

Killeen Parks and Recreation

Adult Softball

By-Laws

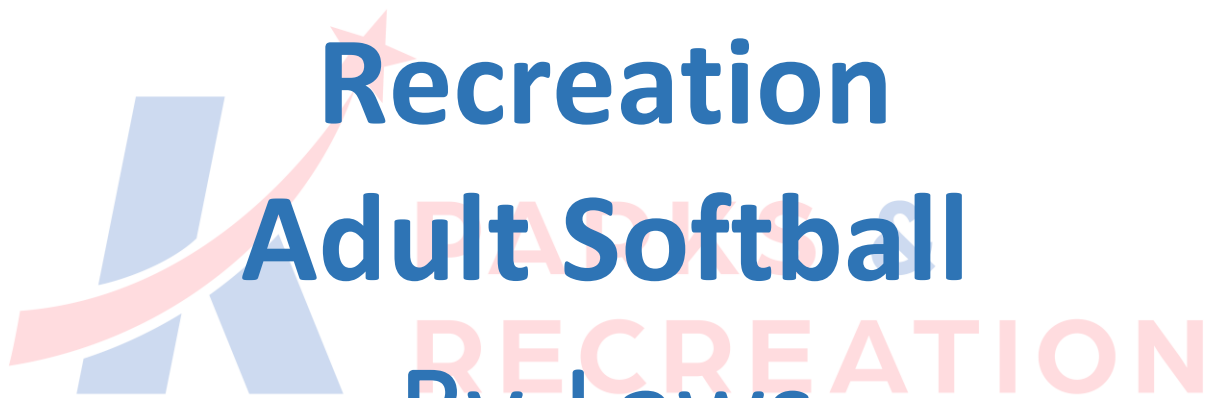


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Article I. The Killeen Parks & Recreation Philosophy

Section 1.01 KPR Mission Statement

The Killeen Parks and Recreation Adult Slow-pitch Softball League falls under the auspices of the Killeen Parks & Recreation Athletics (KPR) constitutes an Adult Softball league designed to build, develop, and nurture athlete's abilities and love of the game.

KPR Mission Statement

The KPR structure and regulations are based on two (2) primary objectives:

- (a) To provide as many Killeen adults as possible the opportunity to participate and enjoy the Adult Softball experience in a positive and family friendly environment.*
- (b) To provide those adults who want to improve their softball skills the opportunity to do so through solid league play opportunities.*

Section 1.02 Sportsmanship

KPR regards bad sportsmanship as unnecessary and completely intolerable.

What Is Good Sportsmanship?

Good sportsmanship is when people who are playing or watching a sport treat each other with respect. This includes players, Captains, and officials.

- Have a positive attitude
- Give their best effort
- Shake hands with the other team before and after the game
- Support teammates by saying "good hit" or "good try". Never criticize a teammate for trying
- Accept calls and do not argue with officials
- Treat the other team with respect and never tease or bully
- Follow the rules of the game

- Help another player up who has fallen
- Take pride in winning but do not rub it in
- Accept a loss without whining or making excuses

What's a Spectators Role in Good Sportsmanship?

Show your good sportsmanship:

- Keep sideline comments positive and encouraging
- Do not bad-mouth Captains, players, or officials
- Applaud good plays, no matter who makes them
- Congratulate the winners, even if they are on the opposing team

(a) Captains

(i) All KPR captains are required to demonstrate positive sportsmanship in respect to their players, opposing team players, captains, spectators, and game officials. Captains who are unable to demonstrate the proper sportsmanship will be suspended from further participation with KPR. Any captain who is ejected from a game for unsportsmanlike conduct will be required to leave the field of play/facility and will be unable to coach or play in the next scheduled game. This includes post-season play. The continued demonstration of improper sportsmanship may constitute suspension from any number of games KPR deems necessary. Captains are also responsible in assisting officials with the sportsmanship of all playing and non-playing team members, as well as spectators and co-captains.

(b) Participants

(i) All participants must always demonstrate positive sportsmanship. Those who cannot, may be dismissed from the game, by the game official or KPR staff. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

(c) Spectators

(i) All spectators are expected to demonstrate positive sportsmanship. Spectators who fail to do so, will be required to leave the game site and will not be allowed to attend the next game. All captains are responsible for their spectators. The continued

demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

Article II. KPR Adult Softball Program

Section 2.01 Definitions

- (a) KPR. Killeen Parks and Recreation Department
- (b) Coordinator. Designated Athletic Coordinator for KPR will serve as the KPR Coordinator
- (c) Supervisor. Athletic Supervisor/ or his designee will serve as the KPR League Director
- (d) Pronouns. The personal pronoun of either gender (him, her, he, she, etc.) shall apply equally to males and females

Section 2.02 Rule Administration

KPR Staff acts on the behalf of players, captains, as representatives. Any approved modification or changes from KPR will be distributed in writing to the effected teams as soon as possible.

Section 2.03 League Structure

The Supervisor is responsible for overseeing the administration of the Adult Softball program. The coordinator manages the day-to-day operations of each team(s) in each division(s). Divisions are separated into two separate divisions-based gender.

Section 2.04 Player Eligibility

All players, ages 18+, are eligible to participate in the KPR Adult Softball league.

Article III. KPR Operations

Section 3.01 Team Registration

- a. In order for a team to be officially registered, his/her: fees must be paid in full.
- b. Registration will be held at the Family Recreation Center, 1700 E Stan Schlueter Loop, Killeen, TX 76542, Monday through Friday, 8am to 10pm or online at <https://apm.activecommunities.com/killeen>
- C. Completed rosters must be turned in before first regular season game.

Section 3.02 Contact Information

KPR Office Number: (254) 501-6390 KPR Office Location: 1700 E Stan Schlueter Loop, Killeen, TX 76542

In addition, KPR communicates with Captains regularly via e-mail. This helps keep everyone informed and updated about the program. KPR staff can also be reached via email:

Antonio Murphy, Executive Director of Parks and Recreation	Amurphy@killeentexas.gov
Kaitlyn Roberts, Recreation Manager	Kroberts@killeentexas.gov
Anthony Vaughters, Athletic & Aquatic Manager	Avaulters@killeentexas.gov
Leon'ta Brown-Lewis, Athletic Coordinator	Lbrown-lewis@killeentexas.gov
Paige Stephens, Athletic Coordinator	Pstephens@killeentexas.gov
Ozias Wright, Athletic Coordinator	Owright@killeentexas.gov

Inclement Weather: Visit the following website for all weather updates www.teamsideline.com/killeen . Captains check website on any day that may have a chance of cancellation due to dangerous weather or unplayable field conditions for games and practices

(i) Inclement weather decisions are normally made after 3:00 PM

Section 3.03 Liability

KPR is not liable for any injury to players, officials, cheerleaders, captains, spectators, media, sideline personnel, or any other persons attending a KPR event or activity.

Article IV. Adult Softball League Operations

Section 4.01 Scheduling of Games

KPR will schedule all games for the Adult Softball league in each Division a team is represented. KPR will make all efforts to alleviate conflict dates/times in the scheduling of games. There are no guarantees. Schedules and standings will be posted on teamsideline.com/Killeen

Section 4.02 Players per Team

- a) A max of 20 players can be placed on a roster
- b) A player may only be on one roster per division
- c) All players must be 18 or older unless approved by KPR with a parent waiver.
- d) Rosters must be turned in prior to the start of the first game
- e) Rosters close for editing at the conclusion of games on the week of Nov 10th, 2025
- f) Any team without a completed roster on file will forfeit their game. Any non-rostered players caught playing will result in a forfeit for team
- g) Teams may add/drop players prior to the end of November 14th, 2025 games utilizing the Add/Drop Form
- h) Co ed: Minimum 5/5 gender ratio will be enforced (5 Women, 5 Men)

At minimum 5 women must be in the field for Co-ed unless playing with 9 (5 men/4 women). When playing with 9 every time the 10th batter comes around it is an automatic out. Teams must retain 9 players including 4 women the entire game or a forfeit will be ruled.

- i) Formations will consist of 10 players Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
- j) Co-Ed Pitcher & Catcher must consist of a male and a female

Section 4.03 Loss of Players

If at any time, a team loses or drops a player, (whatever the reason) the Head Coach must contact the league office via email within forty-eight (48) hours and inform KPR of the loss.

Section 4.04 Uniforms

Teams will provide their own uniforms or shirts. Uniforms must be in good taste and not offensive or have profanity. Team must be all uniformed the same. Uniforms must have a number on the back.

Section 4.05 Equipment

All teams will provide their own equipment

- a) Bats must be on the approved bat list and stamped .120 or below (USA, ASA, and new USSSA stamps). A player caught using an illegal bat will be called out, ejected, and suspended for 1 game
- b) **Men's:** Size 12 52/300 balls (Balls provided by KPR) **Women's:** Size 11 52/300 balls
- c) No Metal Spikes
- d) Pitching nets will be on field at all times.

Section 4.06 Practices

- a) KPR will designate optional practices at the Killeen Athletic Complex for all registered teams. Only players on the roster can participate in practice.
- b) KPR is not liable for practices held offsite.

Article V. KPR Game Mechanics

The following regulations apply to the KPR program's Game Mechanics.

Section 5.01 Game Play

KPR will follow all rules as outlined in the USA Softball Handbook with local modifications. KPR will provide one copy of the Adult Softball By-Laws to the Head Coach of each team and publish them to www.teamsideline.com/killeen

KPR staff has the authority to adjust game schedules, game/season duration, and other aspects of the league, as necessary.

Section 5.02 Game Length

- a) Games are 50 minutes.
- b) Run Rule is in affect 15 runs after 3 innings, 12 runs after 4 innings and 10 runs after 5 innings.
- c) Co-ed Division is allowed 12 Max Runs Per Inning.
- d) No new innings will start after 50 mins have passed unless time has expired with a tied game (Regular season games CAN end in a tie, tie breakers will only occur during the playoff tournament). After the 3rd out of an inning has been made, the next inning begins. The home team will have the last at-bat if necessary. **This Rule is NOT in effect for playoff bracket games.**

Section 5.03 Pregame Captains Meeting and Equipment Inspection

- a) Captain's meetings will take place at home plate prior to game start.
- b) Line-ups are to be turned in to the Plate Umpire during the Captain's Meeting.
- c) Teams will pay the PAP (Pay at the Plate) Umpire fee of \$20.00 prior to game start.
- d) Home and Away determined by game schedule on Teamsideline.com/Killeen

Section 5.04 Game Play Rules

- a) All batters will start with 1 ball and 1 strike
- b) No stealing, leading off or advancing until the ball has been hit.

- c) No bunting, No chop swings
- d) Game start time is forfeit time for second game of the night; 10 min grace period for first game. Special Cases will be at the coordinator's discretion.
- e) Teams can start with 9 players, but absent positions will count as automatic outs when their line-up position is due to bat
- f) Coed Division must play a 5:5 ratio (5 men and 5 women). There will be an automatic out in the event that the gender ratio is not followed.
- g) Men's teams: Bat 10 minimum, 12 max batters Co-ed teams: Bat 10 minimum, 12 max batters (6 Men, 6 Women) Co-ed teams may not bat 11 players – team ratio must be 5:5 or 6:6
- h) Coed: Lineup must follow 1M/1W pattern until last woman bats
- i) 5 homeruns per game (any homeruns hit after 5 will be an out)
All hit homeruns and foul balls must be retrieved
- j) Runners must stay in baseline when advancing and must slide or evade during a play at base (Sliding into first base is not permitted). Hopping over a tag is not permitted.
- k) Runners that are sacrificing themselves, may evade outside the baseline for safety purposes.

Strike Mat:

Strike Mats will be in effect. All legal pitches (6-10 feet) that land on the strike mat and home plate will be considered strikes. All strikes and balls are umpire's discretion and **are not grounds for discussion.**

Courtesy Runners:

All courtesy runners must be on the team roster to replace a runner.

Courtesy Runners must be reported to the plate umpire before replacing a runner. All Courtesy Runners must be the same gender as the runner they are replacing.

Pitchers and Catchers may use a courtesy runner anytime they are on base.

Men's: One Courtesy runner per inning for any player in the lineup. If courtesy runner is still on base when it is their time to bat, they must stay on base and team will receive an out.

Coed: One Courtesy runner per gender, per inning. If courtesy runner is still on base when it is their time to bat, they must stay on base and team will receive an out.

In the event that a courtesy runner's turn to bat comes while they are on base, the runner must stay on base and the team will receive an out.

If a courtesy runner is used more than once for a player other than the pitcher and catcher, they will be called out and removed from the base.

Special Rules

- a) Pitching Safety nets will be on the fields, always, with zero exceptions. The Leg of the net may be two feet in front of the rubber at maximum. Pitchers are instructed to go behind the net after pitch is released. If the ball hits the pitcher that is not behind the net, the ball will be considered live, and runners may attempt to advance with the chance of being put out. If the ball hits any part of the net with the pitcher behind the net, the batter is automatically out, and runners may not advance. The pitching net may not be moved once it has been set for the inning unless pitchers are switched.
- b) **Fighting:** Player(s) involved in fights will be ejected and suspended for the remainder of the season and possibly future leagues. If a team fight occurs, the teams involved will be ejected and banned from further participation in KPR leagues.
- c) If time has expired with a tied game during the playoff tournament, games will proceed with 1 pitch play. The last out in the last inning will begin on second base and the next batter in the lineup will be the first to bat. While batting, a full count will be applied (3 balls, 2 strikes, 1 foul) with 2 outs. Each batter gets only one pitch to put the ball into play. If the pitch is a strike and the player does not swing or misses, he is out. If the pitch is a ball and the player does not swing, he walks. If the player hits a foul ball, he will be called out.

Regular season games CAN end in a tie.

- d) Absolutely no alcohol, smoking, vaping, chewing tobacco (dip), or non-service animals will be allowed inside the KPR complexes. If a player or spectator is suspected to be intoxicated by KPR Staff, they will be removed from the facility. All coolers brought onto the facility are subject to be searched by KPR.
- e) Bat flipping will not be permitted, when a player flips their bat after hitting the ball, the play will proceed as a delayed dead ball. Once time has been called by the umpire, all runners will be awarded all bases obtained. The batter will be called out and will receive a warning. If it occurs again player will be ejected and will face a suspension of at minimum one game. If the batter scored, their run will not count.
 - 1. Bat flips are the action whereas a batter flips, throws or uses excessive force with their bat after he/she hits the ball. Anything higher than the batters head is an automatic violation.
 - 2. Bat flipping will be determined at the discretion of the umpire and/or KPR staff. They cannot be protested.

f) **Co-ed:** A walk to a male batter will result in a two-base award. The next batter, a female, shall bat.

Exception: With two outs, the female batter has the option to walk or bat. Should the female batter choose to walk and pass a male batter-runner while advancing to first base, no out shall be called during this dead ball period.

g) During Playoff tournaments, the team with the higher seed will receive the home dugout.

Player Conduct

a) If the umpire witnesses any acts of unsportsmanlike conduct, the game will be stopped, and the player will be ejected. Foul play will not be tolerated.

b) Trash talking is illegal (from players, spectators, and captains). The umpire will give one warning but if it continues, umpire is entitled to eject players from the game.

All decisions made by KPR staff will be final.

Section 5.08 Ejections, Suspensions and Protests

a) Any player, coach, or manager ejected from a game will automatically be suspended for a minimum of one game per KPR discretion. The suspension will be served the next scheduled game and the player is not allowed in the team dugout during games. Appeals must be turned submitted to KPR staff within 72 hours of the incident. KPR reserves the right to make decisions final at their discretion.

b) If a player is ejected, the player will be required to leave the park for the remainder of the night and may not return to the fields until after their suspension has been served. The suspended individual(s) will be required to vacate the premises immediately following the ejection. Depending on the severity of the cause of the suspension, Killeen Parks & Recreation can determine the length of the suspension – this may include the following: shortening the length of the suspension, adding to the suspension, or banning the individual from the league. All objections must be handled via a written protest by the individual who received the suspension.

c) Protests must be made to the umpire at the time, if appealed. Then filed with the Killeen Parks and Recreation Department in writing within 24 hours (Sunday excluded). The umpire will notify the opponent's team manager at the time of appeal. The protest fee of \$125.00 must be made within 24 hours of the protest. After the protest has been requested and paid, KPR will meet with the officials, then a meeting will be scheduled with KPR, the Head of Officials, and the

protesting team's representative. KPR has made by KPR no further discussion will be permitted. Protests on ineligible players must be made before the last out of the game in which they are playing. a. If one team makes a protest regarding an opposing team's roster/line-up, the protesting team itself must have a valid roster/line-up.

Judgment calls cannot be protested.

Section 5.09 Injuries

All injuries will need to be assessed by officials, captains, and staff. For injuries requiring medical attention, EMS will be called. Involved parties will need to fill out an accident and injury report before leaving the scene.

Section 5.10 Hazardous Weather

The protection of Killeen Parks and Recreation participants is of paramount importance. Every participant should recognize the danger presented by lightning, tornados and other hazardous weather. The following items represent generally accepted principles regarding the dangers involved with lightning and tornados.

Over the past century, lightning has consistently been 1 of the top 3 causes of weather-related deaths in this country. It kills approximately 100 people and injures hundreds more each year. Lightning is an enormous and widespread danger to the physically active population. Practice and training increase recreation performance. Similarly, preparedness can reduce the risk of the lightning hazard. Lightning is the most frequent weather hazard impacting athletics events. Baseball, football, lacrosse, skiing, swimming, soccer, tennis, track and field events...all these and other outdoor sports have been visited by lightning. Education is the single most important means to achieve lightning safety. The following is the lightning safety plan for Killeen Recreation Services as suggested by the National Lightning Safety Institute:

1. If the athletic area should need to be cleared the following is a list of SAFE lightning evacuation sites. SAFE evacuation sites include:
 - a. Fully enclosed metal vehicles with windows up.
 - b. Structurally sound buildings.
 - c. The low ground. Seek cover in clumps of bushes.

2. UNSAFE LIGHTNING SHELTER AREAS include all outdoor metal objects like flag poles, fences and gates, high mast light poles, metal bleachers, golf carts, cars, machinery, etc. AVOID trees. AVOID water. AVOID open fields. AVOID the high ground.

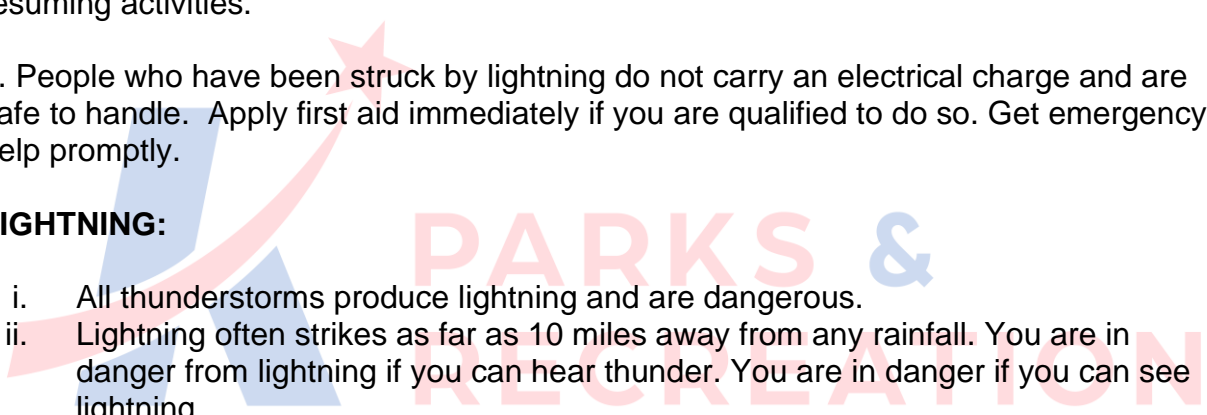
3. Lightning's distance from you is easy to calculate: if you hear thunder, it and the associated lightning are within auditory range...about 6-8 miles away. The distance from Strike A to Strike B also can be 6-8 miles. Ask yourself why you should NOT go to shelter immediately. Of course, different distances to shelter will determine different times to suspend activities. A good lightning safety motto is: "If you can see it (lightning) flee it; if you can hear it (thunder), clear it."

4. If you feel your hair standing on end, and/or hear "crackling noises" - you are in lightning's electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in baseball catcher's stance with hands on knees.

5. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.

6. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply first aid immediately if you are qualified to do so. Get emergency help promptly.

LIGHTNING:

- 
- i. All thunderstorms produce lightning and are dangerous.
 - ii. Lightning often strikes as far as 10 miles away from any rainfall. You are in danger from lightning if you can hear thunder. You are in danger if you can see lightning.
 - iii. Lightning injuries can lead to permanent disabilities or death. Look for dark cloud bases and increasing wind.
 - iv. Lightning can travel sideways for up to 10 miles and strike when skies are blue.
 - v. Soccer fields are a dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark threatening clouds are observed, quickly suspend the game and/or practice and move to a safe location.
 - vi. Avoid standing in an open area, near soccer goals, under a tent, near trees or in water. The safest place during a thunderstorm with or without visible lightning is in a car, but not a convertible.

TORNADOS:

- i. Watch for rapidly darkening skies.
- ii. The sound of an approaching tornado is often described as that of an approaching train.

- iii. The funnel of a tornado does not have to touch down to cause extensive damage and injuries.
- iv. Tornadoes can produce winds of 300 miles per hour or more.
- v. Most people who are hurt during a tornado are hurt when they are struck by flying debris.
- vi. Seek safety in a solid structure, preferably in a basement or in an interior room. If no building is available, lay down in a ditch.

LIGHTNING DETECTORS:

KPR staff will utilize the My Radar app for lightning detection. This app serves as further security against lightning storms.

GAME SUSPENSION REQUIREMENTS:

In any of the circumstances outlined above occurs, KPR staff or referee(s) should immediately suspend the game:

1. If thunder is heard, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter.
2. If lightning is seen, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter.
3. If a thunderstorm is heard or seen coming or your hair stands on end, the game should be suspended, and the fields cleared. Everyone should immediately go to a safe shelter. Do not wait until it rains.
4. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
5. The game will be cancelled by the decision of KPR staff if lightning continues for an extended amount of time, or if the forecasted weather is unsafe for participants and spectators.
6. If a game is suspended with 5 minutes or less on the clock or it is after the 5th inning the score will be final. All other games will be rescheduled and started from the stoppage point of the game.

Coaches Discipline Guide

Offense	Directed Toward	Minimum Action	Maximum Action
Tobacco use (chewing, smoking)	during games, practices or league functions	Verbal	Ejection(s)
Alcohol, illegal substances	during games, practices or league functions	Ejection for remainder of game	Suspension, suspension up to 1 calendar year
Allowing a player to play or participate while knowing of an injury or concussion	During game or practices	Game ejection	Season suspension
Foul or abusive language directed at	Player, Coach, official, spectator or staff	Verbal warning and/or ejection for remainder of game	Game suspension
Continued foul or abusive language. Blatant disregard for staff and officials	Player, Coach, official, spectator or staff	Current game suspension	Multiple game suspension
Encouraging foul language, threatening language, unsportsmanlike behavior, encouraging or telling players to have that kind of behavior	Player, Coach, official, spectator or staff	Current game suspension	Season suspension
Threat of physical abuse, assault, threat of bodily injury of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension
Fighting or physical assault of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension
Playing an illegal player (see definition #5)		Ejection of next game and forfeiture of current game	Multiple game suspension to league removal
Pulling children off a field for any reason other than weather.		Suspension for next three games	League removal

Spectators Discipline Guide

Offense	Directed Toward	Minimum Action	Maximum Action
Alcohol, illegal substances	during games, practices or league functions	Ejection for remainder of game	suspension, suspension up to 1 calendar year
Foul or abusive language directed at	Player, Coach, official, spectator or staff	Verbal warning and/or ejection for remainder of game	Game suspension
Continued foul or abusive language. Blatant disregard for staff and officials	Player, Coach, official, spectator or staff	current game suspension	multiple game suspension
Encouraging foul language, threatening language, unsportsmanlike behavior, encouraging or telling players to have that kind of behavior	Player, Coach, official, spectator or staff	current game suspension	Season suspension
Threat of physical abuse, assault, threat of bodily injury of any kind	Player, Coach, official, spectator or staff	Ejection for remainder of game and next game suspension	Season suspension to lifetime suspension. Level of threat will determine length of suspension

Appendix A: CAPTAIN'S CODE OF ETHICS

The function of an Adult Sports Captain is to serve as a communication conduit for the league. Team Captains should work in tandem with Umpires and Recreational Staff to maintain the integrity and organization of the league. The following guidelines for Captains have been adopted by Killeen Parks & Recreation:

1. All teams should send a captain or team representative to the Captain's Meeting. NOTE: Modifications to the league rules may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made.
2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
3. It is the captain's responsibility to make sure all league fees are paid prior to the first game and all players sign the roster/waiver by the end of the 2nd game.
4. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.
5. It is the captain's responsibility to check the score each inning to ensure accuracy and to sign the final score which is listed on the official score sheet.
6. Team captains are responsible for the conduct of their team members and any team spectators at all times, including prior to, during, and after completion of the game. Failure to do so may result in a forfeiture of the game.
7. Only the team captain can discuss a call or ruling with an umpire. All discussions made with an umpire must be in an orderly manner. Any acts of unsportsmanlike conduct including the use of profane, abusive, or insulting language can result in ejection and/or forfeit by the offending team.

Printed Name

Signature

Date