

# CITY OF RENO SOFTBALL



## RULES AND REGULATIONS

*The City of Reno Parks and Recreation Department softball leagues will be governed by current USA rules and regulations unless superseded by this document.*



**CITY OF RENO**  
**PARKS & RECREATION DEPARTMENT**  
**ADULT SOFTBALL PROGRAM RULES AND REGULATIONS**

**Notice of Potential Danger or Risk**

All participants in Softball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in softball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from softballs and/or other equipment used for this sport. Participation in softball is physically challenging and potentially dangerous and the participants shall assume all risks of injury to their person and property that may be sustained in connection therewith.

**USA Team Insurance Information**

Individual team medical insurance is available for an additional fee through USA Softball. Information is available at the Athletics Office as well as on the front page of the USA Softball Rule book.

## **Fields and Facilities**

### **Locations**

Reno Sports Complex (RSC), located at 2975 North Virginia Street in Reno.  
Idlewild Park Field 3 (I-3), located at 2055 Idlewild Drive in Reno

### **Fields**

The base length for slow pitch is 70 feet. Pitching distance for slow pitch is 50 feet. Reno Sports Complex and Idlewild Field #3 both have an outfield distance of 300 feet.

### **Inclement Weather Policy**

Adverse weather conditions such as rain, smoke, dust, snow, and wind are possible. We will do our best to make sure the games are played at their scheduled times as long as conditions are safe for players and staff.

Scheduled games may be postponed or rescheduled due to weather conditions. The Athletics Coordinator and Supervisor will make the decision to postpone or reschedule in the event of inclement weather. All team managers will be notified via phone or email ahead of the first scheduled game. The Athletics Coordinator will make every effort to reschedule games for the same night of the week during the regular season, however rescheduled games may take place on a different night of the week if necessary.

In the case of inclement weather, please check our website at [www.reno.gov/parksandrec](http://www.reno.gov/parksandrec) or Facebook page “Rsc Reno” for updates. Field conditions will be determined prior to the first game of the day. Please do not call the Athletics office for field conditions or the status of scheduled games. Games will be played unless notified otherwise.

## **Practice Fields**

Fields may be available for practice when not in use for league games or tournaments. If the fields are marked or lined, they are not available for practice. The fields are not available some evenings and weekends. Please call the Athletics Office at 775-657-4657 for availability.

## **Warm Ups**

Warm-ups are allowed only in designated areas away from spectator areas. Players may warm up on their field once the previous game has been completed. No batting, pitching, or practicing in the infield prior to game time. No throwing or hitting balls against any fences. Players who repeatedly violate these rules may be subject to disciplinary action up to and including suspension from the game or league. This is for your safety as well as the safety of others.

## **Field Coordinators**

City of Reno staff is scheduled to be at RSC during all softball games. Field Coordinators are hired to oversee operations during league play (field maintenance, accidents, incidents, etc.). Players and spectators are expected to respect and abide by the Field Coordinator and all City of Reno staff present.

## **Sports Officials/Umpires**

Prior to the start of the game, the umpire will meet with one person from each team. This person will be the only one to address the umpire during the game. If you have any problems with an umpire, please contact the Head Umpire or Athletics Coordinator, do not take matters into your own hands. VERBAL ABUSE OF UMPIRES WILL NOT BE TOLERATED.

## **Spectator and Player Safety**

Only rostered players may be in the dugout. Spectators are not allowed in the dugout. All players must stay in or behind the dugout except for two base coaches and one on deck batter. Failure to comply with this rule could result in ejection from the complex. NO BAT RETRIEVERS, NO EXCEPTIONS.

## **Child Care**

Guardians must supervise children at all times. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the complex. Children are not allowed on the fields during games. Children are allowed in the dugout ONLY if supervised the entire time.

## **Food and Beverages**

No food and/or beverages, including alcohol, are allowed to be brought into the Reno Sports Complex. You may NOT bring in ice chests or coolers. Only water in bottles is okay. No tailgating is allowed in the parking lot. Field Coordinators have the authority to confiscate any prohibited items including but not limited to coolers, containers, ice chests, glass and cans. Beer can be purchased at the snack bar and is allowed only in spectator areas, not on the field or in dugout areas. Anyone participating or intending to participate in a game should refrain from consuming alcohol during or prior to their scheduled game.

Staff reserves the right to remove anyone from the facility for not abiding by the rules set forth by the department.

## **First Aid**

Limited first aid supply is available at the Reno Sports Complex, located in the Field Coordinator's office. Please contact a staff member to assist you. EMS services are within minutes of the facilities. Teams are

ultimately responsible for their own first aid supplies.

## **Blood Rule**

In the event a player, coach or umpire is bleeding or has blood on their uniform, the umpire shall:

- Stop the game and allow treatment if the injury affects the continuation of the game. (i.e., major injuries, not scrapes, etc.). Uniform rule violations will not be enforced if a uniform change is required.
- Apply the rules of the USA Softball regarding substitution, short-handed player, and re-entry if necessary. EXCEPTION: A team can play shorthanded with up to nine (9) players without the penalty of an out. If a team drops to eight (8) players because the injured player needs assistance the game may continue ONLY if the opposing manager agrees.

## **Lost and Found**

The lost and found is located in the Field Coordinators office at RSC. We strongly suggest that you write your name and phone number on all equipment. Parks and Recreation is not responsible for any items left behind. Items not claimed by the end of the season will be donated to a local charity.

## **Maintenance**

Please notify the Field Coordinator or call the Athletics Office if there is a problem with scoreboards, fields, or lights.

# **League Information**

## **Game Schedules**

League schedules are provided to all team managers, and are also posted on the Softball page of the website. It is the team manager's responsibility to inform all players of game times and schedules.

## **Game Cards**

Please complete the game card prior to your scheduled game time. Cards are available from the umpire on your scheduled field. Please fill out the back of the card with your line-up using players' first and last names and uniform number. Initials are not proof of a player's eligibility. Return the card to the umpire or to the other team if they have not submitted their line-up.

In order to ensure the most accurate standings, BOTH teams' managers must review and sign the game card at the end of the game. By signing the game card, you are agreeing that the final score is CORRECT, so please check it before you sign the card.

Managers should verify runs scored at the end of each half inning. Once a pitch is thrown to start the next half-inning, the umpire's score stands.

## **Standings**

Please verify that standings are correct week by week. All standings will be updated weekly and will be posted at the Reno Sports Complex and on the website, [www.reno.gov/parksandrec](http://www.reno.gov/parksandrec). If you have any corrections or questions regarding the standings, please contact the Recreation Coordinator in the Athletics office.

## **Playoffs**

The top three teams in each division will be placed into the post-season tournament. Teams that have taken first place in their leagues may be moved up to the next higher tournament bracket. If a player is playing on more than one team in the same division, they must pick ONE of those teams to play for. You may NOT play on multiple teams in the same division during playoffs. If caught by appeal, the game will be forfeited by the offending team.

## **Forfeits**

If a team forfeits either one or both of their final games their position in the standings is revoked and they will lose their slot in the postseason tournament.

## **Playoff Tiebreakers**

In the event of a tie in the standings the tie-breaking order is:

- A. Head to head competition.
  1. If two teams are tied, it's the team that won in head to head competition. If they are still tied, go to B.
  2. If three or more teams are tied, it is the head to head record of all teams involved in the tie. If they are still tied, go to B.
- B. Least runs allowed, between tied teams only. If still tied, go to C.
- C. Least runs allowed in all league games. If still tied, go to D.
- D. Flip a coin.

Note: forfeits may be taken into consideration when determining tie-breakers.

## **Men's Players and Teams**

Players must be 18 years or older to play, and must have identification available for roster checks. Players may not play on more than one team per night per classification (men's/co-ed). League and postseason tournaments schedules cannot be reworked for players who play on more than one team.

- Men's slow pitch teams are allowed up to ten (10) players on defense and one (1) additional hitter (AH) for eleven (11) batters. Free substitution on defense for the 11 batters. Once the game has started with 9 batters, you may add the tenth (10th) batter at any time during the game. Teams may not add the 11th player (AH).
- If a team begins the game with ten (10) batters, they may not add an eleventh (11th) batter.

Players discovered playing under another player's name will be placed on probation for the remainder of the season and will be suspended for a minimum of two games or up to a one-year suspension. Managers that knowingly use a non-rostered player under a rostered player's name will also be put on probation and/or suspended.

## **Coed Leagues**

Coed teams typically play with five (5) men and five (5) women. There must be at least nine (9) players to start a game, in this case the ratio must be at least five (5) and four (4) with either gender in the majority.

Coed teams may start a game with 9, 10, 11 or 12 players with any ten (10), if playing with more than ten, playing defense. Unless playing shorthanded, the team's ratio between men and women must be equal.

- The only time a coed team may have more men than women is when they are playing with an odd number (9 or 11). 5 males / 4 females OR 6 males / 5 females.
- If batting an odd number, the batting rotation must remain female/male.
- Coed teams may always have more women than men.
- Once the game has started with 9 batters, you may ONLY add up to the 10<sup>th</sup> batter (must be gender the team is short of) at ANY TIME during the game at the bottom of the batting order.
- If a team begins the game with ten (10) batters, they may NOT add any additional batters (11 and 12). They may bat nine (9) if a player is lost due to injury, etc. The skipped batter will not be an out if for an injury or a disqualification.

If a team begins with twelve (12) players, Coed may bat eleven (11), ten (10), or nine (9) ONLY if the team began with twelve (12) and lost a player(s) due to injury, etc.

The batting order will always alternate between male and female batters even with only nine (9) players. If the game begins with twelve (12), the team may drop to eleven (11), ten (10) or nine (9) players, but the batting order MUST remain male/female.

There are no restrictions where the players may play when on defense.

If a male batter walks, he will be awarded second base automatically. If there are less than two (2) outs, the female batter must bat. If there are two (2) outs she has the option to walk or hit after a male batter is walked. When a male is awarded second base on a walk, preceding runners only advance when forced and are not automatically moved up two bases.

**Exchanging balls:** the 3<sup>rd</sup>. base or 1<sup>st</sup> base coach will be responsible for the ball exchange with the pitcher of the defensive team in between male and female batters for the co-ed league.

### **Novice Leagues (Men's and Coed)**

- Any ball that hits the plate or mat shall be called a strike.
- There are no over the fence home runs allowed in Novice leagues. Any over the fence home run will result in an out.
- Players are not allowed to touch home plate OR the strike mat when scoring a run. There will be a line for home plate that players will simply run past to score.
- There will be a 5-run limit per inning for each team. There will be a 5-run limit per inning for each team. The last ten (10) minutes left in the game will be considered an open inning, allowing teams to score as many runs as they can.
- Note: If the visiting team is ahead by 10 or more runs entering the last inning, the home team will bat first in an attempt to tie the game or take the lead. If they cannot, the game will then be over.

### **Rosters**

All teams will be registered with the USA Softball Association. Maximum number of active players per roster is twenty (20). All team managers must have a roster completely filled out and turned into the Athletics Office before your team can participate in a game. All additions and deletions to the roster must be made in writing and signed by the manager after league play begins. Deadlines for adding players will be the fifth (5th) game of the season, or with Coordinator approval. There is a liability issue if we do not

have a complete and correct roster on file. If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the Athletics Office at the Evelyn Mount Community Center - 1301 Valley Road, Reno. The Athletics Office phone number is (775) 657-4657.

## **Protests**

Judgment calls will stand. Only rule interpretation calls may be protested. When a matter of protest arises during a game, the manager of the protesting team must immediately, before the next pitch, notify the umpire and opposing team that the game is being played under protest. This will be followed by submitting a written report of the protest, along with the required fee, within twenty-four (24) hours of the time of the game protest to the Athletics Coordinator at the Athletics Office.

Protests involving illegal players (i.e., players not on the team's roster) must be made before the top of the third inning, *except* if an illegal player enters after this time. In this case, the protest needs to be made immediately, upon the player entering the game, and before the next pitch is made. All managers should be aware that the umpires will report any illegal players to the Athletics Office. If a player is found to be illegal by the Athletics Coordinator the game will be forfeited. The illegal player and manager will be subject to probation for the remainder of the season and a minimum suspension of two games.

All protests require a \$20.00 fee. Fees may be paid in cash, check, or money order; make checks payable to the City of Reno. All protest fees will be returned if the protest is upheld; if the protest is denied the fees will be forfeited. Highly technical protests and those which have no effect on subsequent play of the final results of the game will not be accepted.

## **Uniforms**

All teams must have a uniform consisting of a shirt with numbers. All uniforms must:

- Be the same color **and/or** have the same logo.
- All uniforms must have a minimum 4-inch number on the front, back, or sleeve of the uniform. The numbers must be permanently affixed to the jersey (duct tape is acceptable).

A team will be penalized one run for every player who enters the game without the proper uniform. This is a mandatory penalty. Teams may not agree to not enforce the penalty. Each team must have the proper uniform by the third game of the season.

**Cleats:** Steel cleats and cleats with metal exposed are not allowed. Any player discovered with metal cleats before the game will be told to remove them and given the opportunity to change into appropriate footwear. Any player discovered with metal cleats during the game, after being warned, will be declared out and ejected from the game. See rule on "Ejections".

**Jewelry:** We recommend that no jewelry be worn during games. The umpires will use their discretion as to whether or not you may continue to wear these items during the game or whether a player may continue to play with such items.

**Shoes:** All players must wear close toed shoes while on the field of play.

## **Game Play**

The City of Reno Parks and Recreation Department softball leagues will be governed by current USA rules and regulations unless superseded by this document.

## **Equipment**

One (1) new softball and two (2) backup balls are provided by the Parks & Rec Department for each

game. We do not supply any other equipment.

## **Balls**

The following ball will be used for softball leagues:

- Men's Slow Pitch: 12" Dudley HYCON .52 COR
- Coed Slow Pitch: 11" Dudley SY11RF .44 COR

**Incorrect Ball Usage:** If an incorrect ball usage is discovered before a pitch is thrown to the next batter, the batting teams' manager has the option of accepting the result of the play OR assuming the count at the time of the infraction and batting again. It is the defensive (pitching) teams' responsibility of making sure the correct ball is pitched.

## **Illegal Bats**

All triple wall, titanium, modified, or any other bat not specifically labeled USA Softball Certified are illegal and may NOT be used in play. There are some USA stamped bats that have been banned so be sure to check the banned bat list available on [www.usasoftball.com](http://www.usasoftball.com) under "Certified Equipment". Staff reserve the right to prohibit the use of any piece of equipment, regardless of qualifications, at any time during the season.

## **Game Length**

League games are 7 innings OR 55 minutes, whichever comes first. The umpire will be the official timekeeper. New innings will not begin after 55 minutes except in tie games. Tie games will be decided by ONE extra inning if needed. The extra inning will use the "International Tiebreaker Rule" with the previous innings LAST batter on second base with ONE out. Games tied after one extra inning will be called and declared a tie.

Tournament games are 7 innings OR 55 minutes, whichever comes first. The umpire will be the official timekeeper. New innings will not begin after 55 minutes except in tie games. Tie games will be decided by extra innings if needed. The extra innings will be "International Tiebreaker Rule" with the previous innings LAST batter on second base with ONE out. This will continue until a winner is declared.

## **Forfeits**

Teams must have a minimum of nine (9) players to start a slow pitch game. If a team starts with the minimum number of players (9) and the tenth (10<sup>th</sup>) eligible player arrives, they may be added at any time during the game at the bottom of the line-up. Teams may not add the additional hitter(s) (AH) after the game has started.

- If a player is injured, disqualified, or there is an emergency, and cannot continue playing, the game will continue under the USA short-handed rule, his/her position in the batting order will NOT be considered an out. You cannot drop below nine (9) players. An exception can be made, with the approval of the opposing team's manager, if a team drops to eight (8) players because an injured player needs assistance.
- There will be a five (5) minute grace period for all games except the 9:45pm game whereas game time is forfeit time.
- The opposing team will automatically receive two (2) runs.
- The game clock will begin running at game time. If games are running behind schedule, the grace period begins once the prior teams have vacated the dugouts.



- If a team forfeits either one or both of their final games, their position in the standings is revoked and they will lose their slot in the postseason tournament.
- There is a \$25.00 fee for every forfeit a team has after the first forfeit.
- Any team who forfeits three (3) games will be subject to removal from the league and relinquishment of all fees.

In the event a forfeit needs to be called, the umpire must report immediately to the Field Coordinators office for confirmation. Please bring any issues regarding forfeits to the attention of the Athletics Coordinator and/or Supervisor.

## **Scorekeeping**

The umpire will be responsible for the official scorebook. Each manager or representative must legibly record their line-up on the score card prior to the game. Players' first and last name and uniform number must be recorded on the back of the card. All substitutes should be listed on the card either before the game or added at the time of substitution. If there are any questions regarding the score they must be resolved with the umpire BEFORE a pitch is thrown to start the next half inning or the score stands as is. Managers are encouraged to verify the score / runs scored with the umpire at the end of each half inning.

## **Run Rules (“Mercy” Rules)**

A 20-run rule will be in effect after 3 innings, a 15-run rule will be in effect after 4 innings, and a 10-run rule will be in effect after 5 innings.

## **You Hit It You Get It**

Each team is responsible for retrieving their own ball when it goes out of play. Foul and home run balls must be retrieved immediately during play. Any team hitting a home run or ball that goes “out of play” will have to feed in a replacement ball if the ball is not retrieved/unretrievable. The replacement ball must be the same as that used for league play. See “BALLS” in this packet.

## **Substitutions .**

All substitutions must be reported to the umpire either on the game card prior to the game beginning or at the time of substitution. Starting players are allowed to leave and re-enter the game one time, provided they return to the same place in the batting order. Managers must announce when subs are coming into the game and announce re-entry as it occurs. Once a sub is replaced, they may not reenter the game. Umpire discretion may be exercised in the case of an injury.

## **Borrowing Players**

To eliminate forfeits due to teams not having enough players, teams may “borrow” player(s) from another registered City of Reno team as long as it is a legitimate player with a signed waiver. This rule is void during all playoff games.

A team may borrow players:

- If they have less than 9 players for the game. A team must have a minimum of 6 players from their roster on the field, and can add up to three (3) additional players.
- The team borrowing players may not exceed 9 for the entire game. May NOT add batters 10 or 11.
- If the team has a player arriving late to the game. The arriving player(s) must sub in for the borrowed players.

If a team has 5 players or less from their current roster, they would be unable to add enough players to

field a legal team for the game. The game will be considered a forfeit.

Players may only play up a division, not down. The Uniform Rule Penalty will still be in effect for any borrowed players. The word "SUB" must be written on the scorecard next to any players that are being borrowed. A player cannot play for another team within the same league/night.

## **Sliding**

The City of Reno advises that sliding into a base represents a clear and present danger. Sliding is allowed in all leagues and is not mandatory nor is it sanctioned in our leagues. If you do choose to slide into a base be aware that such action is taken at your own risk and injury may occur.

## **Disqualification**

In the event disqualification is deemed appropriate, the Official may use their discretion to disqualify the player instead of ejecting them. A player may be removed from the game for safety purposes, but not due to malicious or uncooperative behavior. For example, a player who is too intoxicated to play may be disqualified from the game. A disqualified player may stay in the dugout for the remainder of the game. The disqualified player's position in the batting order will be skipped and will not be an out. Substitutes may not replace a disqualified player.

A disqualification allows a team to continue to play as long as they don't drop below nine (9) players, and for coed leagues, the male/female batting order is maintained. If a team drops to eight (8) players because an injured player needs assistance the game may continue ONLY if the opposing manager agrees.

## **Ejection**

If a player or team escalates a situation beyond a disqualification, such as showing objectionable dissent to the Official's decision, an ejection may be issued. If a player is ejected from a game, they must leave the facility immediately. The ejected player's position in the batting order will be an out every time that player's position is up to bat. Substitutes cannot replace an ejected player. The game may continue with the ejected players batting position being an out every time the position is due up to bat as long as that team does not drop below nine (9) players.

## **Home Runs**

All leagues, except for Novice leagues and Men's I, will have a "One-Up" home run rule in effect. A team can be no more than one (1) home run ahead of the opposing team at any time. Any home run above and beyond the one (1) home run will be an out.

**Novice:** No home runs allowed. All home runs will be considered an out.

**Mens' I:** "3+1" home run rule. A team may hit 3 home runs and then must wait until the other team hits 3 home runs. Once both teams have hit 3 home runs the game will continue from that point utilizing the "One-Up" home run rule.

## **Courtesy Runners (Pinch Runners)**

- All leagues may use courtesy runners during the game. The courtesy runner may be any player on the team's current roster.
- The batter must make it safely to first base before the courtesy runner is allowed to enter the game.

- In coed leagues, courtesy runners must be the same gender as the original runner (female for female or male for male).
- Teams may only use a courtesy runner for one “injured” player per inning.
- The player who comes in as a courtesy runner may only pinch run once per inning.
- If a courtesy runner is needed a second time in the same inning for the same “injured” player, the courtesy runner must be a different runner than the first.
- A player who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
- A courtesy runner who is on base when it becomes their turn at bat will be removed from the base and take their turn at bat. This will be considered an out for the original batter who the courtesy runner is running for. A second courtesy runner or a substitute is not permitted in this case.

## **Commit Line**

A home plate commitment line will be used. The commitment line shall be marked perpendicular to the third base foul line 20 feet from home plate. Once a runner steps on or past the commitment line they must run home. A runner who attempts to return towards third base will be called out.

Defensive players can get the runner out by touching home plate while holding the ball as a force out once the runner has crossed the commit line, regardless of the baserunner situation on the field. The defense must touch home plate and not the “strike mat” for a force out.

There are no tag plays on a runner after they have crossed the Commit Line. All plays at the plate are force outs in any game utilizing the Commit Line. Defensive player must be standing on home plate with the ball - the strike mat is not part of home plate.

## **Home Plate Extension Line**

There will be an “extension line” from home plate to the back stop. A runner's foot MUST be on the ground either on or beyond the line to be considered safe. Runners are NOT to touch Home Plate OR the Strike Mat. A runner who steps on Home Plate OR the Strike Mat will be called out immediately by the umpire (no need for an appeal).

## **Pitching**

Each pitch must have an arch that is a minimum of six (6) feet from the ground but no more than ten (10) feet from the ground. The pitcher must release the ball in an underhand motion. Pitching between the legs or behind the back is not allowed.

Batter must be set in position, and the pitcher is to pause for at least one (1) second before starting his/her pitching motion.

To start the game the pitcher is allowed up to five (5) warm up pitches within a reasonable amount of time. Each half inning thereafter, three (3) warm up pitches will be allowed.

The pitcher may take a position anywhere from the front edge of the pitcher’s plate to six (6) feet behind the pitcher’s plate but must stay within the 24-inch width of the pitcher’s plate (24in. x 6ft).

## **Batting**

For all leagues, the batting count will begin at 1 ball and 1 strike; meaning three (3) balls will be a walk and two (2) strikes will be an out. Foul balls are considered a strike unless the batter is female with one

strike left. If a female batter fouls off strike 2, she is allowed an additional courtesy swing.

## **Batter's Box**

When there are no batter's box lines, the umpire will use best judgment and the benefit of doubt will go to the batter. If there is no contact with the ball there is no penalty.

## **Manager Responsibilities and Player Conduct**

The City of Reno reserves the right to modify the code of conduct at any time, without notice, and reserves the right to determine penalties on a case-by-case basis. Players, managers, and/or spectators in violation of League rules and/or engaging in certain behaviors such as those listed below may result in penalties for a player and/or a manager and/or team which may include, but are not limited to:

- Verbal warnings
- Immediate ejection from the facility
- Probationary periods
- Suspension from games
- Suspension from League
- Suspension from future leagues
- Life suspension from all leagues
- Charges filed with law enforcement

### **NO PLAYER SHALL:**

Be guilty of physical attack as an aggressor upon any player, official, staff, or spectator.

The player will be ejected from the game and must leave the facility immediately. Incident and player information will be forwarded to the Athletics Coordinator. Player(s) will remain suspended until his/her case has been considered, and will not be allowed to participate in any games until the incident is reviewed and a course of action is determined. Only when the team and/or player has been notified if or when they can resume play, may they participate in the league on any level. This includes as a spectator, coach, or player on any teams, leagues, or sports with the City of Reno.

### **NO PLAYER SHALL:**

Lay a hand upon, shove, strike or threaten an official or staff at any time.

The player will be ejected from the game and must leave the facility immediately. Incident and player information will be forwarded to the Athletics Coordinator. Player(s) will remain suspended until his/her case has been considered, and will not be allowed to participate in any games until the incident is reviewed and a course of action is determined. Only when the team and/or player has been notified if or when they can resume play, may they participate in the league on any level. This includes as a spectator, coach, or player on any teams, leagues, or sports with the City of Reno.

### **NO PLAYER SHALL:**

Refuse to abide by official's decisions. Officials/staff may give a verbal warning to player(s) and a coach. If there is a second offense the player is ejected from the game and must leave the facility immediately.

Incident and player information will be forwarded to the Athletics Coordinator. Player(s) will remain suspended until his/her case has been considered.

### **NO PLAYER SHALL:**

Be guilty of objectionable demonstration of dissent at an official's decision. This includes behavior that is meant to be harassing and/or intimidating. Only one representative shall be allowed to have any verbal contact with game officials.

### **NO PLAYER SHALL:**

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials may issue a verbal warning and/or eject the player.

The player will be ejected from the game and must leave the facility immediately. Incident and player information will be forwarded to the Athletics Coordinator. Player(s) will remain suspended until his/her case has been considered, and will not be allowed to participate in any games until the incident is reviewed and a course of action is determined. Only when the team and/or player has been notified if or when they

can resume play, may they participate in the league on any level. This includes as a spectator, coach, or player on any teams, leagues, or sports with the City of Reno.

**NO PLAYER SHALL:**

Be guilty of an abusive verbal attack upon any player, official, staff, or spectator. If the incident escalates to an ejection, incident and player information will be forwarded to the Athletics Coordinator. Player(s) will remain suspended until his/her case has been considered.

**NO PLAYER SHALL:**

Be guilty of drinking alcohol on or in the vicinity of the playing field while participating in a game, this includes the dugout and bleacher area. Players guilty of appearing intoxicated on the field will be immediately suspended from further play. Officials and/or staff will report the incident and player information to the Athletics Coordinator. Player(s) will remain suspended until his/her case has been considered.

**Additional Code of Conduct Rules**

- Any player placed on probation and reported again for violation of the rules will be given a minimum penalty of suspension for the remainder of the probation period.
- Any player removed from a game must leave the facility immediately. Failure to do so will result in forfeiture of the game and suspension for at least two (2) games for the player.
- Throwing of the bat, regardless of intention, is prohibited. Penalty will be a disqualification or ejection. A player guilty of throwing a bat intentionally or maliciously will be placed on probation for the remainder of the season and will be suspended for a minimum of two games or up to a one year suspension
- Team managers are responsible for their players and spectators. Failure to attempt to control team members or fans may result in a forfeiture of the game and suspension from the league.
- Suspended players are suspended from all leagues in which they participate. During a suspension, the participant is not allowed in the complex, even as a spectator.
- Participants may be held liable for damages caused by negligence or malice.

All participants are governed by the aforementioned rules which cover all conduct before, during, and after the game.

**Effective October 1, 2005**

N.R.S. 199.300 - No person shall directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him, contrary to his duty to do, make, omit, delay any act, decision or determination. If the threat or intimidation communicates the intent, either immediately or in the future: (a) To cause bodily injury to any person; (b) To cause physical damage to the property of any person other than the person addressing the threat or intimidation; (c) To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or (d) To do any other act which is not otherwise authorized by law and is intent to harm substantially any person other than the person addressing the threat or intimidation with respect to his health, safety, business, financial condition or personal relationships. This does not prohibit a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.

**A person who violates N.R.S. 199.300 is guilty of a category C or category B felony if physical force or the immediate threat of physical force is used, or a gross misdemeanor if no physical force is used.**

**REMINDER**

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.

To reach the City of Reno Athletics office please call 775-657-4567.

Thank you for participating in our leagues!