



CITY OF CHEYENNE
COMMUNITY RECREATION AND EVENTS
2024 Men's and Women's 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 Men's and Women's Softball Leagues are organized, administered, and supervised by the City of Cheyenne Recreation Division. League administrators will render any necessary decisions regarding situations that may develop that are either not addressed or only partially addressed in the league codes, rules, and bylaws. Any questions about 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 10 minutes before 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. Before 3:30 p.m., the Parks Department will decide if the fields are playable in case of wet grounds or inclement weather. Between 3:30 p.m. - 5:30 p.m., the Recreation Division will determine if the fields are playable. If inclement weather arrives after 5:30 p.m. or after a game starts, the umpire will decide 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 delayed. The Recreation Division will notify team reps if games are canceled. Cancellations will be posted on our social media pages. 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 fields after officially postponed games. Fines must be paid before the next scheduled game, or forfeits will result until the fine is paid.
NOTE: In 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 prohibited. Suspensions may be imposed.
2. To protect spectators and children, all teams must limit all their players' pre-game warm-up to the warm-up areas.
 - a. Players may warm up on the playing field before 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. The 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 in the Men's League, and 11" U.S.S.S.A. approved softballs will be used in the Women's League.

Equipment

1. No metal cleats or football types that have removable cleats will be allowed.
2. We are requiring anyone who will be pitching to wear a mask. We will have an extra one at the fields that someone can borrow.
3. The on-deck batter can use only one official softball bat or an approved warm-up bat for loosening up. In addition, 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. Men's and Women's leagues 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. For 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 vacant position(s) placement 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. Lineup cards must be picked up from the scorekeeper at the appropriate field and turned in to the scorekeeper at least 5 minutes before scheduled game time. The scorekeeper will distribute copies to the appropriate parties from the scorer's booth. Captains must acquire their documents from the scorer's booth. The scorekeeper will not accept line-up cards unless the 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 5 minutes before 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 start with one out.
3. Umpires will notify the official scorekeeper and team representatives of the starting times of games. After the coin flip establishes the home team, the clock begins at that point. After 2 warm-up pitches or 1 minute (whichever comes first) have been completed, the umpire shall call for the first batter. Every pitch thrown after the second warm-up pitch will be called a ball. If you have not been notified of the official starting time, the team captain must ask the umpire for the official time. You may refuse to play until you receive this information.
4. For safety reasons, pitchers do not have to pitch on the rubber. There will be a six-foot area behind the pitching rubber that the pitcher is allowed to pitch from.
5. Length of Game:
 - a. A fully played game shall consist of seven full innings or fifty-five minutes. If seven innings have not been completed at the end of this time limit, the nearest full inning will be completed, and play will be terminated.
 - b. If inclement weather occurs after 20 minutes of gameplay, the game will be considered complete if the home team is winning at the time of cancellation. If not, the entire game will be rescheduled. 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 and 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 legal, and the home team shall be declared the winner.
6. With both team representatives and plate umpire present, the team that wins the coin flip will choose to be home or visitors.
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 flagrantly, the umpire will immediately remove the offender from the game.
9. Suppose an umpire determines that a player is placing other participants, including umpires, in danger of being hurt by continuous unintentional throwing of a bat. In that case, 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 second foul ball, caught or not, is hit after the first strike.
11. Balls hit foul or over the fences are to be retrieved by the team who hit it out and returned to the umpires or scorekeepers, 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 the umpire replaces it.
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 excessive blood on their uniform must leave the game. The participant cannot return until the bleeding has stopped, the injury has been bandaged, and the soiled clothing has been changed (uniform not required). Any substitute necessary 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. Courtesy Runner: Each team is allowed one courtesy runner per inning. A player may have another run in their place without requiring removal from the game.
17. 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 the following:
 - 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.

18. Teams may bat your roster of up to 16 players. There is the option of keeping 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, it will be an out when that player comes up to bat. If a player gets ejected from a game while batting the entire roster, then the team will forfeit the game. 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.

19. Additional Hitter

- a. An Additional Hitter (A.H.) is optional, but if one is used, it must be made known before the start of the game. If the "A.H." is used, they must be used for the entire game. Failure to complete the game with the "A.H." results in the 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. "A.H." must remain in the same position in the batting order for the entire game.
- c. If an "A.H." 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 "A.H." may be substituted for at any time by a pinch-runner or pinch-hitter, who then becomes the "A.H.." The substitute must be a player who has not yet been in the game. The starting "A.H." may re-enter the game in the same batting order.

20. The runner must slide or attempt to avoid contact whenever the catcher or fielder has the ball and is waiting to tag the runner. 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. Instead, the ball is declared dead, and all the other runners must return to the last base touched at the time of the collision.

21. Note: The catcher or any fielder may not block the pathway of the runner unless they have 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 before the lights are turned off for your safety.

23. Women's League Only: A home run rule will be in effect. The rule will be 6 Home runs total; any home runs hit after that will be called an out.

24. 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. The new home team will bat if they lessen the run difference to below the run rule. 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 will flip/flop again.

25. Men's League Only: A home run rule will be in effect. The rule will be as follows: (1) In divisions 1 & 2, teams will get 5 home runs total; any home runs hit after a team has hit their five home runs will be called an out (2) In divisions 3, 4, & 5 teams will get 4 home runs total; any home runs hit after a team hit their 4 home runs will be called an out. (3) In Divisions 6 and lower will get 3 home run totals; any home runs hit after a team has hit their 3 home runs will be called an out. In addition, the "Hit and Sit" rule is in effect. This rule does not affect an inside-the-park home run. Any ball touched by a defensive player, which then goes over the fence in fair territory, shall not be included in the total of over-the-fence home runs but will credit the batter four bases. Base runners will return to the base they occupied when an illegal home run is hit.