

# MEMO

**To:** 2016 Men's/Women's Softball Team Representatives  
**From:** Scott Redman Recreation Specialist- Sports / League Director  
**Re:** 2016 Season Dates  
**Date:** February 8, 2016

Welcome to the 2015 Men's/Women's Softball League. The following is a list of events, dates, times and costs for league participation.

<u>Event</u>	<u>Date/Time/Location</u>	<u>Cost</u>
1. Information Packet Pick-Up	February 8, 2016/8am-5pm /Neighborhood Facility	None
2. Registration	February 8-March 18, 2016/8am-5pm / Neighborhood Facility	\$375.00
3. Late Registration	After March 18, 2016 League Director will make the final decision on all late registration. \$50 late fee.	\$425.00
4. Mandatory Team Rep Meeting	<b>April 14, 2016 at 12:00 pm or 5:30pm</b> Ice and Event Center (Schedules will be handed out at meeting)	
5. League Begins	<b>April 25, 2016 at 6:00pm / Brimmer, Converse, Lions</b>	

**Please have all the information on the Roster filled in completely. Any Roster not completely filled in will not be accepted at the time of registration.** The information on this sheet is very important to league scheduling and breakdowns.

**Teams must have all player fees paid at time of registration, player fees are \$20, and all team fees by the end of the second week of the season or teams will forfeit games until all fees are paid. Team Representatives are ultimately responsible for all fees associated with play in the league.**

It is required that the team representatives read the 2016 Men's/Women's Softball League Bylaws.

**Note: Game times are 6:00 pm, 7:00 pm, 8:00pm, and 9:00pm**  
**Games will also be 55 minutes in time limit.**

**Homerun Rule:(1) Division 1 & 2 teams will get 4 homeruns total; any homeruns hit after a team has hit their 4 homeruns will be called an out (2) Division 3, 4, & 5 teams will get 2 homeruns total; any homeruns hit after a team hit their 2 homeruns will be called an out. (3) Division 6 and lower will get 1 homerun total; any homeruns hit after a team has hit their 1 homerun will be called an out.**

This year we will still allow teams to reserve Brimmer Softball Complex for guaranteed practice. The cost is going to be \$20 per hour without lights and \$30 with lights, with a 2 hour maximum rental per night. No refunds unless reservation was cancelled by the Parks & Recreation Department due to weather. You can make your reservations, starting on April 1, 2016 at the Neighborhood Facility 610 West 7<sup>th</sup> Street, or by calling (307) 637-6423. Monday - Friday 8:00am To 5:00pm

I also would like to let you know that we have a new way of informing everyone of any cancellations. This can be done by email or by a text message. Go to the web-site [www.cheyennecity.org](http://www.cheyennecity.org)

**REGISTRATION FORMS AND ROSTERS MUST BE FILLED OUT COMPLETELY!**



City of Cheyenne  
Recreation Division  
610 W 7<sup>th</sup> St  
Cheyenne, WY 82007  
(307) 637-6423

## **Adult League Registration form: 2016 Men's & Women's Softball**

**Information on this form must be completely filled out or it will not be accepted!**

Team Name: \_\_\_\_\_ Sponsor: \_\_\_\_\_

Team Representative #1: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ ST: \_\_\_\_\_ Zip: \_\_\_\_\_

Cell Phone: \_\_\_\_\_ Provider (for Text Alerts): \_\_\_\_\_

Work/Home: \_\_\_\_\_ Email: \_\_\_\_\_

Team Representative #2: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ ST: \_\_\_\_\_ Zip: \_\_\_\_\_

Cell Phone: \_\_\_\_\_ Provider (for Text Alerts): \_\_\_\_\_

Work/Home: \_\_\_\_\_ Email: \_\_\_\_\_

### **Division Preference:**

Teams will be assigned to divisions based on the information provided on this form. If information is left blank, League Directors will assume the player/team has upward mobility concerning divisional placement. Indicate your 1<sup>st</sup> and 2<sup>nd</sup> choice for the division you can compete in, not just win. Number of divisions may vary from what is shown, due to registration.

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> 1 - Excellent Team Ability | <input type="checkbox"/> 2 - Very Strong Team Ability | <input type="checkbox"/> 3 - Strong Team Ability        |
| <input type="checkbox"/> 4 - Good Team Ability      | <input type="checkbox"/> 5 - Average Team Ability     | <input type="checkbox"/> 6 - Below Average Team Ability |
| <input type="checkbox"/> 7 - Weak Team Ability      | <input type="checkbox"/> 8 - Poor Team Ability        | <input type="checkbox"/> 9 - Very Poor Team Ability     |
|   | <input type="checkbox"/> 10 - Novice/Starters         |   |

### **Last Year's Team Information:**

Did not play last year     Played last year (please fill out Information below)

Team Name: \_\_\_\_\_ Last Year's Division: \_\_\_\_\_ Number of Returning Players: \_\_\_\_\_

### **Scheduling Concerns:**

\_\_\_\_\_  
\_\_\_\_\_

### **Other League Play:**

Please let us know what other City leagues your team is currently participating in so that we can do our best to schedule around possible game conflicts.

\_\_\_\_\_  
\_\_\_\_\_

**Please fill out Roster on next page!**

# Adult League Roster Form

\* Experience Status - A - Major College (4yr) Pro Ball    B - Jr. College Starter    C - High School Varsity Starter/Jr. College Non-Starter  
D - High School Varsity Starter    E - High School Varsity Non-Starter    F - Below High School Varsity Non-Starter

1. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

2. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

3. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

4. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

5. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

6. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

7. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

8. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

9. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

10. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

11. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

12. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

13. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

14. Name: \_\_\_\_\_ Address: \_\_\_\_\_ Zip \_\_\_\_\_  
Cell Phone: \_\_\_\_\_ Provider (Txt Alerts): \_\_\_\_\_ Shirt Size: \_\_\_\_\_ Exp: \* \_\_\_\_\_\*  
E-Mail Address: \_\_\_\_\_

**CITY OF CHEYENNE PARKS AND RECREATION DEPARTMENT  
2016 MEN'S/WOMEN'S SOFTBALL LEAGUE**

**BYLAWS**

**INTRODUCTION**

Games will be played under **U.S.S.S.A. Softball Codes and Rules** and as amended by League Bylaws. The Men's and Women's Softball Leagues are organized, administered and supervised by the Cheyenne Parks and Recreation Department. League administrators will render any necessary decisions regarding situations that may develop which are either not addressed, or only partially addressed in the league codes, rules and bylaws. Any questions as to policies, rules or regulations should be referred to the Recreation Department at 637-6423.

**REGISTRATION INFORMATION**

1. Registration will be held **February 8<sup>th</sup> - March 18, 2016**, at the Neighborhood Facility, 610 West 7<sup>th</sup> Street, from 8:00 a.m. to 5:00 p.m. Fees and rosters must be turned in at the time of registration. **No registrations will be accepted after March 18, 2016.**
2. Team entry fees will be \$375.00 per team which includes the U.S.S.S.A. sanctioning fee plus \$20.00 per player for each person on your roster. Teams may purchase a rule book from U.S.S.S.A. of Wyoming. ***Payment will be accepted by check from Team Sponsor(s) for full amount, or one Team Sponsor(s) check and one Team Representative check for player fees will be accepted, and or all cash (no individual checks will be taken).*** No refunds will be given for dropped players. ***No refunds will be allowed after the registration deadline. Teams must have all player fees paid at time of registration, and all sponsor fees must be paid by the end of the second week of the season or teams will forfeit games until all fees are paid. Team Representatives are ultimately responsible for all fees associated with play in the league.***
3. Teams with sponsors who wish to be billed for payment must make arrangements with the League Director ***PRIOR*** to registering to avoid a late fee. A letter from the sponsor will be required. Checks should be made payable to **City Treasurer.** Holding of checks will not be allowed.
4. ***Rosters must include a minimum of 10 players and all information requested must be filled in completely or your registration will not be accepted, all player fees must also be paid at time of registration.*** After **March 18, 2016**, any player who wishes to be added to the roster must pay the \$20.00 players fee before being added to the roster and participating in their first game. There will be a \$20.00 fee for any of the following adjustments to roster after **March 18, 2016**: adding a player, deleting a player, or adding one player then deleting another player. **NOTE:** Approval must first come from the Team Representative, on all player additions.
5. **Individuals and teams who register for these leagues accept as a condition of participation the League Bylaws, the Adult Athletics Code of Conduct and decisions rendered by the League Director.**
6. Teams will be divided into league divisions by the League Director and a committee of team representatives and umpires. Team division preference will be taken into consideration, as well as, previous team standings and overall team ability. **Division selection by the League Director and committee is final.** **No team will be allowed to make division placement a condition to withdraw their team's registration!**
7. Teams must be available to play Monday through Friday evenings. Teams may be scheduled to play on certain nights, but not on all nights. Rescheduling of weekday games due to team conflict will not be possible. **We cannot guarantee any team's requests to play or not to play on certain nights or times. We will try to accommodate these requests if the schedule allows.**

8. **League play will begin the week of April 25, 2016 and may run through the third week in July with a possibility of running longer due to cancellations. Each team will play a 14 - 16 game schedule.**
9. Games are tentatively scheduled to be played at Lions, Brimmer, and Converse Softball Parks. Coke Gonzales Ball Field will be used if necessary. Not all teams will play at all fields.
10. A maximum of 80 Men's teams, 50 Women's teams (or a total of 130 teams) will be accepted on a first come - first serve basis.
11. League entry fees **DO NOT** cover tournaments or team health or liability insurance.
12. All players who participate in the Cheyenne Parks and Recreation Department's Adult Softball Leagues waive and release for all times, all rights and claims for damages they may have against the City of Cheyenne, the Cheyenne Umpires Association, U.S.S.S.A., U.S.S.S.A of Wyoming and the Cheyenne Parks and Recreation Department, for any and all injuries suffered by themselves as a result of participating in the Cheyenne Parks and Recreation Department's Adult Softball Leagues.
13. **All players must be 16 years old by April 25, 2016.**
14. All participants must either reside in Cheyenne full-time, commute **FROM Cheyenne for work or school daily, or reside in a community in Laramie County** which does not offer a softball league.
15. **Men's League participation is restricted to male players only and Women's League participation is restricted to female players only.**

#### **TEAM REPRESENTATIVES RESPONSIBILITY**

1. **TEAM REPRESENTATIVES ARE REQUIRED TO SHARE ALL SOFTBALL RULES AND REGULATIONS WITH ALL THEIR PLAYERS.**
2. **Teams must have all fees paid by the end of the second week of the season, May 9, 2016, or teams will forfeit games until all fees are paid. Team Representatives are ultimately responsible for all fees associated with play in the league.**
3. New players must pay the \$20.00 fee before participating in any game. **Only the team representatives** are allowed to call the recreation division to request a player be added to their roster. Any player can remove themselves from a team roster. Also, players are only allowed to play in one city division. Players must decide which division they want to play in and only play on one team. If illegal players are discovered the team will forfeit any games won with the illegal player. Player passes are available for instances when you do not have enough players to field a team. There is a maximum of 5 player passes per season per team.
4. ***Players may not quit one team and join another team, after 5:00 p.m. on the day of their original team's first scheduled league game regardless of whether or not the individual in question participated in the original team's game.***
5. You must notify the Recreation Division as soon as possible of any make-up concerns your team may have. If you know of any conflict which may affect your team's ability to play either a weekday make-up or weekend make-up you should call Recreation Division as soon as you know about the conflict. Do not wait until your game has been postponed to inform the Recreation Division that you will be unable to play on a given date because make-up schedules may be created as soon as it is known that games have been postponed. **After the make-up schedule is started NO changes will be made. We will do our best to work our make-up schedule around your schedule, but you must notify us prior to the making of the make-up schedule.**

6. **THE RECREATION DIVISION WILL NOT GIVE OUT RESCHEDULES OVER THE PHONE. WE WILL POST ALL RESCHEDULES AT ALL SOFTBALL FIELD MARQUIS' AND AT [www.cheyennecity.org](http://www.cheyennecity.org) WITHIN 48 HOURS OF THE RAIN OUT. WE WILL TRY TO GET RESCHEDULES OUT WITHIN 24 HOURS IF AT ALL POSSIBLE. POSTPONED GAMES MAY BE MADE UP ON SATURDAYS, SUNDAYS, OR AT ANY TIME DESIGNATED BY PARKS AND RECREATION OFFICIALS. WE WILL ALWAYS TRY TO GIVE AT LEAST 3 DAYS NOTICE FOR ALL MAKE-UP GAMES.**
7. In case of disputes, team representatives are the only ones allowed to discuss the situation with the umpires. All others will return to their dugout or field positions. Anyone violating this regulation shall be held liable for ejection. Prolonged arguments will not be allowed, and forfeitures may result. **PLEASE DESIGNATE YOUR TEAM REPRESENTATIVE ON YOUR LINE-UP CARD FOR EACH GAME.**
8. Team representatives are responsible for keeping the players bench clear of all persons except players, sponsors, and one scorekeeper. **Umpires may enforce this rule if it becomes a problem.** Players of other teams **MAY NOT** sit on bench or be in the dugouts. No team may have more than one bat attendant. Please be sure that the attendant is old enough to appreciate danger, and keeps out of the way of plays at home plate.
9. Jewelry Rule: "No player shall be permitted to play in a game while wearing any clothing, jewelry or other item of personal adornment that has been judged to be hazardous or potentially dangerous by the umpire. Each player shall assume all risks of property damage and bodily injury, including blindness, paralysis, and death, which may result from or in any way arise from the wearing of clothing, jewelry, or other items of personal adornment, regardless of whether any such item has been determined to be hazardous or potentially dangerous."
10. Evaluations of umpires may be made by any player or by Team Representative. Evaluation forms are available upon request from the Softball Supervisor at the fields, and must be returned to the Recreation Division. The League Director will take the evaluation to the Umpires Association for review and may require a written response to the evaluation. A copy of such response will be mailed to the player or team representative.
11. Umpires may not call and play in the same league division. The exception to the rule is if they are the only umpire available to call the game. Forfeits will result if a team refuses to play a game because of this rule.
12. **ROSTERS MAY BE CHECKED BY UMPIRES TO VERIFY THAT NO ILLEGAL PLAYERS ARE BEING USED. THE PARKS & RECREATION DEPARTMENT WILL MAINTAIN UPDATED ROSTERS AT EACH FACILITY. IN THE EVENT THAT YOU ARE SHORT ON PLAYERS PLEASE CALL THE RECREATION DIVISION AT 637-6423.**

## **PROTESTS**

1. All protests will be handled by a protest committee made up of Recreation Division and Cheyenne Umpire Association personnel. Protests will be handled as outlined in the U.S.S.S.A. Softball Rules with the following exceptions:
  - A. Official protests must be filed at the Recreation Division within two working days of the protested game. The Recreation Division is open Monday through Friday from 8:00 a.m. to 5:00 p.m.
  - B. A \$65.00 (CASH) bond is required to be deposited with the Recreation Division at the time the protest is filed.
  - C. All protests will be screened by the Recreation Division and Cheyenne Umpire Association personnel to verify validity of protest according to U.S.S.S.A. Softball Rules. If the protests are invalid under U.S.S.S.A. Softball Rules the cash bond will be forfeited and no further action will be taken.
  - D. If the protest is considered valid under U.S.S.S.A. Softball Rules the Protest Committee shall render its decision within two working days of the filing of the protest, and the \$65.00 bond will be returned.

- E. **Player eligibility must be protested before the last out of the game in question.** Be sure the umpire notes the protest (including: protested players name(s), number(s), and signature(s) in the scorebook.

## **TROPHIES**

1. In the event of a tie at the end of league play, standings for teams vying for awards will be decided in the following order:
  - a) Results of head on play during the league.
  - b) Point differential between tied teams.
  - c) If, point differential is tied, an alternate method will be determined by Recreation Department officials. **Note:** Teams may be given the option to have the alternate method be a game if teams pay for the officiating cost of the game and if a date and time can be agreed upon. Single game cost \$65.00 or \$32.50 per team.

## **FORFEITS AND DISQUALIFICATIONS**

1. **Game time is forfeit time.** Teams must be on time for their games as scheduled. Game times are 6:00 p.m., 7:00 p.m., 8:00p.m., and 9:00p.m. **Any team forfeiting an entire game will be fined \$65.00. This fee may be avoided by notifying the Recreation Division at 637-6423, by 1:00 p.m. on the day of the game your team needs to forfeit. The fine must be paid, in cash, by the next scheduled game or the offending team will not be allowed to play and will be credited with another forfeit. This fine is intended to be punitive, not recuperative for lost fees. Player passes are available for times when you cannot field a team; there is a maximum of five player passes per season.**
2. The score of a forfeited game shall be 7-0 in favor of the team not at fault. Umpires will not be required to umpire any forfeited game. Teams may agree to a scrimmage with the understanding that the game will be called 20 minutes prior to the next scheduled game time. Softball Supervisors and umpires have the authority to terminate any such game at their discretion.
3. If a team forfeits two games without good reason, that team **MAY** be dismissed from league play. If your team is having trouble getting enough players please call the Recreation Division so additional players can be added to your roster and your game(s) will not be forfeited. Teams will always be allowed to add approved player's to keep from forfeiting a game even if it's the last game of the season.
4. One (1) ejection from a game, with no sub, will result in that game being forfeited by that team. Two (2) ejections from one game, from one team regardless of the number of substitute players, will result in that game being forfeited by that team. **IF THE TWO (2) EJECTIONS RULE IS VIOLATED A SECOND TIME, THE ENTIRE TEAM WILL BE EJECTED FROM THE LEAGUE FOR A MINIMUM OF AN ADDITIONAL THREE GAMES.**
5. Players or coaches will be fined \$50.00 and suspended a minimum of one game the first time they are ejected from a game. Fines must be paid before players will be allowed to participate. Players with unpaid ejection fines will not be allowed to be placed on a roster in any Cheyenne Parks and Recreation league until that fine has been paid in full (cash only). **Cheyenne Parks and Recreation has the right to send all unpaid fines to the City Treasurer for collection.**
6. **UMPIRES WILL MAINTAIN AUTHORITY OVER ALL SOFTBALL OPERATIONS AT ALL FIELDS/COMPLEXES BEFORE, DURING AND AFTER ALL GAMES. ABUSE OF UMPIRES WILL NOT BE TOLERATED.**

## **CANCELLATION POLICY**

1. In case of wet grounds or inclement weather, prior to 4:00 p.m., officials of the Recreation Division will make the final decision if grounds are playable. Team representatives should call the Recreation Division at 637-6423 between 4:00 - 4:30 p.m. (Monday - Friday) to confirm if games are still scheduled or have been postponed. Also, team representatives should monitor local radio stations. If inclement weather arrives after 4:00 p.m. or after a game has started, the umpire will make the final decision on

whether or not to Postpone the game. **THE MAXIMUM DELAY FOR INCLEMENT WEATHER WILL BE 30 MINUTES. IF 30 MINUTES HAVE PASSED THE CURRENT AND ALL SUBSEQUENT GAMES WILL BE POSTPONED.**

2. A fine of \$50.00 will be assessed to any team playing on fields after games have been officially postponed. Fines must be paid before the next scheduled game or forfeits will result until the fine is paid. NOTE: In the event of wet grounds or inclement weather, games **may** be played on some fields and not on others due to inconsistencies in the field surfaces, and variances in rainfall at each field location.
3. If one weeknight game is officially postponed, all subsequent games on that field, are postponed for that night. Weekend make-up games will be handled separately. **Monitor local radio stations and assigned fields for information concerning these games.**

### **WARM-UP POLICY**

1. Hitting balls against chain link fences is absolutely prohibited. **Suspensions may be imposed.**
2. For protection of spectators and children all teams must limit all of their player's pre-game warm-up to the warm-up areas.
  - a) Players may warm-up on the playing field prior to their game as time allows.
  - b) Warm-up areas are designated in Converse, Brimmer and Lions Park.
  - c) Penalties - Should individuals fail to follow posted warm-up rules are:
    1. The player(s) will be given one warning.
    2. Should the player(s) ignore this warning, the team representative will be contacted by the League Director.
    3. Any further warning in the future for that team will result in forfeiture of the team's most recent game won.
    4. Individuals who refuse to follow warm-up rules will be subject to disciplinary action based on the circumstances. Disciplinary action may involve probation to suspension from one(l) game up to the remainder of the season/or next season.

### **PRACTICES**

1. Teams can reserve Brimmer Softball Complex for guaranteed preseason practice. The cost is \$20 per hour without lights and \$30 with lights a 2 hour maximum rental per night. No refunds unless reservation was cancelled by the Parks & Recreation Division due to weather. Reservations are only going to be taken for Brimmer. You can make your reservations at the Neighborhood Facility 610 West 7<sup>th</sup> Street, or by calling (307) 637-6423. Monday-Friday 8:00a.m. to 5:00p.m.
2. Weekday morning practice will be allowed on Brimmer, Converse, Coke Gonzales, and Lions Softball fields with the following restrictions:
  - a) Talk to work crews and see which, if more than one field, they want you to use.
  - b) No practice allowed on any field when work crews are on the field.
  - c) Practice allowed on outfields **only** after work crews have prepared the field for that evening's games.
  - d) **LEAVE FIELD IMMEDIATELY WHEN ASKED BY CREW.**

### **UNIFORMS**

1. Team representatives shall see that all players are properly attired in uniform and that equipment is adequate. All league players are required to have a uniform shirt of matching style and color. Players must wear team uniforms under outer wear during inclement weather. Uniforms must be numbered on back with at least five inch numbers. No duplicate numbers allowed. Teams will be given a two (2) week leniency period after the start of the season to comply with this rule. **AFTER THE TWO WEEK LENIENCY PERIOD, PLAYERS WHO DO NOT CONFORM TO THE UNIFORM RULE WILL NOT BE ALLOWED TO PLAY UNLESS THE TEAM HAS RECEIVED AN EXTENSION FROM THE LEAGUE DIRECTOR.** Please contact the Recreation Office if you are having any problems getting your uniforms.

## MEASUREMENTS

1. Pitcher's distance will be 50' and base paths will be 65' for all leagues.
2. **12" U.S.S.S.A.** approved softballs will be used in the Men's League and **11" U.S.S.S.A.** approved softballs will be used in the Women's League.

## EQUIPMENT

1. **No steel cleats or football types that have the removable cleats will be allowed.**
2. The on-deck batter can use only one official softball bat or an approved warm-up bat for loosening up. Attachments, i.e., bat rings, or lead pipes are illegal.
3. All bats must conform to **U.S.S.S.A.** standards.
4. All Gloves and/or mitts must conform to **U.S.S.S.A.** standards.

## GENERAL GAME REGULATIONS

1. Men's and Women's leagues will play slow pitch softball and each team must start game with at least eight players. Teams may continue to play with eight players throughout the game, providing:
  - a) The offensive team is charged with an automatic out when the missing player(s) is scheduled to bat.
  - b) Any team starting, a league game, one or two players short shall suffer an out each time the vacant position comes to bat in the batting order. The placement of the vacant position(s) in the batting order shall be at the discretion of the team playing short, but can not be changed after the lineups have been turned in. **The player filling the vacant position will be considered a starter for that position in the batting order.**
2. Eight players is a minimum for participation. Teams may start with 10 or 11 players and be reduced to eight because of injury (not ejection, see **FORFEITS AND DISQUALIFICATIONS**, *Rule 4*) and continue to play with automatic outs awarded for each time those injured players are scheduled for a turn at bat.
3. Lineup cards must be picked up from the scorekeeper at the appropriate field and turned into the scorekeeper at least 5 minutes prior to **SCHEDULED** game time. The scorekeeper will distribute copies to the appropriate parties from the scorer's booth. Captains must acquire their copies from the scorer's booth. Line up cards will not be accepted by the scorekeeper unless first initial, last name and uniform number is listed for all players shown. **PLEASE NOTE YOUR TEAM REPRESENTATIVE ON YOUR LINE UP CARD.** If a team has not turned their lineup card into the scorekeeper **by 5 minutes** prior to the **SCHEDULED** game time, they will be assessed one automatic out for their first scheduled turn at bat. Your leadoff batter still gets to bat you will just start out with one out.
4. Teams will take the field to play immediately following the prior game. NO warm-ups for hitting on infield will be allowed and this policy will be enforced by the umpires. A maximum of five warm-up pitches will be allowed to start the game and three to any new pitcher entering the game. Thereafter, a maximum of one warm-up pitch will be allowed per inning. Only official game balls are allowed on the field after the first inning.
5. Umpires will notify the official score keeper and team representatives as to the starting times of games. After the coin flip establishes home team the clock begins at this point. After five warm-up pitches have been completed, the umpire shall call for first batter. If you have not been notified as to the official starting time, it is the team captain's responsibility to ask the umpire for the official time. **You may refuse to play until you receive this information.**
6. Length of Game:
  - A. A fully played game shall consist of seven full innings or fifty-five minutes. If, at the end of this

time limit, seven innings have not been completed, the nearest full inning will be completed and play terminated.

B. If inclement weather occurs after **four** or more innings have been played, the game will be considered completed and the team which is ahead declared the winner. If not, the entire game will be replayed. Postponed games could be made up on Fridays, Saturdays, Sundays, and/or during Frontier Days, or at any other time designated by Parks and Recreation officials.

C. Any team having a twenty run or more lead at the end of the fourth, a ten run or more lead at the end of the fifth or subsequent inning shall be declared the winner. If the home team is ahead by twenty or more runs at the end of 3 ½ innings, or ten or more runs any subsequent ½ innings, the game shall be a legal game and the home team shall be declared the winner.

7. Team winning flip of the coin, by the plate umpire with both representatives present, will choose to be home or visitor.
8. Players in all leagues will be only allowed 3 balls and 2 strikes.
9. No player or Coach will be allowed to argue balls and strikes. A player or coach may ask why a pitch was called a ball or strike but you may not argue about it. **FOR THE FIRST OFFENSE THE VIOLATOR WILL BE WARNED THAT TO REPEAT THE OFFENSE WILL CAUSE PROMPT EJECTION FROM THE GAME. IF FIRST OFFENSE IS DONE IN A FLAGRANT MANNER THE OFFENDER WILL BE IMMEDIATELY REMOVED FROM THE GAME BY THE UMPIRE.**
10. If an umpire determines that a player is placing other participants, including umpires in danger of being hurt by continuous unintentional throwing of a bat, that player may be ejected by the official to protect other participants. **INTENTIONAL THROWING OF A BAT WILL RESULT IN IMMEDIATE EJECTION FROM THE GAME.** Further sanctions against ejected players will be handled on an individual basis.
11. During league play, the batter is out when a second foul ball caught or not, is hit after the first strike.
12. Balls hit foul or over the fences are to be returned to the umpires or scorekeeper, not a team's dugout.
13. Umpires will use a continuation ball rule: If ball goes out of play and a new ball is thrown in by the umpire, the new ball is the live ball until it is replaced by the umpire.
14. Only one offensive conference is allowed during any half inning.
15. Substitutes should be reported to the umpire by the player or coach. A team may re-enter a substitute in a different order in the line-up if injury occurs, providing there is no one else to substitute, and the team still has at least 8 players.
16. Any player who is bleeding, has an open wound, or has an excessive amount of blood on his/her uniform must leave the game. The participant cannot return until the bleeding has stopped, the wound has been bandaged, and the soiled clothing has been changed (uniform not required). Any substitute required for this reason will not count against that team. The bleeding player may return to play in the same position/batting order with no penalty.
17. Safety Base: On any attempt to force the batter runner out at first base on the initial throw that pulls the defense off of first base into foul ground, the defense and the batter may use either the white or colored portion of the base.  
This does not include:
  1. Returning to the base after over running.
  2. Running on a base hit to the outfield (runner may touch the red or the white part), or
  3. Re-tag to advance on a fly ball.Effect: If the Base Runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he/she is considered off the base.

18. You can bat your roster up to 16. You have an option of keeping with the traditional batting order of 10 batters and keeping the rest of the roster as substitutes, or you can bat up to 16 players. If you choose to bat more than 10 players, then the following rules apply. If you are batting your entire roster of 16 or less and you have no substitute and one player gets injured, and then when that player comes up to bat you will take an out. If a player gets ejected from a game and you are batting your entire roster, then your team will forfeit the game. This is the same as starting a game with only 10 players and no substitute. If you have more than 16 players or only bat 11-15 of your 16 players and a person is injured or ejected, then you have a substitute and you can sub that injured or ejected player. You do not have to bat 16 players, remember you can bat up to 16 players. If you have only 13 players on your roster or 13 players show up to a game, then you can bat all 13 players. Just remember that batting your entire roster will result in a loss if a player is ejected. If batting more than 10, than any 10 players can play defense. Defensive positions can be changed, but the batting order must remain the same.
19. Additional Hitter
- An Additional Hitters (AH) is optional, but if one is used, it must be made known prior to the start of the game, and be listed on the scoring sheet in the regular batting order. If the "AH" is used, he/she must be used the entire game. Failure to complete the game with the "AH" results in forfeiture of the game. **EXCEPTION: IF A TEAM IS REDUCED TO LESS THAN THE NUMBER OF PLAYERS USED TO START THE GAME DUE TO INJURY (SEE FORFEITS AND DISQUALIFICATIONS, Rule 4), THE TEAM MAY CONTINUE TO PLAY, WITH THE INJURED PLAYER'S TURN AT BAT BECOMING AN AUTOMATIC OUT FOR THE REMAINDER OF THE GAME.**
  - "AH" must remain in the same position in the batting order for the entire game.
  - If an "AH" is used, all 11 must bat, and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same.
  - The "AH" may be substituted for at any time, either by a pinch-runner or pinch-hitter, who then becomes the "AH". The substitute must be a player who has not yet been in the game. The starting "AH" may re-enter the game in the same batting order.
20. Women's League Only: **A 10 run rule per inning will be in effect.** This means no team can score more than 10 runs per inning. Twenty run and ten run rules still apply.
21. Men's League Only: **A home run rule will be in effect.** The rule will be as follows:  
(1) In divisions 1 & 2 teams will get 4 homeruns total; any homeruns hit after a team has hit their 4 homeruns will be called an out (2) In divisions 3, 4, & 5 teams will get 2 homeruns total; any homeruns hit after a team hit their 2 homeruns will be called an out. (3) In division's 6 and lower will get 1 homerun total; any homeruns hit after a team has hit their 1 homerun will be called an out.  
**The touch and go rule is in effect.**  
b) This rule does not affect an inside the park home run. **NOTE: ANY BALL TOUCHED BY A DEFENSIVE PLAYER, WHICH THEN GOES OVER THE FENCE IN FAIR TERRITORY, SHALL NOT BE INCLUDED IN THE TOTAL OF OVER THE FENCE HOME RUNS, BUT WILL CREDIT THE BATTER FOUR BASES.**  
c) Base runners will return to the base they occupied when an unallowed home run is hit.
22. The ball field lights will be turned off 10 minutes after the last game of the evening is completed.  
Please exit the complex prior to the lights being turned off for your own safety.
23. Flip/Flop Rule:  
In the inning when the run rule for the league is exceeded and the home team is losing, the home team

will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.

24. Whenever the catcher or any fielder clearly has the ball and is waiting to tag the runner, the runner must slide or attempt to avoid contact. If, in the umpire's judgment, the runner deliberately and forcefully runs into the defensive player, the runner is declared out and could be ejected from the game. The ball is declared dead and all the other runners must return to the last base touched at the time of the collision.

Note: The catcher or any fielder may not block the pathway of the runner unless he/she has possession of the ball or is in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight).