

**City of Lakewood**

**Adult Softball Rules**



**Lakewood  
Recreation**

# Table of Contents

<b>I. General Information</b> .....2	<b>VIII. Batting Order</b> .....6
Deposit and Fees	Batting Order
Leagues and Classifications	Batting Order (COED)
Homerun Allowances	
Team Manager Responsibilities	
<b>II. Weather/Field Conditions</b> .....2	<b>IX. The Game</b> .....6-7
Rainout Line Number	Warm-Ups
Decision to Delay or Cancel a Game	Visitor/Home Team Designation
	Regulation Game
	Count
	Tie Games
	Run (Mercy) Rules
	Winner
<b>III. Makeup Games</b> .....2-3	<b>X. Starting a Game/Forfeits</b> .....7
Completion of Games	Game Times
Schedule Changes	Grace Period
Reschedule Timeframe	Forfeits
<b>IV. Field Dimensions</b> .....3	
Bases, Pitching Mound, Fence	
<b>V. Roster Requirements</b> .....3	<b>XI. Awards and Tournament</b> .....8
Roster Deadlines	Award Information
Playing on Two (2) Teams	Tiebreaker
Ineligible Players	
Roster Transfer	
<b>VI. Equipment</b> .....4-5	<b>XII. Code of Conduct</b> .....8-9
Official Balls, Bats, and Bases	Park Rules
Footwear	Alcohol
Uniforms	Aggressive Behavior
Blood Rule	Physical Contact
Jewelry	Language
Casts	Smoking
	Decisions
	Ejections
	Early Termination of a Game
	Elastic Power
<b>VII. Players</b> .....5-6	
Number of Players	
Minimum Player Age	
Min/Max Number of Players to Play	
Shorthanded Teams	
Substitutions	
Additional Hitters	
Courtesy Runners	
Dugouts	
Bat Boys/Girls	

## I. General Information

Welcome to the City of Lakewood Adult Softball Program.

The City of Lakewood offers non-sanctioned softball leagues for the recreational enjoyment of all participants. All decisions made by the City of Lakewood's Recreation Programmer are final and not subject to protest or refund of league fees. The softball league(s) shall follow the rules of **USA Softball** (formerly: Amateur Softball Association – ASA) and all City of Lakewood's Municipal Codes with the following clarifications.

- A. **Deposit** - All teams are required to pay a deposit in order to be registered for a league. All deposits are non-refundable once league schedules have been made.
- B. **Fees** - All teams are required to pay in full before the 4<sup>th</sup> game of the season. No exceptions! Any team with an outstanding balance after that point will forfeit remaining games until balance is paid in full.
- C. **Team Managers** - Responsible to make all team members aware of the league rules.
  - a. Review the rule book in its entirety and relay rules to team members
    - i. League rules are available at the Charles Whitlock Recreation Center, online at [www.teamsideline.com/lakewood](http://www.teamsideline.com/lakewood), or by request to the Recreation Programmer.
  - b. Submit a team roster to the field supervisor prior to the first game of the season
  - c. Make any additions and deletions to the official rosters as necessary, up until the 3rd week prior to the end of league play
  - d. Inform players of the game schedule, rules, and any changes made to either
  - e. Submit a lineup to the scorekeeper five (5) minutes prior to every game
  - f. Inform the scorekeeper of any substitutions
  - g. Ensure the code of conduct is followed by all players and spectators
  - h. Act as the point of contact for any discussion with the umpire, scorekeeper, and/or softball field supervisor during the game.
- D. **Players** - All players participating in this program assume the liability of the inherent risks involved in this physical activity. Participants are encouraged to consult their physician prior to engaging in any physical activity.
- E. **Leagues and Classifications**
  - a. Men's
  - b. Coed
- F. **Homerun Allowances (Per Team, Per Game): 2**
  - a. When a homerun over the fence has been hit, the batter will "hit and sit"; the batter is not required to touch 1<sup>st</sup> base.
  - b. Runners on base at any time of the homerun are not required to advance to the next base.
  - c. Any homeruns hit beyond the allowance will result in an "out" and no base-runners will be allowed to advance.

## II. Inclement Weather and/or Questionable Conditions:

- A. Call the weather hotline at 303-987-7079 (#2) or Charles Whitlock Recreation Center at 303-987-4800 for game updates.
  - a. Rainout Line Messages will be placed no earlier than 2 hours prior to the start of the first scheduled game. Updates will be made as necessary so please check back closer to the start of the scheduled game.
  - b. Please call the Softball Field Supervisor **720-352-6285** after 4:00pm for any softball related questions.
- B. Decision to Delay or Cancel
  - a. The Recreation Programmer, Field Supervisor, Scorekeeper and/or umpire(s) may, at their discretion, delay or cancel any game(s) at any time due to darkness, rain, lightning, fire, panic, or other causes which place players or spectators in peril directly or indirectly due to field conditions. At no time will a game be allowed to continue or begin if the field condition is excessively muddy or deemed unsafe.
- C. Delayed Games
  - a. In the event a game is delayed, teams will be required to wait a minimum of 15-minutes. After the 15-minute waiting period, a decision to resume or cancel will be made by the officials and field supervisor, however, games may be resumed prior to then. Lightning in the area requires a 30-minute wait following the last visible strike.

## III. Makeup Games

- A. **Make-up games may be scheduled at any time, including weekends.**
- B. Completion of Games
  - a. Games that have completed 4 or more innings (or 3 ½ innings provided the home team is winning) shall be considered complete games and will not be continued. Games that have not reached this point will be rescheduled and will continue from the exact point of stoppage.

- C. Number of Games (weather permitting)
  - a. Spring/Summer offers a 14-game schedule with the top half of the league making playoffs.
  - b. Fall offers an 8-game schedule with the top half of the league making playoffs.
- D. Schedule Changes
  - a. Original schedules may change due to makeup games, please check the schedule regularly at: [www.teamsideline.com/lakewood](http://www.teamsideline.com/lakewood)
- E. **Note** - Every effort will be made to inform teams regarding updated schedules, but it is the team manager's responsibility to check the website for updated schedules and notify team members. Excuses such as "we didn't know" or "we were told wrong" will not be accepted.

#### IV. Field Dimensions

- A. **Bases** – 70' between each base
- B. **Pitching Mound** - 50' from home plate
- C. **Outfield Fence** - From 250' to 300' depending on location

#### V. Roster Requirements

##### A. Roster Deadlines

- a. Each team is required to submit a roster to the softball field supervisor prior to their first game of the season and every player must sign the roster before playing in a game. **Rosters must be submitted through Teamsideline.**
- b. Failure to do so will result in a delayed start and/or automatic forfeit.
- c. Additions and deletions may be made to rosters up until the 3<sup>rd</sup> week prior to the end of league play, at which time rosters are considered "frozen."
- d. **Only players on a roster are considered eligible players and players may only be on one roster per league per night.**

##### B. Playing on Two (2) Teams

- a. Players are permitted to play on different teams in the same league (men's lower rec, men's upper rec, or coed) provided the teams play on different days of the week. For example, a player may play on one team in a Monday Low Rec Men's league and one team in a Tuesday Low Rec Men's league, but may NOT play on two (2) different teams in the Monday Low Rec Men's league. Should both teams from different days qualify for the end-of-league tournament, any player playing on both teams must choose only one team to play with for the entire tournament.
- b. Any player found (by any opposing manager, umpire, and/or softball field supervisor) to be playing for two (2) different teams in the same night other than the one he or she is on the roster for faces the following penalties:
  - i. The team for which he or she is playing as an ineligible player (not on the roster) must forfeit the game immediately whether the team knew the player was ineligible or not.
  - ii. The player forfeits their right to play in their next scheduled game, a one (1) game suspension.
- c. Opposing managers or umpires must notify the field supervisor of the following prior to the end of the game being played (end of 7 innings, end of time limit, or enactment of the mercy rule) for any action to be taken:
  - i. Name or identification of player in question
  - ii. Team the player is ineligible (not on the roster) playing with
  - iii. Team the player is eligible (on the roster) to play with

##### C. Ineligible players

- a. Teams using ineligible players (those not on the roster) will forfeit all games in which that player participated. All players are required to have some form of photo identification available at all times should an opposing manager challenge the eligibility of a player. If a player is deemed ineligible, or no identification is produced, an immediate forfeit shall be declared.

##### D. Roster Transfer

- a. An individual may transfer to another team that is playing in the same league one time per season per league but it must be done before the 4<sup>th</sup> game of the season. The team captain of the original team must authorize the "release" of the individual by contacting the Recreation Programmer at least 24 hours before the next scheduled game. Once the individual has been released from the original roster by the team captain, the individual may be added to another team's roster, provided the rosters are not "frozen".
- b. Individuals are permitted to play in multiple leagues and in any skill classification.

## VI. Equipment

### A. Official Balls

- a. The official ball (ASA 52 core/300 compression) will be provided by the City of Lakewood. A twelve-inch (12") ball will be used in all leagues (men's and coed).

### B. Official Bats

- a. Teams must provide their own bats. Bats must be official USA Softball approved bats and not currently listed on any USA Softball non-approved bat list.
- b. Buckets
  - i. Bat Buckets will be placed outside of the dugout near each teams' warm up circle.
  - ii. Any bats a team wishes to use during the game must be inspected by the umpire prior to the game and placed in the bucket for the duration of the game.
  - iii. If a player(s) shows up after game time any additional bats they wish to use must be approved by the umpire prior to placing them in the bucket.
  - iv. If a player is caught using a bat that that was not in the bucket and hasn't been approved by the umpire that player will be called out.
  - v. The bucket is live! The buckets will be considered part of the field and any balls that hit the bucket will be treated like a live ball.
  - vi. In the event that a live ball end's up inside the bucket the ball will be called a dead ball and runners will be allowed to advance one base. (will be treated similar to a ball that end up inside the dugout).
- c. All bats used in City of Lakewood softball leagues must comply with the following criteria:
  - i. The Official bat must bear the appropriate certification mark as shown below, and must not be listed on the USA Softball Non-Approved Bat List with Certification Marks, and:
    1. Must be included on a list of approved bat models published by USA Softball; or
    2. Must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the USA Softball bat performance standards then in effect.



- d. A complete listing of USA Softball **approved** and **non-approved** bats can be found at:
  - i. <https://www.teamusa.org/USA-Softball/Certified-Equipment/Equipment-Bats>
- e. Bats that have certification markings that have been altered, removed, or become illegible due to intentional mistreatment OR normal wear and tear will not be allowed for use.
- f. Any use of an illegal bat(s) shall result in an out.
- g. Umpires will inspect bats prior to the start of the game but may also inspect bats during the games as requested or needed for legality or safety.
- h. The umpire's decision as to whether a bat is legal or illegal is final and not subject to protest.
- i. It is the responsibility of the player(s) who arrives after the game has begun to have his/her bat(s) inspected prior to using the bat.

### C. Official Bases

- a. The bases will be provided and set-up by the City of Lakewood. A safety (double) first base will be used in all games.
- b. Any batted ball hitting the white portion should be declared a "fair" ball and any batted ball hitting the colored portion should be declared a "foul" ball. On any initial play made at first base, the batter runner **MUST** touch the colored portion of the base and the defensive player **MUST** touch the white portion of the base (please see official USA Softball rulebook for other scenarios). This rule is only in effect on the initial play at first base and does not include the following:
  - i. Returning to first base after running through
  - ii. Rounding first base towards second base on a ball hit into the outfield
  - iii. Tagging up to advance on a fly ball

- c. **Strike Mat** – Mens and Coed will use a strike mat in addition to the height of the 6'-10' pitch height.

#### D. Footwear

- a. Appropriate footwear includes athletic shoes or rubber/molded cleats. **NO METAL SPIKES ALLOWED.**

#### E. Uniforms

- a. Uniforms or like-colored jerseys with numbers are recommended but not mandatory.

#### F. Blood Rule

- a. Any player, coach, or umpire who is bleeding or who has blood on his/her uniform will be prohibited from further participation in the game until appropriate treatment can be administered. Appropriate treatment includes the stoppage and coverage of bleeding and/or a change of uniform if necessary. The injured player's team must continue play either shorthanded or with a substitute. In the event that the removal of a player for blood forces the team below the minimum number of required players (8), the injured player has a reasonable length of time (2-3 minutes) to apply appropriate treatment. If that player cannot continue playing, the team must forfeit the game.

#### G. Jewelry

- a. Players are not to wear jewelry during game play. It is the team manager's responsibility to inform players of the jewelry rule and each player's responsibility to remove all jewelry. Any participant that is wearing jewelry that is visible and deemed dangerous by the umpire will be asked to remove it.
- b. **Please note:** If you choose to not remove your jewelry then you could be held liable for injury to another player.

#### H. Casts - Plaster casts or other hard substances/surfaces in their final form may not be worn during the game.

#### I. Equipment Storage

- a. All equipment (bats, balls, gloves, etc.) must be stored inside the dugout. No equipment will be allowed to remain on the field, either in fair or foul territory.

### VII. The Players

#### A. Number of Players – The standard number of players in a game is 10. Playing with less than 10 players is considered playing shorthanded and playing with more than 10 players (up to 12) is considered playing with additional hitters.

- a. Defensively, a minimum of 8 players and a maximum of 10 players are permitted
- b. Offensively, a minimum of 8 players and a maximum of 12 players are permitted

#### B. Minimum Player Age – Players must be 18 years of age.

#### C. Minimum and Maximum Number of Players to Start/Finish a Game

- a. Teams must start and finish the game with a minimum of eight (8) players.
- b. Should a team fall below the minimum number of players for any reason (injury, ejection, other), that team must forfeit the game.
- c. Teams may play with up to twelve (12) players, two (2) of which are considered Additional Hitters.
- d. Coed teams must have a minimum of four (4) females in the game at all times (see combinations below):
  - i. Teams may legally play with any of the following combination of players:
    1. 4 Females and 4 Males
    2. 4 Females and 5 Males\*
    3. 5 Females and 4 Males
    4. 5 Females and 5 Males
    5. 5 Females and 6 Males\*
    6. 6 Females and 4 Males
    7. 6 Females and 5 Males
    8. 6 Females and 6 Males
  - ii. **\*\*Any time two (2) males bat consecutively, an “out” will be declared where the female batter would have batted. This does not apply to females that bat consecutively. The batting order must alternate gender for as long as possible.\*\***

#### D. Shorthanded Teams

- a. Teams playing shorthanded (less than 10 players) will not be charged with an out for the missing player(s). Players arriving late may be added at the end of the lineup, but must notify the scorekeeper of their entrance into the game.
- b. COED Shorthanded Teams
  - i. Coed teams may play with one more male than female, but must take an out between consecutive male batters. Coed teams may not play with more than one more male than female. Please see above for legal player combinations for coed teams.

#### E. Substitutions

- a. Substitutions are permitted at any time and any number of times for any player, provided the substitution is announced to the scorekeeper when made. A substitute pitcher is allowed one practice pitch and must pitch to the first batter due up until the batter has completed that turn at bat.
- b. COED Substitutions
  - i. Male players may only substitute for male players and female players may only substitute for female players.

#### F. Additional Hitters

- a. Up to two (2) Additional Hitters will be permitted in the lineup, not to exceed twelve (12) total batters. Additional Hitter(s) must remain in the same batting position for the entire game. Any 10 of the 11 or 12 players in the lineup may take any defensive position at any point in the game.
- b. COED Additional Hitters
  - i. Additional Hitter(s) may be one additional male and one additional female (12 total players), only one additional female (11 total players), or only one additional male (11 total batters). However, an “out” will be declared any time two (2) males bat consecutively. The batting order must alternate genders for as long as possible. Please see above for legal player combinations for coed teams.

#### G. Courtesy Runners

- a. Courtesy runners will be allowed an unlimited number of times during the game and will be granted for any reason. The courtesy runner must be the last recorded out (or previous person in the order if no outs) and of the same gender of the original runner. The use of an improper courtesy runner is an appeal play and, if granted, will result in the removal of the runner from the base and an out being recorded. A courtesy runner whose turn at bat comes while he/she is on base will be called to bat and an out will be recorded for the base previously occupied. A second courtesy runner cannot be granted for this situation. It is the responsibility of the team requesting a courtesy runner to use the proper player.
- b. COED Courtesy Runners
  - i. Male players may only courtesy run for male players and female players may only courtesy run for female players.

#### H. Dugouts

- a. Only eligible players and bat boys/girls are permitted inside the dugouts.

### **VIII. The Batting Order**

- A. The batting order of each team must be delivered to the umpire five (5) minutes prior to the scheduled game time and must be followed for the entire game, unless a player is replaced by a substitute. Umpires must be notified of any changes prior to the start of the game and of any substitutions during the game.
- B. The first batter in each inning will be the player whose name follows that of the last player who completed a turn at bat in the preceding inning.
- C. “Batting out of order” is an appeal play that must be made by the defensive team prior to the first legal or illegal pitch made to the following batter, or when all infielders have clearly vacated their normal fielding positions on their way to the dugout area.
  - a. If the error is discovered by the offensive or defensive team while the incorrect batter is at bat, the correct batter may legally take his/her place, but assumes all balls and strikes.
  - b. If the error is discovered prior to the first legal or illegal pitch made to the following batter, the current batter and any batters that should have batted prior to the current batter will be called out; up until the third out of the inning. The current batter will then take his/her turn at bat as the lead-off batter the following inning.
- D. Ejected player
  - a. A team that has a player ejected during the game must take an out for that player every time it is the ejected players turn to bat, unless the ejected player can be replaced by a legal substitute from the team roster.
- E. COED Batting order
  - a. Coed teams must alternate genders in the batting order for as long as possible. An out will be charged when two (2) males bat consecutively at the end of the batting order, but there will be no penalty when two (2) females bat consecutively. Please see above for legal player combinations for coed teams.

### **IX. The Game**

- A. **Warm-Ups** - Teams may warm-up in the outfield or in designated areas outside the field of play. No infield practice will be permitted. Hitting or throwing a ball into any fence is prohibited.



- B. **Visitor/Home Designations** - The “visitor” and “home” teams are predetermined and indicated on the schedule. In the event the “visitor” and “home” teams are not indicated on the schedule, a coin-toss performed by the umpire at the pre-game conference shall be used.
- C. **Regulation Game** - A regulation game shall be the completion of 7 innings or a **55**-minute time limit (whichever comes first).
  - a. The official game clock will only stop when directed to by an umpire and only for injuries requiring on-field assistance. The official clock will NOT stop for arguments, disagreements, slow play, incorrect batting orders, etc.
- D. **Count** - Batters start with a 1-1 count. Three balls are required for a walk and two strikes for a strikeout. Upon receiving a 2nd strike, the batter will receive one courtesy foul. Once the batter has received a courtesy foul, the batted ball must be fair or the batter will be declared “out.”
- E. **Commitment Line** – Mens and Coed will use a commitment or “commit” line. A line will be drawn halfway up the 3<sup>rd</sup> base line (from home plate) and perpendicular to the 3<sup>rd</sup> base line. For plays between 3<sup>rd</sup> and home; no contact is allowed.
  - a. Once a runner has crossed or touched the commit line, the runner must continue through the “scoring line”.
    - i. Scoring Line will be drawn parallel from the third base side corner of home plate 5 feet behind the plate.
  - b. All plays at home plate are considered a force out.
  - c. The defender may stand on or tag any part of home plate. If the runner is beyond the commit line or the runner is required to acquire home, the runner will be considered out if the defender possesses the ball.
  - d. Once the runner is “committed”, the defensive player may not tag the runner. If the defender contacts the runner, the runner will be considered safe.
- F. **Tie Games** - In the event of a tied game after seven innings or time has expired, the last recorded out will be placed at 2nd base. If the game progresses to additional innings, the last recorded out will then be placed at 3rd base. The game will continue in this manner until a winner is declared. In addition the batter will get one (1) pitch to put the ball into play in extra innings. If the pitch is a ball the batter will get first base, if the pitch is swung at and missed the batter is out, if the pitch is a called strike the batter is out, if the batter fouls off the pitch the batter is out.
- G. **Run (Mercy) Rules** – The following run (mercy) rules will be in effect:
  - a. 15 Run Rule - If at the completion of four (4) innings or 45 minutes (whichever comes first), one team is ahead of the other by fifteen (15) or more runs the game is over.
  - b. 10 Run Rule - If at the completion of five (5) innings or 50 minutes (whichever comes first), one team is ahead of the other by ten (10) or more runs, the game is over.
- H. **Male-Dominance (coed only)** - When a female batter is batting:
  - a. All infielders must position themselves defensively so that both feet are on the infield dirt when the female batter makes contact with a pitched ball.
  - b. All outfielders must position themselves defensively so that both feet are behind the painted arch in the outfield (coed line) when the female batter makes contact with a pitched ball.

## X. Starting a Game/Forfeit Procedure

- A. **Game Times** - All games will start at their scheduled time or as soon as possible following a game that lasts longer than scheduled. Teams cannot be “forced” to start a game earlier than scheduled but may do so if both team managers and Lakewood Staff agree.
- B. **Grace period** – **For the first scheduled game only**, if a team does not have the minimum number of eligible players to begin a regulation game, a **10-minute grace period** will be allowed prior to forfeiture. The umpire will start the game clock and the game will begin when the minimum number of eligible players (**8**) is present. If the minimum number of eligible players is not reached within the 10-minute grace period, the game will be declared a forfeited game on behalf of the team without the minimum number of eligible players. Grace period time is counted as official playing time. For each game following the first scheduled game, if a team does not have the minimum number of eligible players to begin a regulation game at game time, a forfeit will be declared on behalf of the team without the minimum number of players.
- C. **Forfeits**
  - a. Forfeits may also be declared by the umpire or City of Lakewood staff for the following:
    - i. If a team fails to appear on the field or refuses to begin or continue a scheduled game
    - ii. If a team employs tactics noticeably designed to delay or hasten the game
    - iii. If, after warning by the umpire, any of the rules of the game are willfully violated
    - iv. If the order for the ejection of a player is not obeyed within one minute
    - v. If, for any reason, a team falls below the minimum number of eligible players required to begin a game.
  - b. In the event of a forfeited game, teams will be allowed to use the field; however, the field must be vacated **15 minutes prior** to the scheduled start of the next game.



- c. Non-Appearance Forfeit: When a team fails to show up for their assigned game without notification. The team must pay a \$25.00 fee prior to participating in their next scheduled game.
- d. Failure to pay the forfeit fee shall result in a second Non-Appearance Forfeit with a second \$25.00 fee assessed.
- e. Exceptions: If a team has to forfeit, the team MUST contact the Recreation Programmer by 4:00PM the day of the game or by 4:00PM on Friday for games played on Sunday. If notified properly, there will be no forfeit fee charged to the team.
- f. If a team has 3 forfeits during the season, the team is automatically dropped from the league.

**XI. Awards and Tournament**

- A. All games shall count toward league standings.
- B. League standings will be used to seed teams in the end-of-season tournament (weather and time permitting).
- C. **Tiebreaker** - The following will be used in the event of a tie between two or more teams during league play:
  - 1. Winning Percentage
  - 2. Head-To-Head between tied teams
  - 3. Head-To-Head Differential between tied teams
  - 4. Total Points Differential
  - 5. Total Points For
  - 6. Total Points Against
  - 7. Coin toss
    - a. **Note** – All tiebreakers will revert to the start of this process once the seed prior has been determined.
    - b. **Note** – If a team forfeits for any reason during the season, that team will be eliminated from the tiebreaker process.

**XII. Conduct**

**CODE OF CONDUCT**

The City of Lakewood Community Resources Department supports and promotes an atmosphere of courtesy and consideration toward all individuals. Respectful behavior and interaction with others is expected of all patrons. Abusive behavior is not permitted in any Community Resources facility, activity, or program. Any Community Resources employee designated by the Director shall be authorized to enforce this Code of Conduct along with any other rules and regulations applicable to the facility, activity or program. Community Resources’ employees are also authorized and encouraged to dispatch the City’s Police Department any time patron or participant behavior is deemed to be in violation of the Community Resources’ Code of Conduct. Violators may be subject to revocation of the privilege of using facilities or participating in activities or programs. Such determination will be made according to the City’s exclusion procedures. There is a zero-tolerance policy for violations of this Code of Conduct.

**LAKWOOD ADULT SPORTS ZERO TOLERANCE CONDUCT POLICY:**

- A. **Alcohol** - Alcohol should not be consumed by participants on the playing field or in the dugout at any time while the game is in progress. The plate umpire will give a warning at the pre-game conference, but it is the team manager’s responsibility to inform all players. **Any player in the lineup or dugout, whether currently playing in the game or not, who consumes alcohol and is acting belligerently, will be immediately removed from the park and suspended for the next league game.** Umpires, field supervisors and all other City of Lakewood staff have the authority to enforce this rule and enforcement is not subject to protest.
- B. **Aggressive Behavior** - No player, team manager, or spectator may at any time, act as an aggressor, spit, lay a hand upon, push, shove, punch, kick, or otherwise strike or threaten another player, opponent, umpire, spectator, or City of Lakewood employee. **PENALTY** – Player will immediately be suspended from all sports for an indefinite period of time to be determined by the adult sports programmer.
- C. **Physical Contact** – Physical contact must be avoided at all times. Runners are not permitted to initiate contact in an attempt to “break-up” any play.
- D. **Language** - No player, team manager, or spectator may use vulgar language, racial slurs, verbal abuse, threatening language, or act in an unsportsmanlike manner at any time while on City of Lakewood property.
- E. **Smoking** – Smoking is not permitted at any time in ANY City of Lakewood Park.
- F. **Decisions** - All players, team managers, and spectators must abide by the decisions made by the umpires, and/or softball field supervisor. Decisions are final and excessive arguing by team managers, players, and/or spectators may result in an ejection from the game.
- G. **Ejections** - **Any player, team manager, or spectator ejected for any reason must leave the park immediately without causing further disruption. It is the team manager’s responsibility to make sure ejected player leaves in a timely manner. Failure to comply with this may result in the forfeiture of the game by the associated team.**
- H. **Early Termination of Game** – Umpires and the field supervisor have the authority to end a game at any time if it is deemed to be “out of control.”

- I. **Elastic Power** - Any situation not specifically covered in these rules shall be acted upon by the field supervisor and/or the adult sports programmer and any action will be final.
- J. In consideration of other park users and in compliance with City of Lakewood regulations, please observe the following requirements when visiting parks:
  - a. All Lakewood Parks are Smoke Free
  - b. Keep motorized vehicles on streets or in designated parking areas
  - c. No glass beverage containers
  - d. Feeding, harassment, or removal of wildlife is prohibited
  - e. Swimming in lakes or ditches is prohibited, as are any activities on ice
  - f. Horseback riding is limited to equestrian trails only
  - g. Dogs must be leashed. Dog owners must clean up pet excrement
  - h. Golfing in parks is prohibited
  - i. Flying of remote-controlled miniature aircraft is prohibited
  - j. Park hours are from 5:00am to 11:00pm unless otherwise designated by the Director of Community Resources

**LAKWOOD ADULT SPORTS ZERO TOLERANCE CONDUCT POLICY:**

- A. No player shall at any time lay a hand upon, push, shove, or **threaten** another person. PENALTY: Player will be suspended from all sports indefinitely.
- B. **All players will abide by the officials' and/or on-site field supervisors' decision.** If a player or manager is ejected from the game, that player or manager must leave the court immediately. The league supervisor may allow the player to remain in the area only if the ejected player exhibits sportsmanlike conduct. **Any ejected player shall remain suspended until their case has been reviewed as they will receive a minimum one game suspension and run the risk of being suspended for the remainder of the season or longer. Any ejected player will be reported to the Sports Programmer who will review the incident and notify the player of their disciplinary decision.**
- C. No player, coach, or manager shall physically attack or act as an aggressor towards any person, player, spectator, referee, or City employee. PENALTY: Officials and/or Lakewood Staff are required to immediately eject player(s) from further play and report such player(s) to the League Officials.
- D. All players, coaches, spectators, and managers will abstain from the use of profanity, obscene language, vulgarity, racial slur, verbal abuse- threats or unsportsmanlike conduct while participating/spectating in a City of Lakewood Activity. **Repeated or egregious violations will result in ejection.**
- E. No player, coach, or manager will be allowed to participate if acting in an intoxicated manner. PENALTY: Suspension from the game and possibly the next game played. To be ruled upon by the referees and/or league officials.
- F. Captains, managers, and/or coaches are held responsible for their team's conduct.
- G. Teams are responsible for their spectators' conduct.
- H. Anytime a game gets out of hand, the referees or league officials have the authority to call the game.
- I. Elastic Power - Any and all situations not specifically covered in the rulebook shall be acted upon by the Adult Sports Programmer, and all such action taken shall be final.

**PROTECT YOUR VALUABLES:** As most of us know, parking lots can be a popular target for thefts. Avoid being a victim by taking care of your valuables. Below are a few tips for preventing break-ins or theft:

- A. If there is a suspicious person or activity near a vehicle, notify Lakewood Staff or contact the police immediately.
- B. Remove all bags and items from view in your car. If possible, take your valuables with you.
- C. Do not leave your wallet, keys, or valuables unattended.
- D. Keep spare keys in your wallet, not in your car.
- E. Close all vehicle windows and lock all doors.
- F. Park in well-lit areas when available.
- G. Engrave your stereo and other valuables with your driver's license number, not your social security number.

Thank you again for playing with City of Lakewood Recreation Division and have a great season!