## UNIFORMS

1) No metal spikes of any type may be worn by players or coaches. NO EXCEPTIONS. Failure to comply after umpire request will result in ejection from the game.
2) The minimum uniform requirement for all leagues is as follows: same color jerseys or T-shirts. Compliance must be by first league game. Player(s) without a similar color shirt will not be allowed to play.
3) NO JEWELRY allowed including, but not limited to, earrings, rings, nose rings, bracelets, necklaces, and watches. Failure to comply will result in ejection from the game.

## ROSTERS

1) Teams are limited to 20 players. Rosters must be submitted to the Vail Recreation District prior to the first pitch of the first game. Team manager is responsible for players signing their roster. Players on field that have not signed roster are illegal. Teams using an illegal player will forfeit games where illegal player participated.
2) A player may play on only ONE Vail Recreation District team in each division. A player violating will be suspended for the next two (2) games.
3) Team(s) can add players to the roster through $4^{\text {th }}$ week of league; no roster additions after the $4^{\text {th }}$ week allowed. Rosters are in the league binder located on the field with supervisor.

## EQUIPMENT

Triple / double walled, and titanium bats are banned. Umpire has the discretion to disqualify bat deemed unsafe.

1) Two (2) game balls will be provided and retained by Vail Recreation District.
2) Pitchers must use the ball provided by the umpire.
3) Bats must have 1.20 BPF stamp and USSSA seal (2000, 2004, or 2013) markings. The rulebook describes the penalty for using an illegal bat.
4) Teams are encouraged to bring a first aid kit and extra unforms (if blood rule is applied).

## FORFEITS

## A TEAM WITH 8 PLAYERS MUST START THE GAME AT THE SCHEDULED TIME.

1) Men's league must have a minimum of 8 players to start a game. A lesser amount must be approved by umpire.
2) Coed league must have a minimum of 9 players, of which $\mathbf{4}$ must be females, to start a game. Failure to field 9 players results in a forfeit. When the 10th player joins after the start of the game, she must bat in the $10^{\text {th }}$ position of the batting order. The same procedure applies to the $11^{\text {th }}$ to $15^{\text {th }}$ players joining after the start of the game. Team playing with less than 10 players will not incur an out while batting.
3) $\$ 50$ cash penalty will be required for $1^{\text {st }}$ forfeit without prior notification; payment must be made before the next game. $\$ 50$ penalty will be issued for each subsequent forfeit without prior notification and must be paid prior to the next game. Prior notification is defined as a phone call to league supervisor by 12:00 p.m. on game day.
4) When a player leaves before the end of the game, the team will incur an out when that player is up in the batting order. This rule applies only one (1) time.

## GROUND RULES

1) Umpire will cover ground rules with team managers prior to the start of each game.
2) Home teams are randomly determined when the schedule is created.
3) Home run is defined as a ball hit over any fence or landscaped feature determined at the umpire's discretion.
a) Men's league: game limit is 2 and I up. Subsequent home run is an out.
b) Coed league: game limit is 2 . Subsequent home run is an out.
4) The team at bat is responsible for retrieving foul balls and home runs.

## GROUND RULES continued

5) Games will be 60 minutes starting from ground rules discussion between umpire and team managers.
6) Inning ends when $3^{\text {rd }}$ out is made by the home team.
7) Complete game:
a) Earlier of 7 complete innings or 60 minutes and the score is not tied.
b) Either the home or visiting team is ahead by 20 runs after 4 complete innings or by 15 runs after 5 complete innings or 10 runs after 6 complete innings.
c) Extreme weather after 4 complete innings.
8) Extra inning rule due to tied game after 7 complete innings or 60 minutes:
a) Each team is given 1 additional modified inning.
b) Batting team starts with 1 out.
c) Batter making last out for visiting team starts at $3^{\text {rd }}$ base.
d) Next batter starts with 3-2 count.
e) 1 pitch resulting in a hit, walk or out; foul creates $3^{\text {rd }}$ strike and an out.
f) Team with the most runs, after completing extra inning, wins.
9) Team may bat a maximum of 15 players. All players who bat may rotate in and out on defense.
10) Umpire determines bases allowed for ball traveling into Betty Ford Gardens from East and Middle fields.
11) If a player is injured and no substitute is available, he/she may not re-enter the game. If an injured player is on base and comes out, a courtesy runner may be used. The courtesy runner must be the last player to make an out. The injured player may return but cannot use another courtesy runner.
12) Pitching rule: there will be an imaginary pitching box 6 ft . in length \& width extending behind the pitcher's mound from which all pitches are permitted to be delivered. For safety, pitchers must come to a complete stop in order to present the ball before pitching.
13) Strike zone: comprise the mat and plate and pitched height between 6 and 10 ft .
14) All leagues start with 1 and 1 count. One (1) courtesy foul granted after $2^{\text {nd }}$ strike then next foul equals $3^{\text {rd }}$ strike resulting in an out. This rule does not apply to extra inning (see above rule: 7.e.)

## Coed

1) Women may bat back-to-back. Men may bat back-to-back, but it creates an out. Effectively, there are two distinct batting orders/lineups/rotations (women and men) that must remain the same throughout the game.
2) If male batter walks, then next female batter must bat unless two outs (female batter has the option to take a walk).
3) Male batter starts at $2^{\text {nd }}$ base on a walk.
4) The maximum number of men on defense is 5 . Men and women can play any defensive position; however, they must stay in position the entire inning (i.e. 3 outs).
5) $\mathbf{2 0 0} \mathrm{ft}$. line: a marked line 200 feet from home plate that represents the closest an outfielder can start before a ball hit by a female batter.
6) Infielders must have at least one foot in dirt area of infield until ball hit by female batter (rule does not apply when male batter is hitting).
7) Coed softball is played with a core 44, twelve-inch softball.
8) 4 females must play when starting a game with 9 players, and the next player added must be female. Umpire may allow team to rotate women when batting to avoid an out due to consecutive men batting.

## Protests:

1) $\$ 50$ at time of occurrence and must notify umpire. VRD league supervisor must be notified within 24 hours after completing game.
