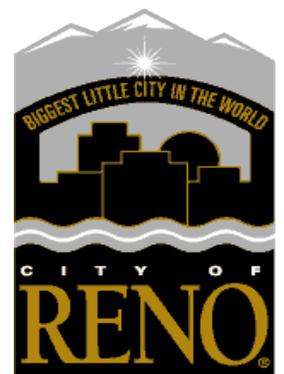


City of Reno Parks and Recreation

Adult Softball League



Rules and Regulations 2026



General Policies and Procedures

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 Softball - Team Insurance Information

Individual team medical insurance is available for an additional fee through USA Softball. Information is available on the front page of the USA Softball Rule book or contact the Athletics office.

Facility Locations

- Reno Sports Complex (RSC), 2975 North Virginia Street.
- Idlewild Park Field 3 (IW3), 2055 Idlewild Drive.

Fields

The base length for slow pitch is 70 feet. Pitching distance is 50 feet. The 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 do our best to make sure 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 office will make the decision to postpone or reschedule in the event of inclement weather. All team managers will be notified via email ahead of scheduled games. 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 case of inclement weather, please check our website at www.teamsideline.com/reno or call the Weather Hotline at 775-657-4637 for updates. 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 most evenings and weekends. Please call the Athletics Office for availability.

Warmups

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

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 Umpire in Charge (UIC) 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 during a game. 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

Parents and/or guardians must always supervise children. 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 ice chests or coolers. Only water in bottles is okay. No tailgating is allowed in the parking lot above RSC. City of Reno staff 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 reserve 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 USA Softball regarding substitution, short-handed player, and re-entry if necessary. Blood Rule 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 in the Field Coordinators office at RSC. We strongly suggest that you write your name and phone number on all equipment. The Parks and Recreation department 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 for all team managers and are posted on www.teamsideline.com/reno. It is the team manager's responsibility to inform players of game times and schedules.

Game Cards

Game 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 numbers. Initials are not proof of a player's eligibility. Return the card to the umpire before the game starts.

To ensure the most accurate standings, both team managers must review and sign the game card at the end of the game. By signing the game card, you agree 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 regularly and will be posted on the website, www.teamsideline.com/reno. If you notice any corrections needed or have questions regarding the standings, please contact the Athletics office.

Playoffs

The top three teams in each division qualify for the postseason tournament. Teams that place 1st in their division may be moved up to the next higher tournament bracket.

Players may not play on multiple teams in the same division during playoffs. If a player is playing on more than one team in the same division, they must pick one (1) of those teams to play for in the 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.

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 defeated the other 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 it is 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 tiebreakers.

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 will not be reworked for players who play on more than one team.

Men's League

Men's 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.

Men's teams may play with up to three (3) women on their team.

Coed League

Coed teams play with five (5) men and five (5) women. Coed teams can play with more women than men.

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 ten (10) playing defense. The team's player ratio on defense must be equal (5 women / 5 men) unless playing shorthanded (9 players). The only time a coed team may have more men than women is when playing with 9 or 11 players. In this case a team may play with 5 men and 4 women or 6 men and 5 women.

The batting rotation must always alternate between men and women players, even if batting an odd number (9 or 11).

If a team starts a game with nine (9) batters, the team may add one (1) batter (10th batter) at any time during the game – the 10th batter is added to the bottom of the batting order and must be gender the team is short of.

If a team begins a game with ten (10) batters, they may not add any additional batters. 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.

Coed teams may bat eleven (11), ten (10), or nine (9) only if the team begins the game with twelve (12) and loses a player(s) due to injury, etc. 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 alternating male/female batters.

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

If a male batter walks, he will be awarded second base automatically. If there are one (1) or less outs, the female batter must bat next. If there are two (2) outs she has the option to walk or hit after a male batter is walked. When a male batter is walked and awarded second base, preceding runners only advance when forced and are not automatically moved up two bases.

The 3rd base or 1st base coach will be responsible for the ball exchange with the pitcher of the defensive team in between male and female batters for the coed league.

Novice League

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. A scoring line extending from home plate is used for players to run past to score.

There is a 5-run limit per inning for each team.

The last ten (10) minutes of the game will be considered an open inning, allowing teams to score as many runs as they can.

If the visiting team is ahead by 10 or more runs entering the last inning, the home team will bat first. If the home team does not tie or take the lead, the game will be over.

Rosters

All teams will be registered with USA Softball. The maximum number of active players allowed per roster is twenty (20). All teams must have a roster filled out and given to the Field Coordinator before the 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. The deadline for making changes to the roster 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 play until the roster is completed and on file with the Athletics office.

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 fee will be forfeited. Highly technical protests and those which have no effect on subsequent play of the results of the game will not be accepted.

Uniforms

All teams must have a uniform consisting of a shirt with numbers. Team uniforms must be the same color and/or have the same logo and a minimum 4-inch number on the front, back, or sleeve of the uniform. Numbers must be permanently affixed to the jersey (duct tape is allowed).

All teams must have uniforms by the third game of the season.

A team will be penalized with one run for every player who enters the game without the correct uniform. Umpires are required to uphold the uniform penalty. Teams may not mutually agree to not enforce the penalty.

Cleats: Steel cleats and cleats with exposed metal 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 different footwear. Any player discovered with metal cleats during the game, after being warned, will be declared out and ejected from the game.

Jewelry: It is not recommended players wear any jewelry during games. The umpires may use their discretion as to whether a player may continue to wear these items during the game.

Shoes: All players must wear closed-toed shoes during games. No exceptions.

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 team's 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 ASA or 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 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 (1) extra inning if needed. The extra inning will use the "International Tiebreaker Rule" with the previous innings last batter on second base with one (1) 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 (1) 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 (10th) eligible player arrives, they may be added at any time during the game at the bottom of the line-up. Teams may not add an 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 last scheduled game of the night 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 one or both of their final two games, their position in the standings is revoked and they will lose their spot 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 paid.

In the event a forfeit must 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 team 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 if 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 at least 6 players from their own roster on the field and can add up to three (3) borrowed players.
- The team borrowing players may not exceed 9 players for the entire game and may not add 10th, 11th, or 12th batters.
- 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 in their same league on the same 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 considered an out. Substitutes or borrowed players may not replace a disqualified player.

A disqualification allows a team to continue to play if 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 or borrowed players cannot replace an ejected player. The game may continue with the ejected player's batting position being an out every time the position is up to bat if that team does not drop below nine (9) players.

Home Runs

For all leagues except for Novice leagues and Men's 1, the "One-Up" home run rule is 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 over the fence home runs allowed. All home runs over the fence will be considered an out.

Men's 1: "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 for all novice and coed divisions. 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 past the line to be considered safe. Runners are NOT to touch home plate OR the strike mat OR run through the batter's box. A runner who steps on home plate OR the strike mat OR in the batter's box 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	Suspension from League
Immediate ejection from the facility	Suspension from future leagues
Probationary periods	Life suspension from all leagues
Suspension from games	Charges filed with law enforcement

1. 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 have 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.

2. 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 have 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.

3. NO PLAYER SHALL:

Refuse to abide by official's decisions. Officials/staff may issue a verbal warning to player(s) and a coach. If there is a second offense 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.

4. 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. Officials/staff may issue a verbal warning to player(s) and a coach. If there is a second offense 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.

5. 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 ejected from the game 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 have 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.

6. NO PLAYER SHALL:

Be guilty of an abusive verbal attack upon any player, official, staff, or spectator. Officials/staff may issue a verbal warning to player(s) and a coach. If there is a second offense the player will be ejected from the game and must leave the facility immediately.

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.

7. 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

8. 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.
9. 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.
10. Throwing of the bat, regardless of intention, is prohibited. Penalty will be a disqualification or ejection. Throwing the bat while a batter is batting will result in an automatic out and continued infractions can lead to disqualification. 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
11. 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.
12. 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.
13. Participants may be held liable for damages caused by negligence or malice.

All participants are governed by all the rules set forth by the Parks and Recreation Department which cover conduct before, during, and after the game. The Parks and Recreation Department has the right to modify any Code of Conduct rule and/or penalty when deemed appropriate

NRS: CHAPTER 199 CRIMES AGAINST PUBLIC JUSTICE

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 the 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.

Adult Sports Reminder

This is a recreational program. Players are not professionals, and while we encourage healthy competition, the win-loss aspect is not a matter of life and death. It is your responsibility to stay under control before, during and after all games. Players, managers and spectators need to be aware that 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 775-657-4657.

Thank you for participating in our leagues!