

City of Clearwater Parks & Recreation

Adult Softball Rules and Regulation

WELCOME

On behalf of the city of Clearwater, we would like to welcome you to the Clearwater Parks & Recreation Department's Adult Softball program. We hope this program provides you and your teammates with opportunities to pursue your health, fitness, and competitive goals. We realize that individuals and teams have various levels of competitive desire, and we trust that our program offers an outlet in which these desires can be fulfilled in a positive manner. We ask for your assistance in helping us keep the program in proper perspective for the benefit of the players, spectators, and all league representatives. Each participant should not let the competitive spirit and desires to win exceed the limits of common respect to all. Remember that sports activities are for FUN and recreation. Your suggestions and recommendations are always welcome so that we may continually work to improve your program.

CONTACT INFORMATION

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Rain Out Line: (727)268-8577
Rain Out Website: <https://rainoutline.com/>
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MANAGEMENT AND AUTHORITY

The city of Clearwater complies with the Americans with Disabilities Act of 1990, Public Law 101-336 (ADA), which prohibits discrimination on the basis of disability. The ADA, as applied to cities, counties, and other local governmental entities, requires that no qualified individual with a disability shall, on the basis of a disability, be denied the benefits of local government services, programs, or activities.

All games will be governed by the USA Softball Official Rules of Softball, in conjunction with the following supplemental league rules. If the following league rules contradict rules in the USA Softball Rules Book, city of Clearwater Parks & Recreation (CCPRD) rules will be used. Umpires will handle any situation not covered in these rules with their discretion during the game.

- A. The overall management and authority of the softball program and all teams involved in each division shall be the responsibility of the CCPRD Office of Events & Athletics.
- B. All matters related to the softball league are the direct responsibility of the Office of Events & Athletics and any concerns regarding this league should be communicated to the League Commissioner.
- C. All registered teams will designate one team manager. The team manager will serve as the primary point of contact for the city of Clearwater Adult Softball League staff. The manager is expected to share schedules, rules, policies, and ordinances with his players.
- D. Depending on the number of teams and level of competition participating in a division, the office of Events and Athletics will adjust teams to provide competitive leagues to the best of their ability. This may result in teams being placed in divisions the Office of Events & Athletics deems competitive (according to the previous team records) for that team regardless of what they registered for. At the discretion of the Office of Events & Athletics, a team(s) in the lower division may move up to the upper division, and a team(s) in the upper division may move down to the lower division. The division placement could change from season to season.
- E. Upon entering this league, each team and all players agree to abide by the rules and regulations stated in this document. Failure to abide by the decision of the Office of Events & Athletics could result in forfeiture of games or removal from the league without refund.
- F. The city of Clearwater will make every effort to reschedule games cancelled due to inclement weather or unsafe playing conditions based on field and schedule availability. No refunds or credits are provided.

FIELD LOCATIONS

Eddie C Moore (1-4): 3050 Drew Street Clearwater, FL 33759



FIELD 1 Fence LEFT: 294' CENTER: 294' RIGHT 287'

FIELD 2 Fence LEFT: 296' CENTER: 296' RIGHT 296'

FIELD 3 Fence LEFT: 294' CENTER: 294' RIGHT 294'

FIELD 4 Fence LEFT: 281' CENTER: 294' RIGHT 296'

LEAGUE SEASONS, FEES, REGISTRATION PROCESS AND DATES

League participation is contingent upon fees being received by the registration deadline. Any team not paid before the registration deadline will not be able to participate. The city of Clearwater doesn't accept time, field or bye week requests. Men's Divisions are played Monday-Thursday, Senior Women's Division (50+) is offered Wednesdays and Co-ed is offered on Thursdays. Below is a clarification of the various divisions:

Major Division: +3 home runs allowed per game. Stealing bases not allowed.
Minor Division: +2 home runs allowed per game. Stealing bases not allowed.
Recreation Division: +1 home runs allowed per game. Stealing bases is not allowed.
Co-ed Division: +1 home runs allowed per game. Stealing bases is not allowed.
Senior Women's: 0 homeruns allowed per game. Stealing bases is not allowed.

REGISTRATION PROCEDURE

- A. Registration for all divisions is available online or through mail in based on availability.
- B. All fees must be paid at time of registration.
 - a. Credit card payments can be made online.
 - b. Organizational/company checks, money orders and cashier checks are accepted via mail.
 - c. Cash payments will not be accepted.
- C. A team comprised of more than 50% of the following will receive a 20% discount on registration fees if requested in advance of registration:
 - a. Active Military, Police or Fire
 - b. Current city of Clearwater employee participating as part of the health initiative offered through the city Human Resources Department
 - c. Military Veteran
 - d. City of Clearwater Residents
- D. Online registration is available during registration dates and can be accessed through the city of Clearwater Parks and Recreation Department website.
- E. Teams may be moved from one division to another at the discretion of the Office of Events & Athletics when it is deemed necessary to balance out the league competition.
- F. All managers must review the rules and regulations and sign the Manager's Agreement/Waiver prior to the start of game play.

ROSTER INFORMATION

- A. Age requirements: All players must be at least 18 years old by the date of the first game. All players must show proof of age by providing a government issued identification card prior to playing the first game. Failure to do so will result in that player being deemed ineligible to participate.
- B. All players must have their picture ID at the ball field. Umpires and/or city staff reserve the right to request a player show proof of identification at any time. Failure to show proof of identification may result in removal from the game.
- C. Rosters can have between 8 and 20 players. Rosters will be frozen after the team's 4th game scheduled including forfeits regardless of season length.
 - 1. All original rosters are due at the team's first game. Players may be added, up to 20 total, prior to the team's 4th scheduled game including forfeits .
 - 2. Any players not listed on the roster at this time will be ineligible to play. Exception: The Events & Athletics Office will review any requests to add "subs" on a case-by-case basis if due to unforeseen circumstances. "Subs" may not be listed on any other team roster and would only be eligible if on the city's free agent list. "Subs" may not be used for playoff games.
 - 3. For a player to qualify for and participate in his/her team's league playoffs, he/she must have participated in at least 50% of their team's total regular-season games. A team **cannot** add any new players to their roster for the playoffs.
 - 4. A forfeit win counts as a game played for playoff eligibility.
 - 5. All players must COMPLETELY and LEGIBLY sign their team's roster prior to their first played game.
- D. The eligibility of each team's players is the manager's responsibility. Teams playing with non-roster players will forfeit all games in which the non-roster players participated.
- E. If a player wishes to change teams, he/she is required to contact the League Commissioner to complete the necessary form. Following approval to change teams a player must sit out one game before he/she is eligible to play for their new team.
- F. Players may only play in one division per night. EXCEPTION: A man or woman may play in a Men's or Women's division and a Coed division the same night. If a team is found to be using an ineligible player, a forfeit will be assessed for any applicable game(s). Players listed and playing on more than one team's roster in the same division (Men's Women's or Coed) will be assigned to the team they play for first and suspended 1 game.

FREE AGENT LIST

The city of Clearwater free agent list allows players without a team to indicate their interest in being picked up by an existing team. The free agent list will be updated as they are submitted and provided to the managers directly prior to the 4th game. As a manager, if you decide to add a player, please contact the League Commissioner so that the player may be taken off the list. Please note a free agent player can be used after a team's 4th game as a "sub" as stated in section 2:c under "Roster Information" no more than 48 hours in advance of a scheduled game. "Subs" are not permanent rostered players.

MANAGER'S MEETING

A Manager's Meeting for each Division will be held prior to the start of every season by the League Commissioner to review rules/regulations and provide the game schedule. The meeting date will be provided after the registration process is completed. Prior to the team's first season of the calendar year team managers are encouraged to attend the pre-season manager's meeting. If a team manager is unable to attend a team representative may attend in their place. Any team that does not attend may view the league standings, schedules, and rules online. All team managers are required to sign acknowledgement of receipt and understanding of the rules prior to his/her team's first scheduled game every season.

UNIFORM AND EQUIPMENT

- A. Teams are to supply their own equipment; Catcher's gear is optional. Protective helmets and face guards are allowed.
- B. All pitching nets are supplied by the city of Clearwater.
- C. Athletic shoes must be worn by all players. Sandals or open toed footwear are not permitted. Rubber soles or turf shoes are recommended for all leagues. Metal spikes or hard plastic replaceable spikes are not allowed.
- D. Uniforms are strongly recommended. At a minimum, each player on the team must have the same or similar color shirt with a number 6" in size. The jersey number must be a unique, non-repeated number on the back of the shirt. The number may be applied in any manner. If a player's shirt does not meet the above requirements, he/she will be ineligible to participate in the game.
- E. An approved USA/ASA game ball marked COR 52 and 300 must be used unless noted elsewhere within this document. Each home team must supply two (2) softballs, one new and one old, to the umpire at the start of every game



- F. Bats will be checked by umpires before each game. Approved bats are determined by the latest list from USA/A.S.A., NSA, and USSSA. It's the responsibility of the team manager to make sure that any bat(s) that are determined to be illegal are not used in league play. If a batter comes to the plate with an illegal bat, he/she will be disqualified from playing in that game. If during the same game another illegal bat is used; the manager and batter will be ejected. Any bat used must bear one of the logos shown below.



*Please note there are several ASA/USA bats that are **still** banned from league play. Please review the link below. (<https://tinyurl.com/nonapprovedbats>)

STARTING TIMES, TIME LIMITS, TIES, STANDINGS AND RESCHEDULES

- A. City league starting times are 6:45, 8:00, & 9:15 p.m. unless noted on the game schedule. All games must be completed no later than 10:45pm.
- B. A game consists of a (1) hour and ten (10) minute time limit from the time the umpire say, "play ball" or a maximum of seven innings. No new inning will be started once the time limit has been reached, but any inning in progress will be completed unless the home team is at bat and ahead in the game. A new inning is considered started when the last out of the proceeding inning has been made. Keeping track of the time is a shared responsibility between the umpire and scorekeeper.

- C. The batter will commence an at-bat with a count of (1) ball and one (1) strike (excluding the Sr. Women's Division). Use of the pitching net allows one "courtesy" foul granted, per batter, when a batter has two strike count.
- D. Infield practice before any game is available only if time allows prior to scheduled game time.
- E. All registered teams in the co-ed, minor men, recreation men and majors men division will qualify to participate in a 1- or 2-day single elimination playoff. Seeding is determined by regular season record. Any team with two (2) or more forfeits during the regular season may be deemed ineligible to participate in the playoffs.
- F. The Senior Divisions do not have playoffs.
- G. In the event that there is a tie for playoff seeding the following steps will be followed to determinate placement:
 - i. Head-to-head, if still tied proceed to #2
 - ii. Run differential in games played against each other, if still tied proceed to #3
 - iii. Run differential in games played against similar opponents, if still tied proceed to #4
 - iv. Coin toss
- H. A team award will be given to the playoff team finishing in 1st place in each division. All schedules are determined by city staff. CCPRD reserves the right to make changes if needed. All game times are randomly selected. Any necessary schedule changes due to field availability, field conditions or rainouts will be communicated to league managers in advance. Updated schedules and standings will also be online at <https://tinyurl.com/softballrecords>
- I. Updated scores and standings will be available 2 days after the game.
- J. The scoreboard clock is the official timepiece. If the scoreboard clock is not operating, the home plate umpires watch will be the official time unless designated otherwise.

RAINOUT OR CANCELLATION

If a rain-out or cancellation of an originally scheduled game occurs, the Office of Events & Athletics will make every effort to reschedule. However, varying circumstances, including field maintenance or availability, may result in the inability to reschedule. CCPRD does not guarantee all games will be made up. CCPRD reserves the right to change any of the above dates due to weather, or other circumstances.

- A. Team managers may call (727)268-8577 (recorded message), after 5:00pm, for information on the evening games or check the rainout app.
- B. In an effort to allow more flexibility to reschedule rainouts, the city reserves the right to schedule makeup games on alternate days, if needed, based on availability. Every effort will be made to notify teams of makeup dates at least 7 days in advance. If your team is unable to attend the makeup date, the team will forfeit. No credit or refunds will be granted.

FORFEITS

- A. Teams will not be refunded or credited for any type of forfeits.
- B. The team manager must notify the Events & Athletics Office at least 24 hours in advance if your team is unable to attend. This will be considered a forfeit. Teams should include the League Commissioner AND the Athletics Supervisor on any notifications of forfeits.
- C. Any team forfeiting 3 games during the season, whether consecutive or not will be removed from the league without a refund.
- D. Not having enough players (8) at game time will constitute a forfeit, which will be strictly enforced. If a proceeding game runs over into the next scheduled time slot, teams will be allowed up to the final out of the previous game in order to field the required number of players. There is no grace period.
- E. If a team is a no-show or forfeits at the field, it will be counted as a forfeit loss for that team. However, the players may play a scrimmage during their normally scheduled time. This will not affect the standings in any way so players may switch teams. Any scrimmage play is for those two teams only. Outside teams or players are not able to participate. Scorekeepers will not keep official score using scorecards but may operate the scoreboard/score clock for the players scrimmaging. All other regular league rules will apply.
- F. If a team forfeits in advance, they will receive a forfeit loss. The team that did not forfeit and received a forfeit win will be given the option to practice for no more than 50 minutes during that schedule.

PARTICIPANT/SPECTATORS CODE OF CONDUCT RULES

- A. Only managers or team captains shall converse with the umpires over rulings or decisions made concerning a particular play. The manager or team captain is defined as the person who attends the “pre-game” meeting with the umpires.
- B. Home teams will use the third base dugout. Only the players, manager, coach, and team scorekeeper will be allowed in the dugout.
- C. Ejection rule: the following will occur when a player is ejected during a game:
 - 1. Every subsequent at bat for an ejected player will be recorded as an out.
 - 2. The individual must leave the premises immediately.
 - 3. Ejected individuals are suspended from the league for a period of one week. They may not attend any league play during this time.
 - 4. Subsequent offenses will be evaluated on a case-by-case basis.
- D. Any insulting or threatening language or profanity directed at another player, coach, umpire, city staff, scorekeeper or fan will not be tolerated. Violation of this policy will result in immediate suspension from the current and/or future league play without refund and may be subject to Clearwater Police action. Length of suspension is subject to Events & Athletics Management team review.

- E. Physical violence of any kind against another player, coach, umpire, city staff, scorekeeper or fan will not be tolerated. Violation of this policy will result in immediate suspension from league for without refund for no less than one calendar year. Clearwater Police action will be taken including prosecution to the fullest extent of the law.
- F. Smoking or vaping is prohibited at any city of Clearwater Park or facility.
- G. Drinking of alcoholic beverages is prohibited in city parks before, during and after games as per City Ordinance Chapter 6.31. If there is any confirmed instance of alcohol consumption at any city of Clearwater parks and/or facilities, to include the parking lot, the team will forfeit the game just played or to be played and could also be suspended from league without refund for the current season.
- H. Adhere to park rules (spectators, players, manager, umpire).

LEAGUE GAME RULES

- A. A team may start the game with eight (8) players without constituting a forfeiture. If a team has 7 players or less anytime during the game that team will forfeit the game.
- B. Late players may enter the game upon arrival after checking in with the scorekeeper and umpire. Teams may add players until their lineup reaches twelve (12) only up until the time the batting order has been completed once for their team. After the batting order has been completed once, players may only be added until their lineup reaches ten (10).
- C. Prior to the 5th inning, the highest number of players reached by a team may not be reduced by more than one (1) player for men's and women's divisions during the game for any reason. Only after the 5th inning, anytime a player is dropped from the batting order, an out will be recorded every time that player was due to bat provided that player was not substituted for. Exception may be made for injured players
- D. Team managers may play 10 players defensively and bat 12 players. Any of the 12 batters may fill the 10 defensive spots. Defensive players may be rotated each inning provided they are part of the current 12 legal batters.
- E. There is a re-entry rule which allows any player, (including substitutes), the ability to re-enter the game 1 time. Re-entered players must re-enter the game in the same batting position in the lineup. Defensive positioning may be changed without penalty. All substitutions and re-entries must be reported to the scorekeeper and/or umpire.
- F. A 12-run mercy rule is in effect after 4-1/2 or 5 innings.
- G. Maximum runs per inning: the Majors division is unlimited, the Minors division is 10, and the Recreation division is 7. The fielding team is automatically up to bat after the seventh (Recreational) or tenth (Minors) run ahead has scored. If a team goes into their half of the inning down a certain number of runs, they may score that many to catch-up, then up until the maximum runs per inning (i.e., down 3 in Minors division, the team can score a total of 13 runs in 1 inning). This rule does not apply in the seventh inning, if a team is trailing, or if there is less than 15 minutes remaining in the game, both teams can score as many runs as possible.

- H. A “Strike mat” will be used to determine balls and strikes. The strike mat is the extension of the home plate with a V shaped cut out with the edges fit with the point of the home plate. If the softball touches any part of the mat on a legal pitch (six-to-ten-foot arch). It will be considered a strike. The strike mat is not home plate. Therefore, when a runner is trying to score, he or she must touch home plate in order to score. If he/she touches the strike mat and not home plate, and then is tagged, the runner will be out.
- I. In all divisions of play, players hitting a homerun may return directly to the dugout without touching the next base(s). Batters choosing to “round the bases” may do so without penalty.
- J. Both teams are responsible for retrieving foul balls along their respective foul lines. If a homerun ball may be safely retrieved, please make the effort to do so. The team hitting the homerun will be responsible for putting in a back-up ball. A pitcher shall receive five (5) pitches prior to the start of the game and three (3) pitches, or 1 minute, between innings.
- K. A courtesy runner is a substitute runner. A batter must safely reach base before a courtesy runner may be substituted. A team at bat may use a courtesy runner once each inning. The courtesy runner must be the player who was the last called out. The courtesy runner may be taken out at any time during the inning. If a runner needs a courtesy runner in the first inning of a game, and there are no outs, the substitute runner will be the last batter in the lineup. If a runner needs a courtesy runner in an inning in which no outs have yet been recorded, the substitute runner will be the player who was the last called out in the previous inning. If a team goes through the batting order and the player who was replaced in that inning needs a courtesy runner again, he/she may have one. The substitute runner must be of the same gender as the batter-runner and have made the last out. **EXCEPTION:** Any eligible player on the official line-up including available substitutes may be used as a courtesy runner for an ADA player. Unlimited courtesy runners are allowed each inning to meet the special accommodation requirement.
- L. A game will be considered complete after 4 ½ innings if the home team is ahead or, after 5 innings if the visiting team is ahead. There must be less than 15 minutes remaining on the game clock for a game to be considered complete if the game is delayed.
- M. The city of Clearwater’s Lightning Procedure is the “30-30 Rule.” When you see lighting, if you can count 30 seconds or fewer before you hear thunder, the storm is within six miles and poses a hazard. Seek shelter immediately away from windows, doors or metal objects that can conduct electricity. Wait at least 30 minutes after the last lighting flash before leaving shelter. Don’t be fooled by sunshine or blue sky!

PITCHING RULES

1. A legal pitch must have a six-to-ten-foot arc. (Umpire’s Judgment).
2. A pitching screen is provided for the safety of our participants and is not intended to be used as a defensive aid.
3. If a batted ball strikes the screen, it will be counted as a strike and the ball is ruled dead not allowing for any runner advancement. If the batter has 2-strikes and hits the screen the batter will be out as a result of a strike-out and the ball will be dead with no runner advancement.
4. A pitcher must go behind the screen once the pitch is made.

5. The screen must be placed 4' in front of the pitching rubber to ensure the pitcher is able to step back behind the screen after the pitch is delivered and in alignment with the outside edge of the pitching rubber for the appropriate side of a left hander or right hander pitcher.
6. If a ball hits the pitching screen it is a strike regardless of count.
7. If there is a true foul ball with two strikes, then the batter will be given one "courtesy" foul ball. If another foul ball is hit, then the batter will be called out.
8. Batter will be called safe if a pitcher is the first to field a batted ball without first stepping behind the screen and the ball will be called a "dead ball".
9. Pitch will be called "illegal" if umpire claims the pitcher did not step behind the screen after delivery. A pitch delivered into the net will also be considered an illegal pitch and result in a dead ball. No runners will advance.
10. If a pop fly in the infield is in the vicinity of the screen and the umpire determines it to be a safety hazard for a defensive player to catch the ball the umpire will call the batter out and the ball will be dead, runners will not be allowed to advance.
11. The screen will be a part of the field of play once a batted ball is determined to be a live ball.

COED RULES

- A. Teams may start a game with a minimum eight (8) players; however, some restrictions do apply. A team may have more women than men to start a game but may have only four men when starting a game with the eight-player minimum. If a team has nine players to start a game, they may start with five men and four women, but an automatic out will be recorded between the two men batting back-to-back. The automatic out provision will not apply when two women bat back-to-back in the nine-player scenario (starting with 5 women and 4 men). In situations where a team begins a game with less than ten players, the additional players (up to the maximum of 12 if the team has not yet batted around, up to 10 if they have) may be added to the lineup at any time, subject to the restrictions indicated in the first three sentences of this rule. Teams may have (5 females and 5 males), (5 females and 4 males), (4 females and 5 males), (5 females and 6 males), (6 females and 4 males), (7 females and 3 males), (7 females and 5 males), (7 females and 4 males), No other combinations.
- B. Players may play any defensive position, providing that there are an equal or greater number of female fielders. EXCEPTION: the scenario in Section A where a team is playing with 9 players and is being subjected to the offensive penalty.
- C. With less than two outs, if a male batter is walked (intentionally or not) he is awarded second base, (he must touch first base before going to second), the next batter, (female), must bat. If there are two outs the male batter is still awarded second base, and the next batter, (female), has the option to bat or walk to first base. This option is given before the next legal or illegal pitch to the female batter. Once a pitch is made, there is no option, and the batter must hit.
- D. A 12" ball will be used for both male and female batters. 200' arc/markers will be utilized in the outfield. The 200' line is an arc 200' from home plate that runs from foul line to foul line. When a

female player is at bat, no outfielder may be within that arc until the ball is hit. Infielders must play normal depth (on the clay) and only four infielders in addition to the pitcher and catcher are allowed. Penalty for not staying outside 200' line will be a single base award to the batter, or the result of the play, whichever is greater.

- a. EXAMPLE: Player at bat, outfielder is within 200' arc, player hits the ball. Ball gets past fielder, runners on base score and batter ends up on second. Play stands, result of play is greater than the within arc penalty.
 - b. EXAMPLE: Player at bat, outfielder is within arc. Player hits ball an outfielder makes a catch. Dead ball, batter is awarded first base; all other base runners advance one base if force.
- E. A double first base will be used. The half to be used by the fielder (white) is in the standard position, per USA Softball rules and the other half extending into foul territory, will be used by base runners (orange) going from home to first. If a double base is not available a chalk drawn "runner's base" will be used in addition to a standard "fielder base".
- F. A second home plate and commitment line will be used in all coed games. Defensive players can only use the original home plate, and offensive players can only use the second home plate. Runners must touch the home plate, adjacent to the right-handed batter's box, in order to be safe. Runners tagged by a defensive player between the commitment line and second home plate, instead of touching the original home plate, will not be out. A runner that crosses the commitment line must continue to the second home plate and may not return to third base. Any runner that re-crosses the commitment line and returns to third base will be out.

SENIOR DIVISION RULES

Teams may start a game with a minimum of eight players. A team may have more players than eight to start a game.

- A. The official game time starts two minutes after the umpire's coin toss at the pre-game managers' meeting. If, in the umpire's judgment, a team is unable to play at the scheduled game starting time, that team will be assessed a forfeit.
- B. Teams must be present and ready to play thirty minutes prior to the stated game starting time. The team designated as home team shall bat last in the inning. EXCEPTION: A team giving an equalizer shall be designated as the home team.

REGULATION SENIOR GAME

- A. A regulation game shall consist of 70 minutes or seven innings. A full game in the event of a weather shortened game is four and one-half innings (4 ½) with the home team ahead or five innings with the visiting team ahead. A full seven innings need not be played if the home team has scored more runs in six and one-half innings or goes ahead in scoring before the third out is made in the bottom of the seventh inning. The last inning of a game shall be an open inning.
- B. A game that is tied at the end of seven innings shall be continued by playing additional innings until the time limit has been reached or a winner has been determined, whichever comes first.
- C. Teams are limited to five runs per inning, except for the final inning of the game in which each team may score an unlimited number of runs. The umpire must announce the last inning unless it is the seventh inning.

OFFICIAL SENIOR SOFTBALL

- A. Shall be a regular, smooth-seamed, flat-surfaced, pebble-textured, or dimple-textured ball with concealed stitches.
- B. An optic yellow ball is preferred for both men's and women's senior play.
- C. A 12-inch ball with a COR of .44 and a compression rating in senior's men play.
- D. An 11-inch ball with a COR of .47 and a compression rating in the senior women's play.

FIELD ASSIGNMENT FOR LEAGUE PLAY

The Office of Events & Athletics reserves the right to place individual divisions at any site appropriate for that level of play. The Parks and Recreation Department does not guarantee a team will play on any particular field. Best efforts will be made to ensure safety of surrounding areas by placing HR (Home Run) hitting divisions on appropriately protected fields.

SCOREKEEPERS AND LINE-UPS

- A. Lineups are due to the scorekeeper 5 minutes before game. Please use the lineup card.
- B. Lineup cards and scorecards are to be filled out completely with players full name (first and last) - NO ABBREVIATIONS, and jersey numbers.
- C. City provided scorekeepers will be used and will be required to fill out the scorecard. If for some reason a scorekeeper is not available, then the home team will provide a scorekeeper.
 - a. 1 scorekeeper is provided for Men's, Coed and Senior Women's Leagues

UMPIRES

Umpires have the final decision during the game. The umpire has full authority to take any action or remove any player or spectators from the playing area when, in his/her judgment, such action is necessary to maintain proper and safe playing conditions. Umpires have authority from ½ hour before each game until ½ hour after the game is completed. There will be 2 umpires assigned to each Men's and Coed game. Occasionally, 1 umpire may be used in a game when, beyond the control of the city, an umpire shortage occurs. 1 umpire will be used for all Senior Women's Division games.

PROTESTS

Notification of intent to protest must be made by the coach or captain immediately before the next pitch. All details concerning the protest must be written on the back of the scorecard at that time, (runners on base, out's etc.), the game continues under the protest. The manager must file a written protest the next business day with the Athletics Office with a \$50.00 protest fee, which is refundable if the protest is upheld. As a reminder, protests are only permitted for application of a rule. Judgement calls may not be protested.