

**2026**

IMPORTANT DATES

**Season Openers**

COED [A]: Monday, June 1, 2026

COED [B]: Tuesday, June 2, 2026

MENS: Wednesday, June 3, 2026

All Leagues: All players must be 18+ years of age

---

# TABLE OF CONTENTS

LEAGUE OUTLINE.....3

LEAGUE RULES.....4

    PLAYERS/TEAMS/ROSTERS .....4

    GENERAL RULES.....5

    RULES OF PLAY.....6

    LEAGUE GUIDELINES .....8

    COMMITMENT/SCORING LINE .....11

CONTACTS & LINKS.....12

---

Team Captains/Managers of returning Championship teams from the previous season are responsible for returning their League Trophy to the Commissioner before their FINAL SEASON GAME.

---

## **Weather Clause/Rainout Hotline**

The City reserves the right to cancel or suspend field allocations when field conditions could result in injury to players or cause damage to fields. Allocations may also be cancelled when the health and safety of participants is threatened due to impending conditions, including but not limited to heavy rain, poor air quality(smoke), high winds, excessive heat, lightning and winter storms. During inclement weather, Parks and Recreation staff will assess the playability of all fields to determine if use will occur.

In the event we need to cancel a field allocation for adult programming, we will make a decision no later than 4pm. Please call the Inclement Weather Hotline (970) 544-5834 for cancellations.

**COED Recreational “A” League**

**Monday Nights**

5:30p/6:45p

*Iselin & Rotary Fields @ the Aspen Recreation Center*

**SEASON OPENS: Monday 6/1/2 | SEASON CLOSES: Monday 8/8/26**

**League Structure**

- 8 Teams MAX
- 9 Weeks Regular Season
- 1 Week Single-Elimination Playoff Tournament w/s 8/3/26 including 8/4/26
- *See Rules Booklet for Gender Ratio Requirements*

**Registration includes:**

- 1 Team Scorebook
- 1 Aspen Rec Adult Softball Rules & By-Laws Booklet
- .40COR Champro Balls (2 per team per game)
- A Summer of Softball!

**COED Recreational “B” League**

**Tuesday Nights**

5:30p/6:45p

*Iselin & Rotary Fields @ the Aspen Recreation Center*

**SEASON OPENS: Tuesday 6/2/26 | SEASON CLOSES: Tuesday 8/8/26**

**League Structure**

- 8 Teams MAX
- 9 Weeks Regular Season
- 1 Week Single-Elimination Playoff Tournament w/s 8/4/26 including 8/8/26
- *See Rules Booklet for Gender Ratio Requirements*

**Registration includes:**

- 1 Team Scorebook
- 1 Aspen Rec Adult Softball Rules & By-Laws Booklet
- .40COR Champro Balls (2 per team per game)
- A Summer of Softball!

**“COMP” Recreational League**

**Wednesday Nights**

5:30p/6:45p

*Iselin & Rotary Fields @ the Aspen Recreation Center*

**SEASON OPENS: Wed 6/3/26 | SEASON CLOSES: Sat 8/2/26**

**League Structure**

- 8 Teams MAX
- 9 Weeks Regular Season
- Weekend Double-Elimination Playoff Tournament (8/1 – 8/2/26)

**Registration includes:**

- 1 Team Scorebook
- 1 Aspen Rec Adult Softball Rules & By-Laws Booklet
- .44COR Champro Balls (2 per team per game)
- A Summer of Softball!

## Players/Teams/Rosters

### COED RATIO RULE:

- In COED League play;
  - o TEN (10) Players maximum - at least FOUR (4) males & females - in the field at all times
  - o THERE ARE NO POSITION REQUIREMENTS OF ANY PLAYERS
  - o The minimum to play is NINE (9) players - at least FOUR (4) males & females
  - o After there are 4 males & 4 females on a team, there are no gender requirements for the 9<sup>th</sup> and 10<sup>th</sup> players who can play in the field
  - o If a team has 9 or more players but cannot field at least 4 males or 4 females, that team can still play a friendly game but will be subject to a forfeit.
  - o Batting order ratio (1:1) MUST always be followed no matter how many males or females are participating.
  - o Only rostered players are allowed to participate.
- In COMP League play;
  - o TEN (10) players maximum on the field, NINE (9) players minimum to play.
  - o No gender requirements (females are allowed to play in the COMP league)
  - o Only Rostered players are allowed to participate.

### BATTING ORDER RULE:

- In COED League play;
  - o Batting order must consist of an alternating Male-Female ratio
    - (i.e. every other batter must be female)
  - o Both males & females can bat multiple times in the lineup to achieve this ratio.
  - o If batting more than once in a lineup, rotation must stay in order (all males & females must evenly rotate through the batting positions).

### CROSS-TEAM PLAY:

- Players may ONLY play for their rostered team and may only roster in ONE team per League.
  - o Any player wanting to change teams in the same league may do so once, by week 3.
  - o Players cannot legally sub for another team in an official game.
  - o (They may sub in to play a friendly game, but the team requiring the sub must Forfeit the result.)

### POST-SEASON ELIGIBILITY

- To be eligible to participate in the end-of-season tournament, players will need to have played in the minimum number of games for the league:
  - o COED: 3 / COMP: 4

### SCOREBOOK ETIQUETTE

- Captains are expected to Check-Out a Team Scorebook before each game, and Check-In their Team Scorebook after each game.
  - o Scorebooks will be available at your scheduled field of play, nightly.
- Rosters must be filled out in the set order in the score book for each game, and scorebooks will act as attendance logs when we approach Playoffs.

## General Rules

### **GAMES/TIMES:**

- All leagues are guaranteed 9 weeks of Regular Season play, and a Post-Season Tournament.
  - o Due to varying circumstances from game-to-game, it is natural that some games finish short of the hour, while others might run long. Please respect your umpires call in this matter, as he/she must keep all games on time in fairness to teams playing later hours due to facility restrictions.
- Games are scheduled at 5:30pm and 6:45pm nightly.
- All games are seven (7) innings or 60 minutes. (No New Innings after 55 minutes).

### **FORFEIT RULE:**

- 10 minutes after game time.
  - o If one team has less than the minimum number of players (9 total, 4 males/females for COED, 9 total for COMP) at 10 minutes past the scheduled start time, the game will be deemed a 0-20 forfeit.
  - o If neither team manages to field a team by the 10:00 mark past the scheduled start time, the team with more players present wins the forfeit.
- A team that forfeits three times in a season is subject to suspension for the remainder of the 2026 season, and for the following Summer 2027 Season.

### **AGE RESTRICTIONS:**

- All participants MUST be 18 years of age or older to participate.
- All participants are expected to have a photo I.D. with them at all games.

### **GENERAL RULES:**

- Teams may bat more than TEN (10) players, maintaining the alternating ratio.
- Prior to regular season games, teams must request lineups sheet in order to raise lineup objections during the game. For tournaments, the umpires will require lineups.
- All players in the field must be listed in the batting order. Players do not have to play in the field in order to bat. All batters must reach first base before requesting a designated runner. (*Rosters/Lineups will be checked in playoffs.*)
- A "strike mat" will be used to determine sure strikes, if the softball touches any part of the mat OR home plate on a legal pitch (6'-12' arc), it will be considered a strike.
- All batters will start with one ball, one strike count.
- In COED, if a male is walked, the next batter has the choice to take a walk OR bat
  - o Umpire will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk situation.
  - o The umpire must be made aware before the 2nd pitch is thrown if the fielding team plans to intentionally walk a batter.
- A batter with two (2) strikes is allowed one (1) courtesy foul ball.
  - o On the 2nd foul after the batter has two (2) strikes the batter will be called out.
- The umpire will enforce this rule and will make the call at the top of the final inning.
- There is a maximum of 3 out-of-the-park home runs allowed per game. After the 3rd home run, any hits over the outfield fence will be considered an Out.
- NO METAL CLEATS OR DETACHABLE CLEATS ARE ALLOWED. MOLDED RUBBER ONLY.
- All teams must have a uniform or designated color that ALL players must wear
  - + Must be cohesive (every player at least wearing same color)

- + Whole uniform cannot be light blue (same color as umpires)
- + 1<sup>st</sup> offense – player and team warning and asked to change (document), 2<sup>nd</sup> offense – player suspended one game, 3<sup>rd</sup> offense – team suspended one game

## Rules of Play

- All thrown balls are deemed out of play when:
  - o The ball is thrown over the fence/road.
  - o The ball is thrown beyond the fence/road/ safe area of play.
  - o The ball is thrown beyond the imaginary line extending from the End of the backstop (if there is no fence).
  - o (This imaginary line applies to overthrows and caught fly foul balls.  
If the ball is overthrown and hits the fence behind the 1st or 3rd baselines, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.
- On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more.
  - o NOTE: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.
- Inning run limit rule:
  - o There will be a five (5) run limit per inning for all but the final inning which will be declared by the umpire.
  - o Teams losing by 10+ points after the 2<sup>nd</sup> inning have a limit raised to 7 runs/inning.
  - o The 7<sup>th</sup> inning has no score limit for either team.
- No lead offs or stealing
  - o Runners can leave the base once the ball is hit by the batter.
  - o If a runner leaves early, the ball is dead and the runner is declared out.
  - o If this is the 3rd out of the inning the batter will be first up in the next inning
- On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.
- Base runner to defensive player contact will be closely watched by the ump.
- Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher.
- Sliding is allowed (Head & Feet are allowed)
- Any intentional (in the eyes of the monitor) interference with the defensive player, the runner and the batter will be called out.
- For plays between 3rd and home, there is no contact allowed.
- When a runner passes the “commitment line” (the line between third and home which will be at the discretion of the ump), they can be called out at home if the defense gets the ball to home plate before the runner crosses the “scoring line”
  - o If the runner retreats to 3rd and the defense get the ball to 3rd before the runner, then they are also out on the force.
  - o The catcher or any defensive player playing as catcher must play the ball on the home plate (the original home plate).
  - o When the catch is made and the player is in this position the umpire will consider this moment as contact with the player or base.
  - o Any runners coming home must touch the “scoring plate” before the defensive home plate is reached by the defensive player.
  - o Additionally, any runner that touches the Defensive home plate rather than the Offensive one will be called out if the play is close at home (umpire’s discretion).

## Rules of Play

- All plays between home plate and first base are force plays. There is no contact allowed on these plays. If contact is made with the runner, the runner will be ruled safe. If a runner “rounds” first and heads for second the runner can be tagged out.
- All batting count starts at 1-1 (One ball, one strike).
- No bunting.
- A Pitch has to have a slow pitch arch at least 6 ft. and no higher than 12ft off ground at its highest point to be considered a legal pitch.

### **RAINOUTS:**

- If a rainout occurs while a game is in progress, three (3) innings must be completed for the game to count.
- The umpire clock is the game clock and will inform both teams when the game has started.
- Games ending before the three (3) innings have concluded will be rescheduled and played as a new game if possible.

Use our JUDI Rainout Hotline for updates related to Inclement Weather:  
970-544-JUDI (5834)

### **TIES:**

- In the regular season, games can end in a tie.
- In the playoffs (post-season Tournament), we will play sudden death;
  1. In extra innings, each ½ inning the batting team will begin their at-bat with the player who made the last out in the previous inning placed at second base with one out recorded.
  2. The batter will begin with three (3) balls and two (2) strikes count.
  3. The batter will be allowed to hit one foul ball.
- If two teams are tied at the end of the season below are the tiebreakers (In this order):
  1. Head-to-head
  2. Run differential
  3. Record versus other playoff teams
  4. Fewest runs allowed
  5. Most runs score
  6. Flip a coin



### **DESIGNATED RUNNERS:**

- The last player out must be the designated runner.
- Individuals are only allowed to pinch-run TWICE per game.
  1. Pinch Runners must be logged in the book by both teams.
- In all leagues: runners must make it to first base, and then may employ a designated runner.
- Umpire(s) will help enforce the designated runner limit

## League Guidelines

### EQUIPMENT BYLAWS:

- THE OFFICIAL BALL RULES
  - o Size & Weight: The completed 12" ball shall have a circumference of 12" +/- 1/8" and weigh 6.4 ounces +/- 0.2 oz. The seam shall have not less than 88 stitches in each cover, or 88 simulated stitches in molded cover balls.
  - o Shall have an optic yellow cover
  - o Shall have one of either "USSSA CLASSIC M"/"USSSA STADIUM M"/"USSSA Classic Plus" in 1/8" letters and the USSSA logo with a 1-1/8" diameter.
  - o **Shall have a COR of .40 (COED) or .44 (MREC) under the ASTM test used under the USSSA Softball Ball License Agreement**
  - o Any team found bringing their own ball into play that does not meet requirements will be subjected to a forfeit and possible suspension.
- THE OFFICIAL BAT RULES
  - o Bats require an official USSSA or ASA stamp to be deemed eligible.
  - o "Senior Bats" are not allowed.
  - o All key graphics, including USSSA and BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.
  - o THE BAT may be made of hard wood (2 ¼" or less in diameter and unlike other USSSA approved softball bats do not require the words "Official Softball"), aluminum or other metals, fiberglass, graphite or composite materials.
  - o USSSA Softball Bat New Mark Rules:
    - Bats must have the new permanent USSSA or ASA Mark on its taper:
 



  - o Ownership and Knowledge of Altered/Illegal Bat: The responsibility of knowing whether a bat is altered or illegal is that of the users and the owner of the bat. An individual must know that his bat is not an altered bat, if he/she brings it into an Aspen Recreation facility or used it in an Aspen Recreation Adult Softball event. If not, the individual can be suspended from Aspen Recreation Adult Activities for using or owning an altered/illegal bat.
  - o Any in-game participant may at any time ask to have the League Commissioner inspect a bat that has been brought into the location of the League Event/Facility by either party.

## League Guidelines

### **Altered/Illegal Bat Inspection Protocol:**

- The Aspen Recreation League Commissioner may at any time ask to inspect a bat that has been brought into the location of a League Event/Facility. The owner and/or user may either:
  - Withhold the bat from inspection and accept an immediate one-year (automatic lifetime for second-time withholders) suspension from Aspen Recreation Adult Softball events with no right to appeal; or,
  - Allow the Commissioner to inspect the bat and reach a conclusion as to whether or not the bat might be altered.
- Altered/Illegal Bat Determination: If, after making the inspection of a potentially altered/illegal bat, the Commissioner in his discretion decides that the bat might be altered/illegal;
  - The Aspen Recreation Adult League Commissioner may suspend a first time offender for up to three (3) years from Aspen Recreation Adult League play. For a second time offender, any such suspension will be for life.

### **PITCHER'S FACEMASKS:**

- Aspen Recreation will provide protective facemasks at every field. Pitchers have the option to void their right of usage of the provided facemask, with the understanding that they subject themselves to an increased risk of injury without equipping the provided hardware

## League Guidelines

### **MISCELLANEOUS RULES:**

- Fake Tags
  - Players giving fake tags (not in possession of the ball but acting as such and impeding the progress of a runner) will first be warned, then ejected.
- Music/Broadcasted Sound
  - Given that our parks are public space, we must regulate any music played at any volume that can be heard by any other on-site visitors.
  - EXPLICIT/PROFANE MUSIC IS DISALLOWED – if any Aspen Recreation Staff notices explicit or profane content played aloud, teams will be asked to turn down the music and issued a warning.
  - ON A SECOND OFFENSE IN A GAME, the offending team will be subject to a forfeit as declared by an umpire or other Aspen Recreation Staff.
- Sunflower seeds and chewing tobacco are disallowed on all fields. Use of these products will result in a warning by the umpire, and immediate ejection for repeated, same-game offenses.

- **DOGS MUST BE LEASHED AT ALL TIMES, and NO DOGS ARE ALLOWED ON THE FIELD OF PLAY AT ANY TIME, and are NEVER allowed on the Iselin Turf Field.**
- NO SMOKING
- PLEASE BE RESPECTFUL OF FIELD RULES REGARDING FOOD AND DRINKS
- ALL FIELDS:
  - o THREE (3) maximum out of the park home runs are permitted on any field
  - o NOTE: Aspen Recreation is NOT subject or liable to provide additional softballs outside of the 5 provided balls per game. Understand that if you run out of balls, the game will be called.
  - o NOTE: Aspen Recreation staff is NOT responsible for retrieving any out of the park home runs. Participants may not request umpires or any other Aspen Recreation staff to retrieve balls hit out of the park.
- THE BATTERS BOX:
  - o No player is permitted to “deliberately remove/wipe clean” the batters box lines.
    - o Any player caught doing this by an umpire is immediately called out.
  - o Batters must begin and end their at bat with their feet both in contact with the ground and within lines of the batters box (batters may NOT “rush” a short pitch, or chase a pitch thrown out of reach of the batters box).
    - o Any at-bat attempt that clearly crosses the frontmost lines of the batters box will be declared an **automatic OUT** at the umpires discretion.

## Commitment/Scoring Line Detail

### COMMITMENT/SCORING LINE

- NO CONTACT is permitted between the runner and the fielder between the commitment line and the scoring line – all defensive plays are made at the plate.
- Once a player crosses the Commitment Line between 3rd Base & Home Plate they must continue through to Home.
- The act of touching the “Scoring Plate” will now replace touching Home Plate, whereas **any player running Home that touches Home Plate will be considered out if the play is close at home as deemed by the umpire.**
  - o All plays at Home Plate will be forced plays (i.e. once a player crosses the Commitment Line they are forced out if the player with the ball tags home plate).
- The Scoring Line shall be marked between the back corner of the batters box and the grass line on the third base side of the diamond, perpendicular to the third base line (parallel to the first base line).
- The “Scoring Plate” will be at the end of the scoring line  
On a play at home plate, a runner will be called out if he or she touches the

---

“Scoring Plate” after the catcher has the ball and is in contact with the home plate (i.e. a force play). Otherwise, the runner will be safe.

- **The catcher/fielder may not tag the runners with the ball, they must contact Home Plate.**
- If the runner touches home plate on a close play at home (at the discretion of the umpire), runs over home plate or on the inside of the back corner of the batter’s box where the line begins, or makes intentional contact with the catcher, the runner will be called out.
  - o EXCEPTION: The runner will not be out for any of these reasons if the catcher, or any member of the fielding team, is blocking the “S c o r i n g P l a t e ” so that the runner cannot be reasonably expected to cross it properly.
  - o NOTE: The runner is permitted to slide across the “scoring plate”.
  - o Runners are encouraged to always use the “scoring plate”.
- Once a runner has touched or crossed the "Commitment Line", he or she has committed to trying to score and may not return to third base. A force play will now be in effect at home plate and the conditions of the previous rule will apply. In the event that the runner returns to third base and does not try to score after having "committed", the runner will be called out once the play is over, IF APPEALED TO THE UMPIRE.
  - o EXCEPTION: A runner who "committed", passed the commitment line, may return to third base after a caught fly ball OR to touch a base previously missed.

---

**CANCELLATION OF FIELD ALLOCATION**

- The City reserves the right to cancel or suspend field allocations when field conditions could result in injury to players or cause damage to fields. Allocations may also be cancelled when the health and safety of participants is threatened due to impending conditions, including but not limited to heavy rain, poor air quality(smoke), high winds, excessive heat, lightning and winter storms. During inclement weather, Parks and Recreation staff will assess the playability of all fields to determine if use will occur.

**CANCELLATION HOTLINE**

- In the event we need to cancel a field allocation for youth programming, we will make a decision no later than 3pm. In the event we need to cancel a field allocation for adult programming, we will make a decision no later than 4pm. Please call the inclement weather hotline (970) 544-5834 (JUDI) for cancellations.

**LIGHTNING POLICY**

- The “Flash to Bang” method is recommended by the National Sever Storms Laboratory (NSSL). To estimate how far away the lightning is occurring, count the seconds from the time lightning is sighted to when the clap of thunder is heard. Divide that number by five (5) to obtain how far away in miles the lightning is occurring. Programs/Activities will be suspended using this technique when the threat of lightning is in the five (5) mile range. Using the “Flash to Bang” technique, this means that any count under 25 seconds will result in the program/activity being suspended until conditions improve. Participants are strongly encouraged to seek safe shelter. Participants should not return to the program/activity area until 30 minutes have passed since the last lightning flash. Each time lightning is observed, the “30-minute clock” is reset. Even in the presence of blue skies or lack of rainfall, the “30-minute clock” should not be disregarded.

*All rules not addressed in this booklet follow standard slow pitch ASA guidelines.*

*The league reserves the right to make any specialty rule for the league on any number of factors including but not limited to: playing surface, ballpark size, City of Aspen restrictions, general league stature, etc.*

*Updated May 2026*

# At-a-Glance, League Contacts & Links

## Key Rules At-a-Glance

<b>Inning Run Limit</b>	<ul style="list-style-type: none"><li>• There will be a five (5) run limit per inning for all but the final inning which will be declared by the umpire.</li><li>• Teams losing by 10+ points after the 2<sup>nd</sup> inning have a limit raised to 7 runs/inning.</li><li>• The 7<sup>th</sup> inning has no score limit for either team.</li></ul>
<b>Mercy Rule</b>	15 runs up after four complete innings – losing team’s option.
<b>Lead-offs/Stealing</b>	No lead offs or stealing allowed.
<b>Infield Fly</b>	On an infield fly (any fly ball within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.
<b>Sliding</b>	Sliding is allowed (Feet or Headfirst slides are allowed. Slide at your own risk.)
<b>Cleats</b>	No metal cleats or detachable cleats are allowed! Molded Rubber ONLY.
<b>HOME/AWAY</b>	HOME/AWAY is decided by schedule.
<b>HOME RUNS</b>	There is a maximum of 3 out-of-the-park home runs allowed per game. After the 3rd home run, any home runs after that will be considered an out. UNLESS the opposing team has 3 home runs as well then the 1 up rule is in effect for both teams.
<b>Home Plate</b>	If the runner touches home plate on a close play at home ( <i>at the discretion of the umpire</i> ), runs over the plate or on the inside of the back corner of the batter’s box where the line begins, or makes intentional contact with the catcher, the runner will be called out. Runners are encouraged to always use the scoring line.
<b>DOGS</b>	Dogs must be always leashed and no dogs are allowed on the fields of play at any time and are never allowed on the Iselin Turf field.

## Key Contacts

<b>Ben Pilger</b>	Cell Phone: (970)319-5416 Email: <a href="mailto:ben.pilger@aspengov">ben.pilger@aspengov</a>
-------------------	--

## Key Links

For access to Results/Standings, Schedules, Rules Booklets, and more:  
[www.aspenrecreation.com](http://www.aspenrecreation.com)