

5x5x5 Coed Softball League - Rules

Sports Mission and Purpose

To provide exceptional community-based Athletic programs for all ages by providing quality service to all participants while offering a safe and well-maintained environment where our customers can gather for a fun and enjoyable experience.

Sports Goals

- Learning fundamental and basic sport-specific skills and establishing building blocks for overall improvement.
- Teaching the value of teamwork and becoming an effective member of a team.
- Teach sportsmanship and fair play by emphasizing proper treatment of teammates, coaches, opponents, and officials.
- Create opportunities for the community members of Dacono, Frederick, and Firestone to connect and build relationships and friendships through sports programs.

Code of Conduct

As a coach, player, parent, or spectator at a Carbon Valley Parks and Recreation District (CVPRD) I understand:

- 1. Verbal abuse, physical abuse and/or altercation, harassment, and/or unsportsmanlike behavior towards an official, player, spectator, supervisor, or CVPRD staff member is not tolerated.
- 2. All coaches, players, parents, and spectators will abide by the official's decision. The official's decision and/or calls are not arguable. If you have a concern regarding the officiating, contact CVPRD Staff.
- Smoking/vaping/chewing tobacco and alcohol are prohibited at all CVPRD programs, activities, and facilities; at SVVSD facilities, and at parks and facilities in the Town/City of Firestone, Frederick, and Dacono unless otherwise noted.
- 4. Any coach, player, parent, or spectator ejected from the game must leave the playing facility/area immediately upon request. Refusal to leave is considered trespassing and law enforcement will be called to assist in removal.
- 5. The zero-tolerance policy is in effect at all CVPRD sports events.

Zero Tolerance Policy

Officials, game supervisors, and CVPRD Sports Staff have the authority to reprimand any player, coach, spectator, or team if code of conduct is violated.

Penalties will range from:

- Warning
- Ejection from game
- Suspension from future games
- Forfeit of the game or season
- Law enforcement called

CVPRD Coordinators will handle disciplinary procedures on a case-by-case basis.

By receiving this form, you agreeing to the CVPRD Code of Conduct



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Game Overview:

- Teams: 3 teams per game
- Game Length: 75 minutes or 3 innings (27 outs total)
- Inclement Weather Rule:
 - The game is official after 2 innings
 - o If it stopped mid-3rd, revert to last full inning
- Inning Rotation: Each team rotates through Infield, Outfield, and Batting every 9 outs
- Scoring: Max 7 runs per batting turn or 3 outs
- Points System per Game:
 - o 1st place = 3 pts
 - o 2nd place = 2 pts
 - o 3rd place = 1 pt
- Dugouts
 - Home Team (Orange): 1st base dugout (solo)
 - o Other Teams: Share 3rd base dugout
- Jerseys
 - Teams provide their own jerseys
- Not allowed: Metal cleats, Crocs, flip-flops, open-toed shoes
- Field Set Up
 - o **Bases:** 65'
 - o Pitching Rubber: 50'
 - o Commitment Line: 20' from home plate
 - o Scoring Line: Used instead of touching home plate
- Rosters & Lineups
 - Minimum Players: 5 to start/finish
 - Lineup Due: 5 min before game
 - Subs: Allowed anytime on defense
 - New Players/Subs: Must sign waiver
 - Roster Finalization: By Week 3

Team Roles/Descriptions:

Infield Team (5 players)

- Positions: P, 1B, 2B, 3B, SS
- Must stay on dirt until ball is hit

Outfield Team (5 players)

- · Positions: C, LF, LCF, RCF, RF
- Must stay behind 175' line on grass until ball is hit

Batting Team (5-8 players)

- Bat until 3 outs or 7 runs
- Female player requirements:
 - 5–6 players: 1 female



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• 7–8 players: 2 females

• 1 female must be on the field when defending

Gameplay Rules:

USSSA Rules apply unless noted

• Pitching Arc: 6–10 feet

• **Strike Zone:** Strike mat only (not the plate)

• Count: Starts at 1 ball, 1 strike

• Foul Balls: 1 courtesy foul after 2 strikes

• No: Stealing, leading off, bunting

• Pinch Runners: Only for injury; must be furthest from batter in lineup

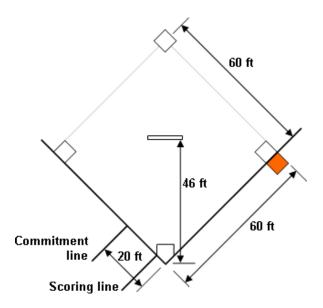
• Home Runs: 2 per team; extras = dead ball, out, no advancement

Pitcher Hit by Ball: Umpire may call foul if injured

Scoring & Base Running:

• Plays at Home: Force outs only; runner must cross scoring line

• Commitment Line: No returning to 3rd after crossing



Playoffs (9 team league):

• Top 3 Teams: Play for League Championship

Middle 3 Teams: Play for 4th place
 Bottom 3 Teams: Play for 7th place
 Prize: Awarded to League Champs



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| Category | Rule – 5v5v5 Adult Softball Quick Rules |
|---------------------|--|
| Game Length | • 75 minutes or 3 innings (27 outs total) |
| | Complete game: after 2 innings |
| | If it stopped mid-3rd, revert to last full inning |
| | Suspended game resumes from point of suspension |
| Inning Rotation | Each team rotates through Infield, Outfield, and Batting every 9 |
| | outs |
| Turn at Bat | Max 7 runs per batting turn or 3 outs |
| Pitching Rules | Pitching Arch: 6–10 feet |
| | Strike Zone: Strike mat only (not the plate) |
| | Count: Starts at 1 ball, 1 strike |
| | Foul Balls: 1 courtesy foul after 2 strikes |
| Home Run | 2 per team |
| | Extras = dead ball, out, no advancement |
| Pitcher Hit by Ball | Umpire may call foul if injured |
| Pinch Runners | Only for injury; must be furthest from batter in lineup |