutes prior to the scheduled game time, they will be assessed one automatic out for their first scheduled turn at bat. Your leadoff batter still gets to bat you will just start out with one out.
4. Umpires will notify the official scorekeeper and team representatives as to the starting times of games. After the coin flip establishes the home team, the clock begins at that point. After five warm-up pitches have been completed, the umpire shall call for the first batter. If you have not been notified as to the official starting time, it is the team captain's responsibility to ask the umpire for the official time. You may refuse to play until you receive this information.
5. Length of Game:
 - a. A fully played game shall consist of seven full innings or fifty-five minutes. If at the end of this time limit, seven innings have not been completed, the nearest full inning will be completed, and play terminated.
 - b. If inclement weather occurs after four or more innings have been played, the game will be considered completed and the team which is ahead declared the winner. If not, the entire game will be replayed. Postponed games could be made up on Fridays, Saturdays, Sundays, and/or during Frontier Days, or at any other time designated by Recreation officials.
 - c. Any team having a twenty-run or more lead at the end of the fourth inning, a ten-run or more lead at the end of the fifth or subsequent inning, shall be declared the winner. If the home team is ahead by twenty or more runs at the end of 3 ½ innings, or ten or more runs in any subsequent ½ innings, the game shall be a legal game, and the home team shall be declared the winner.
6. Team winning flip of the coin, by the plate umpire with both representatives present, will choose to be home or visitor.
7. Players in all leagues will be only allowed 3 balls and 2 strikes. This is called a short count.
8. No player or coach will be allowed to argue balls and strikes. A player or coach may ask why a pitch was called a ball or strike, but you may not argue about it. For the first offense, the violator will be warned that repeating the offense will cause prompt ejection from the game. If the first offense is done in a flagrant manner, the offender will be immediately removed from the game by the umpire.
9. If an umpire determines that a player is placing other participants, including umpires, in danger of being hurt by continuous unintentional throwing of a bat, that player may be ejected by the official to protect other participants. Intentional throwing of a bat will result in immediate ejection from the game. Further sanctions against ejected players will be handled on an individual basis.
10. During league play, the batter is out when a foul ball, caught or not, is hit after the first strike.
11. Balls hit foul or over the fences are to be returned to the umpires or scorekeeper, not a team's dugout.
12. Umpires will use a continuation ball rule: If the ball goes out of play and a new ball is thrown in by the umpire, the new ball is the live ball until it is replaced by the umpire.
13. Only one offensive conference is allowed during any half inning.
14. Substitutes should be reported to the scorekeeper by the player or coach. A team may re-enter a substitute in a different order in the line-up if injury occurs, providing there is no one else to substitute, and the team still has at least 8 players.
15. Any player who is bleeding has an open wound or has an excessive amount of blood on his/her uniform must leave the game. The participant cannot return until the bleeding has stopped, the wound has been bandaged, and the soiled clothing has been changed (uniform not required). Any substitute required for this reason will not count against that team. The bleeding player may return to play in the same position/batting order with no penalty.

16. Safety Base: On any attempt to force the batter-runner out at first base on the initial throw that pulls the defense off first base into foul ground, the defense and the batter may use either the white or colored portion of the base. This does not include:
 - a. Returning to the base after overrunning.
 - b. Running on a base hit to the outfield (runner may touch the red or the white part), or
 - c. Re-tag to advance on a fly ball.
17. Teams may bat your roster up to 16 players. There is the option of keeping with the traditional batting order of 10 batters and keeping the rest of the roster as substitutes or batting up to 16 players. If a team bats more than 10 players, then the following rules apply. If batting the entire roster of 16 or less and there is no substitute and one player gets injured, when that player comes up to bat, it will be an out. If a player gets ejected from a game while batting the entire roster, then the team will forfeit the game if no sub is available. This is the same as starting a game with only 10 players and no substitute. If more than 16 players are present or only bat 11-15 of 16 players and a person is injured or ejected, then a substitute can replace that injured or ejected player. If batting more than 10, then any 10 players can play defense. Defensive positions can be changed, but the batting order must remain the same.
18. Additional Hitter
 - a. An Additional Hitter (AH) is optional, but if one is used, it must be made known prior to the start of the game. If the "AH" is used, he/she must be used for the entire game. Failure to complete the game with the "AH" results in forfeiture of the game. Exception: If a team is reduced to less than the number of players used to start the game due to injury (see forfeits and disqualifications, rule 4), the team may continue to play, with the injured player's turn at bat becoming an automatic out for the remainder of the game.
 - b. "AH" must remain in the same position in the batting order for the entire game.
 - c. If an "AH" is used, all 11 must bat, and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same.
 - d. The "AH" may be substituted for at any time, either by a pinch-runner or pinch-hitter, who then becomes the "AH". The substitute must be a player who has not yet been in the game. The starting "AH" may re-enter the game in the same batting order.
19. A home run rule will be in effect. Each team will be allowed four (4) home runs. Any home run hit after that limit is reached will be an automatic out. Runners must stay at the base they occupied prior to the unallowed home run.
20. Flip Flop Rule:

In the inning when the run rule for the league is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule, then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.
21. Whenever the catcher or any fielder clearly has the ball and is waiting to tag the runner, the runner must slide or attempt to avoid contact. If in the umpire's judgment, the runner deliberately and forcefully runs into the defensive player, the runner is declared out and could be ejected from the game. The ball is declared dead and all the other runners must return to the last base touched at the time of the collision.

Note: The catcher or any fielder may not block the pathway of the runner unless he/she has possession of the ball or is in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight).
22. The ball field lights will be turned off 10 minutes after the last game of the evening is completed. Please exit the complex prior to the lights being turned off for your own safety.