



Adult Softball - Rules and Regulations

- This program is recreational with an emphasis on fun and exercise for all. Our goal is to provide the Goodyear community with a safe, healthy, and enjoyable experience for all players.
- All league rules are governed and interpreted by the recreation coordinator, recreation programmer, field supervisors, and umpires. Any rules not mentioned in the following pages can be found in the current [USA 2025 Softball rulebook](#).
- Team managers are responsible for informing their players of league rules and policies.
- If a returning team manager wishes to transfer managerial responsibilities to a new individual, the following condition must be met to retain the team's identity and league placement: **Continuity Requirement:** The incoming team manager must have at least **50% of the previous season's roster** returning and committed to play under new manager. Failure to meet this requirement will result in the team being considered a **new team**, and the original team slot may be forfeited or reassigned at the discretion of the league committee.

RULES POLICY STATEMENT

The City of Goodyear Parks and Recreation Department reserves the right to change any rules when necessary or when they will benefit the program. When changes are made, all Team Managers will be notified via email. A copy of the current rules can be viewed at each game location with the field supervisor or online on the QuickScores schedule website: www.quickscores.com/goodyearsports

GAMES, PLAYING TIME, LOCATION

1. Game schedules can be found online at: www.quickscores.com/goodyearsports
2. All games are played at Goodyear Recreation Campus (420 S Estrella Pkwy.) or Goodyear Community Park (3151 N. Litchfield Rd.)
3. Umpires will be the official timekeeper for all games.
4. Games will have a 50-minute time limit. No new inning can begin after 49-minute mark (60 seconds or less remaining on clock). Any inning currently in progress as time expires can be completed.
 - a. Additional time may be added for games delayed by rain, injury or unforeseen circumstances.
5. The cutoff time (lights off) for games will be 10:45pm (10:30pm on Sundays.) Tournament can be extended to 11:00 pm on Wednesday/Thursday/Friday and 10:45pm on Sundays (no exceptions for later.)
6. A five (5) minute grace period will only be allowed for the first scheduled game to avoid a forfeit; however, the game clock will start at normal game time schedule.
 - a. After the five (5) minute grace period, the game can still be played if BOTH managers agree. No new time will be added to the game.
7. If there is a tie at the end of tournament night game or at 11pm Wednesday/Thursday/Friday or 10:45pm on Sundays when lights turn off, the winner will be the higher seed from league play.

TEAM ROSTERS & ELIGIBILITY CHECK

1. All players must be at least 18 years of age before participating.
2. The team roster minimum is 10 players including the manager and no more than 25 players.
3. Any players listed on the roster must provide **first and last name**.
4. All team rosters will be managed by team manager via *QuickScores*.
5. An initial team roster must be completed online via *QuickScores* **before** your team's first game.
 - a. All players must sign and complete the required information on the roster and waiver before stepping on the field at any point in the season. This is required for player eligibility.
6. Rosters will **freeze** online at midnight after the fifth week of games (games 9 & 10). No changes can be made after this point and no signatures will be allowed.
7. We will **not accept any waiver signatures after the roster freeze**. If any players on your roster have not signed their waivers by roster freeze, they will be considered ineligible for tournament play. If this results in

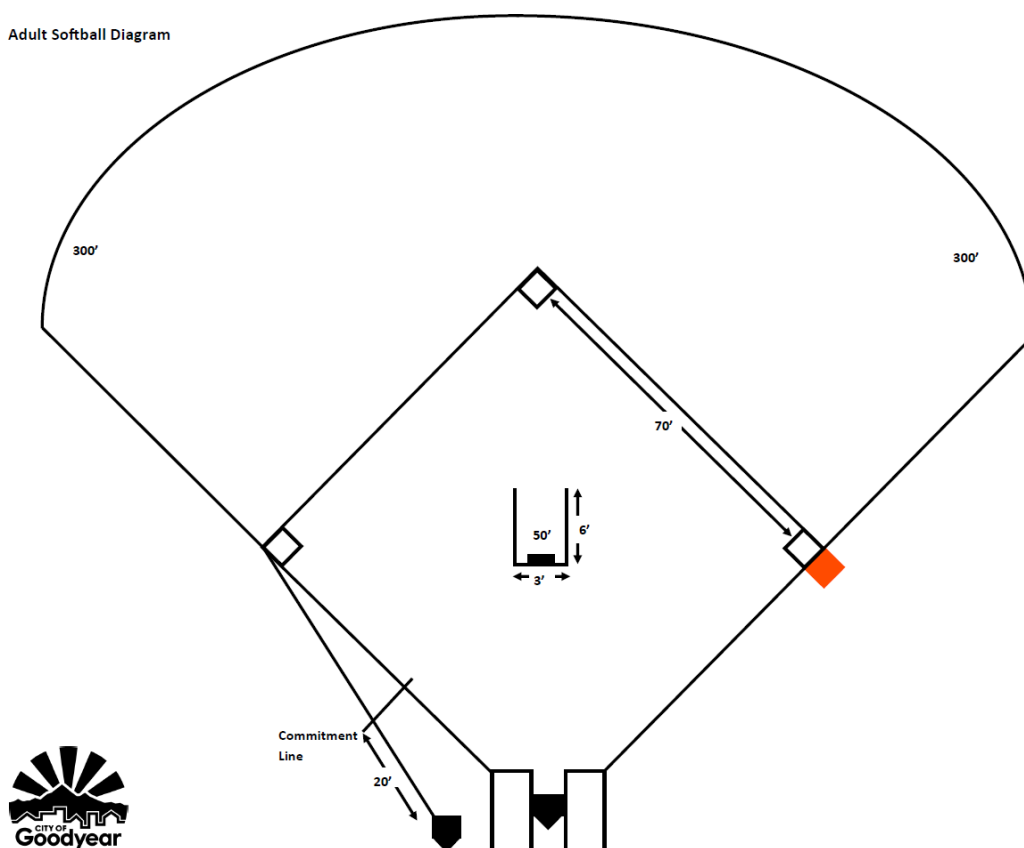
your team not having enough eligible players, you will unfortunately have to forfeit. No refunds will be given if this happens.

8. Players may participate in multiple nights of the Goodyear Adult Softball program; however, they may only play and be listed on 1 team roster for each league night.
 - a. Ex.: On Friday night, player on team A's roster cannot play/sub in and play for team B.
9. Field Supervisors can perform roster checks throughout the season. All players must produce current identification, which matches first and last name provided on the team roster.
 - a. If a player cannot produce identification, they are ineligible.
 - b. If a player has failed to sign team roster and/or waiver, they are ineligible.
 - i. Any player caught playing who is ineligible will be ejected for the night and will be suspended.
10. Eligibility checks: A team manager may request an eligibility check of the opposing team's roster/player once per game. Eligibility and roster checks cannot be considered after the conclusion of league night. Only a team manager of the two teams playing against each other, may request the eligibility check.
11. Tournament night – A roster check will occur the night of the tournament. Only players who are listed on the online roster may participate in the tournament games.

FIELD DIMENSIONS, SAFETY & GAME SET UP

1. The Goodyear Adult Softball program field dimensions are as follows:
 - a. Out Fields Fences: 315 - 325 feet
 - b. Bases: 70 feet
 - c. Pitcher's Box: 3 feet wide from the front of the rubber extending back 6 feet.
 - d. Double First Bases: Will be used in all divisions due to safety concerns. Runners must use the orange portion of the bag and defensive players must use the white portion.
 - e. Runner Safety Rule is allowed in the City of Goodyear Leagues. Runners on 1st and/or 3rd base allows runners to be able to step away from the base (towards fence) before the batter hit the ball. After the batter hit the ball then the runner is required to tag the base before advancing to next base.
 - f. Pitching Rubber: 50 feet. Pitchers may pitch up to five feet behind the pitching rubber if they so desire. Pitchers must have one-foot in contact with the ground within the 24" width of the pitching rubber when releasing the ball. Pitcher must be standing in upright position before ball crosses batter's box.
 - g. The League uses 2 home plates to eliminate any contact; the second home plate will be located 8 feet from the back tip of home plate on an extended line from third base.
 - i. Defensive players must touch the original home plate and offensive runners must touch the second home plate. Runners touching the original home plate are out.
 - ii. All defensive plays at home plate are force-outs.
 - iii. Sliding into the second home plate is prohibited.
 - h. A commitment line is located between third base and the original home plate. This line will be 20 feet from the original home plate.
 - i. Once a runner's foot touches the ground on or past this line, the runner is committed to advancing to the scoring plate.
 - ii. If the runner re-crosses the commitment line, returning toward third base, he/she will be declared out.
 - iii. If the runner runs to home plate and not the scoring plate, the runner will be out.
 - i. The strike zone is the space over any part of the home plate, when a batter assumes a natural batting stance adjacent to home plate; between the batter's back shoulder and the front knee. Any legally pitched ball not swung that lands on any part of plate or mat will be ruled a strike.

Adult Softball Diagram



PLAYING EQUIPMENT

1. The Goodyear Parks and Recreation Department will supply softballs for league play. Each game will start with one new ball and one used ball.
 - a. Women will hit an 11" ball (375 lbs., .44 Cor)
 - b. Men will hit a 12" ball (300 lbs., .52 Cor)
2. The league will retain all softballs upon conclusion of the game.
3. Any team who hits a foul ball or home run over-the-fence must have a member of their team retrieve the ball.
4. All participants must wear shoes. A shoe shall be considered official when it is made of canvas, leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. Ordinary metal sole or heel plates may not extend more than $\frac{3}{4}$ of an inch from the sole or heel of the shoe. Shoes with round metal spikes are illegal. (See A.S.A. rulebook for full descriptions)

BATS

1. No tampered or altered bats are allowed in the City of Goodyear Adult Softball Program. All bats must meet the requirements in the [USA Official Rules of Softball](#). Only those bats, which have ASA or USA approval stamps below will be allowed for use in the City of Goodyear Adult Softball Leagues.



2. The penalty for using an illegal bat are as follows:
 - a. First Offense by Player:
 - i. Automatic Out
 - ii. Team Manager ejected for night.
 - iii. Player ejected for the night and will serve a two-week suspension
 - b. Second Offense by Team

- i. Team Manager Ejected for Remainder of the Season.
 - ii. Player ejected for remainder of season.
- 3. **All bats must be listed on USA Softball approved equipment website located here:**
<https://www.usasoftball.com/certified-equipment/>
- 4. 4. All bats, even if ASA/USA stamped/approved, must test in the approved range using the Barrel Compression Tester, which is supplied by City of Goodyear. (Non-Linear Bat Compression Thresholds apply)
 - a. BSTM will be available before all games for players to test their equipment.
 - b. If a bat fails the BSTM before the game begins, no penalty will be administered.
 - i. The bat should be removed from the field/complex to ensure it is not used.
- 5. If a player is hit by a batted ball, the bat will be immediately tested using the BSTM.
- 6. Team captains carry the burden of appealing an illegal bat to the umpire.
 - a. Umpires or field supervisors reserve the right to check a bat at any time during the game.
- 7. Bat Checks
 - a. If a bat is checked prior to the game and passes the compression test, then falls out of compression during the game, the bat will be removed from play for the remainder of the night, and no disciplinary action will occur for the user of the bat or the team captain.
 - b. If a bat is not checked prior to the game and the bat fails a compression test during the game, the penalties for an illegal bat will be enforced.

INJURIES/INCIDENT/ACCIDENT & BLOOD RULE

1. The City of Goodyear does not provide individual accident insurance for its participants. It is recommended that all players acquire individual or team insurance.
2. The Goodyear Parks and Recreation Department expects all Team Managers, Players, Umpires and/or Spectators that incur an injury during game play, to report the incident to the Field Supervisor immediately, so that appropriate measures may be taken.
3. Any player and/or umpire who is bleeding may not participate until appropriate treatment can be administered.
 - a. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked, they must change prior to returning to the game.

GAME CANCELATIONS & FORFEITS

1. Unavoidable game cancellations may occur due to rain, lightning, flooded fields, etc.
 - a. Lightning Policy: site supervisor will be monitoring for lightning when storms are approaching. After lightning has been detected within 8 miles of park, games will be cancelled for the evening.
 - b. If a game is cancelled and has been played through 3 ½ innings (the home team winning), or the 4 inning (the visiting team winning) it is considered a complete game.
2. Decisions on rainout games will be made by 4:30PM. League admin will email team managers via QuickScores.
 - a. Only one game night may be made up at the end of the regular season. The Parks and Recreation Department reserves the right to adjust league format due to inclement weather conditions during the season.
3. Teams who register in this league are responsible for assuring they have the minimum number of players to begin and continue the game (add up to 25 players on roster).
4. Forfeits: team managers are required to inform league management of any forfeits via email: sports@goodyearaz.gov prior to 5:30pm.
 - a. Any team who forfeits two league nights during the regular season is eliminated from the end of the season tournament.
 - b. A forfeit will be scored seven (7) to zero (0) in favor of the non-forfeited team.

ALCOHOL/TOBACCO RULES

1. All participants, spectators, staff and umpires must adhere to the posted park rules.
2. Players and coaches cannot possess, consume, or be under the influence of alcohol from the start of their first game to the conclusion of their team's last game.
 - a. The consumption of alcoholic beverages during a league game or tournament game is strictly prohibited. This includes before games, between games and in dugouts.
 - b. Teams/players caught consuming alcohol in dugout while playing, or in-between games will be ejected from game and receive minimum two-week suspension.
3. Smoking and/or vaping is prohibited in all Goodyear Parks; this includes the dugouts and field of play. Players/spectators who are smoking/vaping will be ejected and receive two-week suspension.

PLAYER CONDUCT & EJECTIONS

1. When a player signs the team's roster, this includes acceptance of the Code of Conduct, Games Rules and Regulations, Photography Clause, Refund Policy and the Hold Harmless.
2. The Field Supervisor and/or Umpire have the authority to eject a player or spectator for any conduct deemed unbecoming or detrimental to the game.
3. Any player assaulting an official or city employee will be automatically suspended from all City of Goodyear Adult Sports Programs, and legal action may be taken.
4. The Team Manager is responsible for notifying all players listed on his/her roster of all Rules and Regulations as well as the Code of Conduct.
5. If the team manager is ejected due to a failed bat, their position in the lineup is an out for the FIRST TIME only. After the first out, their position will move up in the lineup. Ejected batter's position in the lineup becomes an automatic out each time they appear in the lineup
6. Players/spectators/managers ejected from the game must leave the park and area immediately.
7. Any player ejected from a City of Goodyear game will serve a minimum of one-week suspension.
8. Upon review of the incident, the Parks and Recreation Department reserves the right to determine the length of the suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable length of time. Additional action may be taken including, but not limited to, probation and total suspension.
9. After 2nd warning from staff regarding violation of league rules or code of conduct, that team will not be eligible to register early as a returning team the following season.

SCORE SHEETS & STANDINGS & PROTESTS

1. The home team is responsible for keeping the official score unless it is agreed to be kept by the visiting team.
2. It is recommended that all teams keep score and confer with the other team throughout the game.
3. Score sheets must be turned into site staff after each game.
4. All players must be listed on the score sheet.
5. If the game is tied at the end of the time limit, the game will count as a tie in the standings.
6. Standings will be updated and posted to QuickScores after each league night.
 - a. Tie breaker: if there is a tie the following tie breaker will be utilized
 - i. Head-to-Head
 - ii. Total Run Differential
 - iii. Total Runs Scored
 - iv. Games Forfeited
7. Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid.
8. Protests involving the judgment of an official will not be given consideration.
9. The Team Manager is the only participant allowed to file a protest.
 - a. The manager must call time and inform the umpire of intent to protest.
 - b. Then the Field Supervisor and Umpire will confer if necessary. All decisions by the field supervisor are final.
10. The Team Manager then has the option of playing the game out under protest.
 - c. The Field Supervisor must be made aware of this decision before play resumes.
 - d. The protest must then be submitted in writing to the Recreation Coordinator by noon the following working day. If the protest of a game is upheld, the game shall be rescheduled from the point at which it was protested.

BATTING, BATTING ORDER & HITTING UP THE MIDDLE, PITCHING

1. All batters will begin their turn at bat with one ball and one strike. One foul is allowed, the first foul with 2 strikes is the "waste"; the second foul is on out.
2. Men's teams may bat up to 16 players during the game.
3. Co-Rec teams have the option of batting up to eight men and eight women in the batting order.
 - a. The lineup will be continuous, alternating order male, female or female, male throughout the entire game. Male players are listed on the top half of the score sheet and female players are listed on the bottom half.
4. **Hitting up the Middle** - To ensure player safety, if a batter hits the ball up the middle of the field and breaks the plane of the pitcher's box prior to hitting the ground, then the batter will be out and bat will be pulled for testing.
 - a. **When then the ball is hit up the middle:**
 - i. And hits the ground prior to breaking the plane of the pitcher's box, it is **not** an automatic out or bat check.
 - ii. And the pitcher jumps out of the box (to avoid being hit) or is already out of the box, yet the ball passes through the pitcher's box, then it is considered unsafe and an out; bat will be tested.
 - iii. And the pitcher is partially or fully out of the box and the ball does not pass through the pitching box yet the

pitcher is hit, then it is still a good ball.

- b. If pitcher is hit with ball while inside box, bat will immediately go to the field supervisor to be checked. If the bat is illegal or fails compression test, ejection rules listed in previous **BAT** section will apply.
5. The Pitcher must come to a complete stop in the pitching area before delivering the pitch to the plate. Any pitch outside the pitching plate will be considered a dead ball and be re-pitched.
6. The Pitch must be delivered with perceptible arc and reach a minimum of six (6) feet and a maximum of twelve (12) feet from the ground.
7. Batters must have both feet in batter's box when batting. Any part of the foot cannot exceed or go outside the line.

MINIMUM NUMBER OF PLAYERS & SUBSTITUTIONS

1. Teams must have a minimum of eight players to begin and continue a game.
 - a. Co-Rec Leagues there must be a minimum of four women, and a team may never play with fewer than four women.
 - i. Examples of appropriate configurations:
 - 8 players – 4 men, 4 women
 - 9 players – 4 men, 5 women
 - 9 players – 5 men, 4 women
 - 10 players – 4 men, 6 women
 - 10 players – 5 men, 5 women
2. In all leagues, if a player leaves a game due to injury and does not return, his/her spot on the official score sheet can be taken by a bench substitute.
 - a. If a substitute is not available, subsequent batters will move up in the lineup, and there will be no penalty.
 - b. When a player is ejected, their position in the lineup becomes an automatic out each time they appear in the lineup throughout the game.
 - c. If the team manager is ejected due to a failed bat, their position in the lineup is an out for the FIRST TIME only. After the first out, their position will move up in the lineup. Ejected batter's position in the lineup becomes an automatic out each time they appear in the lineup
3. As long as a player is listed in the batting order, unlimited defensive substitutions are allowed.
4. Any player may be substituted for or replaced and re-entered once, provided that players occupy their same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time.
5. The Team Manager shall notify the umpire at the time the substitute enters to be considered officially in the game.
 - a. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game. If a player re-enters the game a second time or a player re-enters the games in a position in the batting order other than their original starting or substitution position, this is considered an illegal re-entry. The player will be considered an illegal and ineligible player.
6. Men's League: One courtesy runner is allowed per inning in Men's Leagues.
 - a. The courtesy runner must be the last out or a player not in the defensive line up.
7. Men's League: There is no minimum or maximum for infield or outfield positioning.
8. Co-Rec Leagues: One male and one female courtesy runner can be used per inning.
 - a. The runner must be of the same sex.

HOME RUN & RUN AHEAD RULES

1. During innings 1-4 each team will be allowed to score a maximum of 7 runs in each inning. Once a team scores 7 runs in an inning they will automatically switch sides and become the fielding team. Starting in the 5th inning teams will be able to score as many runs as possible before getting 3 outs.
2. Max run differential is 10.
3. Each team has a limit of three (3) home runs over-the-fence.
4. After the maximum is reached the equalizer, (1 up) rule will be in effect.
 - a. Teams are allowed to hit (1 up) on the opposing team. When an over-the-fence home run is hit, the batter and all base runners may go directly to the dugout.
 - b. Any additional home runs hit over-the-fence will be ruled an out. Any home run hit after a team has reached its maximum allowed home runs will be ruled as an out.
 - c. Players are responsible for retrieving any ball hit over the fence.
5. Complete innings are played unless the home team scores the run ahead limit while at bat.
6. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning. The run limits are as follows:
 - a. 20 runs after 3 innings
 - b. 15 runs after 4 innings
 - c. 10 runs after 5 innings

CO-REC SPECIFIC RULES

1. The outfield must consist of two or three males and two or three females, and the infield must consist of two or three males and two or three females. All infield players **MUST** start in the infield (DIRT) before the pitch is made. Once pitch is made infield player can move where needed. (Co-ed Only Rule)
 - a. Umpires will hold games until all players are in the infield.
 - b. There is no penalty on this rule.
2. The catcher and pitcher must be opposite sex.
3. When there are only eight players the following rule applies to fielding positions:
 - a. Catcher and pitcher must be opposite sex
 - b. Infield and outfield must have a minimum of one female in its makeup.
 - c. There must always be an equal number of men and women or a majority of women in all combinations.
4. If a male player is walked during his turn at bat, he automatically goes to second base.
 - a. With less than two outs, the female batter must bat.
 - b. If there are two outs, the female batter has the option of batting or taking first base.
 - c. If time expires with score tied and there is a walk to a male batter (which brings in the winning run), batter must touch first base to complete the play.

DUGOUT, MUSIC, and PARK RULES

1. City of Goodyear Park hours: Goodyear Community Park and Goodyear Recreation Campus close at 10:00pm. Teams that are playing in the later games are required to exit the parking lot promptly after conclusion of their game.
2. Music must be kept at a reasonable level and in the dugout only. (umpires and field supervisor discretion).
 - a. The volume of the music must be low enough for players to hear umpire calls.
 - b. Music that is vulgar or deemed inappropriate will be stopped by site staff. After second warning by staff or umpire, music will remain off for remainder of season.
3. Children are not allowed in dugouts or on the field of play. Games will be delayed, and the clock will continue to run until children have left the dugout.
4. Pets are prohibited in the dugout during league play. Pets are prohibited from being tied on the fence, trees, or spectator seating without direct supervision.

CODE OF CONDUCT

The Code of Conduct will be enforced before, during and after all leagues or programs. All league rules will be strictly enforced. After 2nd warning from staff regarding violation of league rules or code of conduct, that team will not be eligible to register early as a returning team the following season.

The term "individual" included the following: coach, manager, parent, player, fan or spectator. The team is responsible for the conduct of its individual players and spectators. Misconduct will result in the penalty of an individual and/or team for all City of Goodyear leagues and programs. The term "official" includes the following: referee, scorekeeper, league director, school staff and/or City staff. The severity of the infraction will determine the penalty. The penalty could fall between the minimum and the maximum. Additional action may also be taken in all cases. City staff will determine the penalty within a reasonable amount of time.

1. **No Individual Shall** at any time lay a hand upon, shove, strike or threaten to strike an official or individual.
 - Minimum Penalty: Ejected from game and/or playing area and individual(s) receive 4-week suspension (8 games).
 - Maximum Penalty: Banned from all City of Goodyear programs and assault charges may be filed.
2. **No Individual Shall** be guilty of using unnecessarily rough tactics in the play of the game.
 - Minimum Penalty: Ejected from the game and playing area.
 - Maximum Penalty: Banned from the City of Goodyear programs.
3. **No Individual Shall** be guilty of a physical attack as the aggressor upon any individual
 - Minimum Penalty: Ejected from game and playing area and minimum four-week suspension (8 games).
 - Maximum Penalty: Banned from City of Goodyear programs and/or assault charges may be filed.

4. **No Individual Shall** be guilty of an abusive verbal attack upon any official or individual on or off the playing surface.
 - Minimum Penalty: Ejected from game and playing area and minimum two-week suspension (4 games).
 - Maximum Penalty: Banned from City of Goodyear programs.
5. **No Individual Shall** use profane, obscene, or vulgar language in any manner at any time on or off the playing surface.
 - Minimum Penalty: Warning by site staff or umpire.
 - Maximum Penalty: 1 year suspension from league including all City of Goodyear adult sports programs.
6. **No Individual Shall have alcohol in their possession or** appear in the area of play at any time in an intoxicated condition or under the influence of any type of drug or alcohol.
 - Minimum Penalty: Ejected from game and suspended for two weeks (4 games).
 - Maximum Penalty: Banned from City of Goodyear programs.
7. **No Individual Shall** be guilty of damaging, destroying, or stealing City property.
 - Minimum Penalty: Compensation for damages and a two week suspension.
 - Maximum Penalty: Banned from City of Goodyear programs and criminal charges may be filed.
8. **No Individual Shall demonstrate** unsportsmanlike conduct before, during or after league play.
 - Minimum Penalty: **Two week suspension (4 games)** and probation for remainder of season.
 - Maximum Penalty: Banned from City of Goodyear programs.

The severity of the infraction will determine the penalty. Penalties can fall between the minimum and maximum. In all situations, individuals or teams may be ejected from league play and banned from the softball program, depending on the severity of the incident. City Staff will determine the penalty within a reasonable amount of time.