



Hayward Area Recreation and Park District Official League Rules - Adult Slow Pitch League

(Last Updated -2/5/25)

www.TeamSideline.Com/Hayward

ALL GAMES SHALL BE GOVERNED BY THE 2025 USA SOFTBALL OFFICIAL SOFTBALL RULES UNLESS MODIFIED IN THE FOLLOWING SPECIAL SOFTBALL PLAYING RULES SET BY THE HAYWARD AREA RECREATION AND PARK DISTRICT (H.A.R.D.)

*Rule changes for the 2025 have been **highlighted***

Section I - Playing Rules

- BATS:** The HARD leagues have adopted the USA Softball Bat Testing and Certification standards to determine which bats are legal for use. Bats must have the **ASA/USA Softball Certification OR Re-Certification stamp on the barrel**. Should specific bats be outlawed for non-compliance with licensing standards, managers will be advised. Visit USASoftball.Org for updated bat and equipment certifications. Bats cannot be altered in anyway. Should your bat be tested by the league and it deemed unfit for use, it is banned from use in our league regardless of reasoning for it being deemed unfit. **HARD reserves the right to test any bat used in our league at any time.** Teams found using illegal bats are subject to league sanctions.
- CLEATS:** No player may wear metal cleats. All-purpose turf shoes are recommended.
- UNIFORM:** **There is no official uniform requirement.** It is recommended that players have a numbered uniform top. Numbers should not be duplicated unless they are distinctive (example: 14 red, 14 blue), or are male and female in Co-Ed. Numbers should be at least 4" in size, legible and permanently affixed to the jersey.
- JEWELRY:** Exposed jewelry, which is judged by an umpire to be dangerous and can be removed without causing damage to the article or the player, must be removed before playing. In cases where this is not possible, the article must be taped to the wearer so that no part of it is exposed.
- GAME BALL:** **Men's Slow-pitch: 12" Dudley Synthetic (.52 cor) 300 Comp.**
Women's Slow-pitch: 11" Dudley Synthetic (.52 cor) 300 Comp.
Co-Ed Slow-pitch: 12" and 11" Dudley products as detailed above
- Team at bat must retrieve any ball that goes beyond the field of play/ Home Runs. If ball is not retrieved the team at bat must provide another ball similar in type and in good condition. The home team will receive one game ball after the game is played if the game finishes with two (2) used game balls. Co-Ed: Home team will get both an 11" and 12" ball provided game finishes with four (4) used game balls.
- GAME LENGTH:** **Slow-pitch:** Game length will be 1 hour and 10 minutes or 7 innings whichever is reached first. **Time limit for championship game play is 1 hour 30 minutes.** (Exception: See Playoffs)
- All Leagues:** Game clock will be started after Ground Rules have been discussed and the home team is told to take the field. NO new inning may start after the time limit has been expired/horn sounds.
- TIE GAME:** **All Leagues:** In case of a tie at the end of the regular scheduled game extra innings will be played if time permits. If game is still tied after time has expired, each team will be awarded one point.
- GAME TIME:** **Slow-pitch:** Game times vary depending on number of teams in the league. In a typical 6-team format, games are played at 6:45, 8:00, and 9:15 pm.

GRACE PERIOD: A ten (10) minute grace period will be granted for all games. All grace period time will be deducted from the allowed time limit. If either or both teams do not have enough players to play at game time (see below for legal number of players) the game clock will be started. Play will begin when both teams have enough players or a forfeit will be declared when ten minutes has elapsed. If teams have minimum number of player's play must begin. Grace period is for teams that do not have the minimum number of players. It is not at the manager's discretion. **The team that causes the delay will be charged ONE (1) out in the 1st inning (on offense).** Use of the grace period implies that a team's lineup card will be submitted late. Since the team that has cause the delay is already being charged an out for this, no other penalty will be applied (*see section on LINE-UP CARDS*).

DUGOUTS: Home Team uses third base dugout; visitor uses first base. Only team manager, players and coaches are allowed in dugouts. For safety reasons, there are no children allowed in dugouts at any time. **No music is to be played in the dugout at any time so that there is no impact to the game or the enjoyment of other spectators. MANAGERS are responsible for Dugout cleanliness after contest.**

NUMBER OF PLAYERS: **Co-Ed:** Must have at least four (4) women and four (4) men to start a game and shall bat alternately. In cases where there are more women than men, women may bat consecutively. At no time can men outnumber women. **NOTE:** There is a specific set of minimum rules to the defensive formation. 2 females must be in the infield and outfield, with the battery (pitcher and catcher) having to consist of 1 male and 1 female.

Men's and Women's Leagues: Must have at least (8) players to start or finish a game.

All Leagues: Once the game begins, players may be added to the **END** of their line-up at any time during the game without penalty (see Line-Up Cards). A Team that loses a player or players during a game due to injury, including an EP, may substitute or continue to play **WITHOUT PENALTY** as long as they have at least eight legal players. Players lost during play due to ejection may be substituted for (same sex in Co-Ed), but should a team drop below 8 players the game is a forfeit. In some instances, in Co-Ed other players of the opposite sex may have to be dropped from the line-up where players are injured or ejected, and no replacements exist. Any player playing need to be in the batting lineup. Substitute players need to be listed on the back of the lineup card when submitted. (**For clarification on number of players due to ejection, see Section II, Behavior**)

PLAYERS: Players shall only play in 1 Men's, and a Co-Ed league per night. Can't play on 2 men's teams on the same night. Ranking for Players will be researched based on their Tournament ranking from 2023, 2024 & 2025.

Men's Open League: Teams are open to all softball players. Unlimited Homeruns in this league.
Men's & Co-Ed Recreation League: (3 Home Run limit) Teams, may have an unlimited amount of **D & E" ranked** Tournament players on league roster. Teams may not have "A", "B", or "C" ranked tournament players on roster.

Men's & Co-Ed Novice League: Teams cannot have any tournament players on roster. **Except if a player is ranked as a Recreation player in NCS. Its equivalent to our Novice league. (Links to associations Ranked Players lists can be found on our website). Players violating this rule will be automatically ejected from the game and suspended up to three (3) games in each of their leagues and dropped from rosters in order to comply with the rule. A manager who is caught using a player of the wrong ranking for their level of play will also be suspended for one (1) game. It is the manager's responsibility to inform all players of this rule and penalty and know the ranking of any player on their roster.** Rankings are from USA. USSSA and NCS Softball Associations

Example: No player shall play in a Men's "Open" league game on Tuesdays and a Men's "Recreation" league game on the same night. Players must choose at the beginning of the season which league he/she will participate in. Players may play in a Men's league game and a Co-Ed league game on the same night due to these leagues being different divisions

A player who carries a ranking of "A", "B", or "C" will not be allowed to play in in our Recreation or Novice Softball league offering. OPEN league only. We will use the most current ranking available

from 2023, 2024 & 2025 to determine a player ranking, even if they are not currently playing in tournaments.

CONTINUOUS BATTING:

All Leagues: Teams will be permitted to use as many Extra Players (EP's) as they desire, creating the option of a "continuous" batting order. Please note that this is an OPTION.
Co-Ed: Men and women shall always be equal. When women outnumber men, women may only bat consecutively and in the case of ejection (See Section II). At no time can men outnumber women.

COURTESY RUNNERS:

A courtesy runner shall be allowed once per team per inning for any reason. Courtesy runners may be any available player (of the same sex in **Co-Ed**). In Co-Ed Leagues you are allowed one (1) Courtesy runner, per gender, per inning. Courtesy runners must be entered immediately, after the player who is being run for, reaches base. Immediately will be defined as prior to the first legal or illegal pitch to the next batter. **At the Umpires Discretion due to injury an Umpire can allow for 2nd Courtesy runner. Injured Player will then be removed from the Game. (House Rules)**

LINE-UP CARDS:

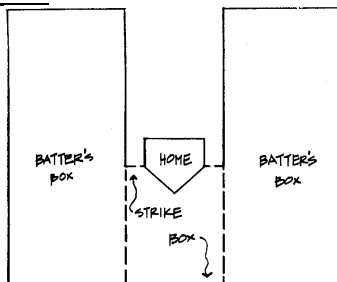
Game line-up cards must be written legibly, including first and last names that are listed on player's ID (NO nicknames), numbers and positions are required FIVE (5) minutes before your scheduled game time. **Any team that submits a line-up card late will be charged ONE (1) out in the 1st inning (on offense).** If either or both lineup cards are not in and legible at game time, the game clock will begin, but play will not be started until lineups are clarified and logged in by the scorekeeper. **When the line-up is written into the official scorebook by the scorekeeper, it will become the official line-up and will not be changed.** Late arriving players may be added to the **END** of the lineup only. As long as they were listed on the line card when submitted. All available substitutes must be listed on the back of the line-up card. NO Late additions to back of line after submitted.

No Manager should fill out a lineup card and submit it to the scorekeeper with players listed who are not present and ready to play (*see section on GRACE PERIOD* for what happens when you do not have the legal number of players to start play). **All players listed on the lineup card should either be in the dugout or on the field ready to play, NO EXCEPTIONS!** If you have players who are not yet present or arriving late to the game they need to be listed as substitutes on the back of the lineup card. They can then be added to the end of your lineup when they arrive with no penalty as long as there on the back of the line up card.. In Co-Ed you may need to leave off additional players of the opposite gender in order to make sure your lineup rotates correctly. Both players can then be added to the lineup when the late players arrive. Scorekeepers will be asking managers, at the time you submit your lineup, if all of your players are present (meaning on the field or in the dugout) and ready to play. The umpires will also ask this question to the managers at the pre-game meeting. Any team who submits a lineup with players who are not present and ready to play will be charged an out. That player will be removed from the line up the for the rest of the game. It will be an out the first at Bat unless a SUB is available. (The empty spot will be skipped over). ***This penalty will be enforced the First at Bat. Unless a substitute is available and can be moved into that spot.***

STRIKE ZONE:

Slow-Pitch: We will be starting the Game with a 1-1 count. If a batter has 2 strikes and fouls a ball off, he will get 1 free strike. Ball must be delivered with perceptible arc at least six (6) feet but no more than ten (10) feet from the ground. See diagram.

DIAGRAM - H.A.R.D SLOWPITCH STRIKE ZONE: This year we are using a synthetic batter box over the existing surface. Strike zone will be painted on the MAT.



- PITCHING:** A 4' pitching box is used and is an option for pitchers. Pitchers will be allowed to pitch from any point within the pitching box. One foot must be in the pitching box.
- INTENTIONAL WALK:** *An Intentional Walk may be issued upon announcement from either the pitcher or catcher. without throwing pitches.*
- MANAGERS:** The Team representative who is present at the pregame meeting with the umpires will be considered the Acting Manager for their team for that league game. The Acting Manager is the only representative for their team who can address issues with the umpiring crew. The Acting Manager is responsible for knowing all league rules and the actions of their teammates and fans.
- PLAYERS:** **Players shall only play in 1 Men's, Women's, or Co-Ed league per night.** Example: no player shall play in a Men's "OPEN" league game on Wednesdays and a Men's "Recreation" league game on the same Wednesday night. Players must choose at the beginning of the season which league he/she will participate in. Players may play in a Men's league game and a Co-Ed league game on the same night due to these leagues being different divisions. Women can play in Men's leagues.
- RUN RULE:** Fifteen (15) run rule after 4 innings (3 1/2 if home team is ahead), and 12 runs after 5 innings. (USA Softball)
- COMMIT LINE:** **ALL LEAGUES: Due to player safety with the new synthetic turf Batters Boxes there will be NO plays at home plate.** A "commit line" will be drawn 15' from home plate on the third base line. A Force play is in effect at home for any player crossing the commit line. Once a player has crossed over the commit line he/SHE cannot return to 3rd base. If so, he will be automatically out. No tag plays are allowed at home plate.
- DOUBLE FIRST BASE:** All league play will be governed by the double first base. Runners must hit the right side (Orange) base in running out all plays to first base.
- RUN LINE:** **ALL LEAGUES:** A line will be drawn perpendicular to the third base foul line, extending from the front left-hand corner of home plate to the backstop. Another Line will be chalked showing the Run Lane once runner passes commit line to Designated RUN LINE. Runners **may NOT touch home plate** when scoring a run. Instead, they must cross the designated **RUN line**. Crossing is defined as stepping on or past this line.
- A warning will be issued during the **Pre-Game Managers Meeting**, and it is the **manager's responsibility** to educate players about this rule. Players who touch home plate while scoring will be penalized and called **OUT**. In cases where touching home plate is deemed excessive, the player may face **ejection**. Additionally, for player safety with the new synthetic turf batters' boxes, **there will be NO plays at home plate**.
- SLIDING:** *Sliding is allowed in all divisions.*
- HOMERUN RULES:** Men's "OPEN Leagues: Unlimited home runs.
Men's & Co-Ed "Recreation" Leagues: 3 home run limits.
Men's, Co-Ed "Novice", Women's Leagues: Any unaided balls hit over the fence shall be ruled an OUT. If a player hits 2 unaided balls out of the park in the same game, the player is automatically ejected from the game. *Anyone ejected from a game will be automatically suspended at least through their team's next league game, and longer if the act warrants further action. The Sports Supervisor will determine length of all player/team suspensions. If a second violation of this rule occurs the offending player will be removed from the Novice League and will need to participate in a higher classification league.*

STANDINGS: League standings will be computed on the basis of 3 points for a win, 1 point for a tie and 0 for a loss. If there is a tie in the standing's tiebreakers will be as follows:

- (1) Head-to-head record between tied teams.
- (2) Run differential between tied teams (**Team with no head-to-head forfeit automatically wins tie-break.**)
- (3) Least runs allowed versus entire league.
- (4) Coin flip

Should a 3-way or 4-way tie occur, the tie break goes directly to run differential between the teams played as a group. In this scenario 2nd tie breaker is winning % in the matchups and then a coin flip as the 3rd tie breaker scenario.

PLAYOFFS: In leagues that have a full 6 team make-up the top four (4) teams advance to Playoffs. **First Round:** 1st Place versus 4th Place, 2nd Place versus 3rd Place. **Second Round:** Winners of First Round. Playoff Games will be played under regular league time limits and tiebreaker formats. **Exception:** Playoff games must continue until a winner has been determined. **At the end of 7 innings** if the game is still tied, we will use the international tie breaker rule. (if needed) last batter from previous inning starts at 2nd base. Leagues that consist of less than six (6) teams or with seven (7) teams or more may not include post-season play. (All teams are guaranteed at least 8 games.) **For all playoff and championship games the highest seeded team will be the home team.**

PROTEST: Teams must notify the umpire they are protesting a game before the next legal or illegal pitch after the play in question. Protest form at the conclusion of the game needs with the Sports park Manger the Night of the protest. If a game is protested per the above guidelines, H.A.R.D / H.S.U.A./S.A.N.C.R.A. or representatives of USA Softball will serve as a protest committee. This committee will review the written reports and if additional information is required, managers and umpires will be called. All official rulings will be **FINAL**. A decision will generally be made within 14 days. Judgment calls by the umpires cannot be protested.

ELIGIBILITY: **All players participating in the league must have DOWNLOADED there ID to their TeamSideline account. Also bring proper identification to each and every game to prove your identity should it be questioned.** During a game, if a team manager or any league official protests that a player is playing under an assumed name, or is a non-rostered player, the player must show proof (a state issued driver's license/I.D. card, Pass port or state or government issued picture I.D. of their name to the Sports park manager and Official Scorekeeper before they may continue playing. **If said player is batting and cannot immediately provide proof by retrieving an ID from the dugout, then that player is out. If said player is on defense and cannot provide immediate proof by retrieving an ID from the dugout, then that player cannot go back on the field of play. If player cannot immediately retrieve their ID from the dugout, game proceeds, and player has 10 minutes to produce an ID (if not in dugout or elsewhere) or the game is a forfeit.** Teams found to be playing with illegal players will be subject to an administrative review and a possible suspension of up to three (3) weeks of the manager and player(s) should they be league participants. **Any acting manager who is caught using an illegal player will not receive credit for a game played.**

Play-off Eligibility: All rostered players shall be eligible for playoff competition provided they have played in at least four (4) regular season games for all 8 week leagues. and three (3) regular season games for the 6 week Leagues. Players not meeting this requirement are not eligible to compete. **NO EXCEPTIONS. For ALL Leagues there will be an open roster format, meaning that players may be added to the roster at any time during the regular season.** Players **MUST** be on the roster prior to participating in any league (i.e.: prior to their first game played). In order to add a player to the roster managers **MUST** sign into their account on www.TeamSideline.com/Hayward and add players to their online roster before the start of your game. If managers are adding players to their rosters on the same day as their game, they may need to show the Scorekeeper proof of that added player to their roster by logging into their account at the field to verify the add has taken place and that the player has signed the roster electronically. At the end of each league the HARD Sports Office will

compile an Eligibility List based off of the Official League Roster that was submitted. Names are then checked against all League score sheets to see if players meet the minimum game requirements. A copy of the Eligibility List is sent to each manager whose team makes the Playoffs upon completion of the regular season. If a manager believes there is an error to the list, they can contact the HARD Sports Office for clarification up to 24 hours prior to the playoff game. **No changes will be made to any Playoff Eligibility list on the same day as the League Playoffs.** At that point the list is **FINAL**. It is the manager's responsibility to check the eligibility list prior to your game. **All Eligible players will need to show their ID prior to the first round of their playoff Game. Mandatory No Exceptions. If an ineligible player participates the team will forfeit that game. It is the duty and responsibility of the manager to make sure all players are legally on the roster at all times and bring their ID to the Playoffs to show.**

H.A.R.D. reserves the right to conduct random I.D. checks at any time.

ADDING PLAYER: *For ALL Leagues rosters are "Open" for League play.* All players **MUST** be added by their managers to the online rosters. In order to add a player to the roster managers **MUST** sign into their account on www.TeamSideline.com/Hayward and add players to their online roster before the start of your game. If managers are adding players to their rosters on the same day as their game, they may need to show the Scorekeeper proof of that added player to their roster by logging into their account at the field to verify the add has taken place and that the player has signed the roster electronically. **Roster Maximums are now 22 players for Men's and 26 for Co-Ed.**

Section II - Conduct

BEHAVIOR: All conduct rules apply before, during and after games. Behavior will be governed by and conform to the S.A.N.C.R.A Code of Conduct. Any action taken against an entire team (i.e. suspension, probation, etc.) will be taken against all rostered players on that team.

Player(s) ejected from a game MUST leave the SPORTS COMPLEX IMMEDIATELY. Umpire **MUST** notify manager of this action before play is resumed. If a player or players refuse to leave in a reasonable time, the game may be forfeited.

When a player is ejected, he/she may be substituted for in the lineup, if a sub is available, with no penalty. If there is no player to substitute in for the ejected player, then the ejected players next at bat will be ruled an OUT. After that the order will continue with no further penalty. In Co-Ed a player may need to be dropped to keep lineup in accordance with league rules (See Continuous Batting).

Any participant that is ejected from a game will be **automatically suspended** at least through their team's next league game, and longer if the act warrants further action. The Sports Supervisor will determine length of all player/team suspensions. Any person ejected from a game for fighting will be subject to an indefinite suspension OR at least a suspension of one year from date of event depending on severity. Any participant that is ejected or reported for misconduct must contact the Sports Office and be given clearance before they are allowed to resume play in any H.A.R.D. sponsored sports league or tournament. Should a player fail to honor prescribed suspensions, he/she will be suspended for the remainder of the season or longer as determined by the Recreation Supervisor. Managers who knowingly allow a suspended player to participate will also be suspended accordingly.

ANY PARTICIPANT EXERCISING ANY DEGREE OF PHYSICAL CONTACT WITH A LEAGUE OFFICIAL (UMPIRE, SCOREKEEPER, FIELD ATTENDANT OR H.A.R.D. EMPLOYEE) WILL BE SUBJECT TO SEVERE DISCIPLINARY ACTION up to and including expulsion from any and all future participation in a H.A.R.D. sponsored league or tournament. Team managers are responsible for the conduct of all players, coaches and spectators at any H.A.R.D event and will be held responsible for their conduct.

All suspensions will include any and all H.A.R.D. sponsored sports leagues and tournaments and are in effect for each and every team that person plays on. Player or team removed from the league loses the right to a refund of any fees paid. **Any participant who is suspended shall not be present at**

any facility during H.A.R.D. sponsored sports league and tournaments during the duration of their suspension.

A player/team has the right of written appeal within seven (7) days of any disciplinary action. H.A.R.D. will appoint a committee to hear the appeal within seven (7) days. Committee ruling will be **FINAL**. Player is ineligible to participate until appeal is heard.

UNSPORTSMAN-LIKE CONDUCT

Any players, coaches, managers, spectators or other team members making disparaging or insulting remarks to or about opposing players, coaches, managers, officials or spectators, by using expletives that may be heard by those on the field, in the stands or surrounding areas of the playing field or commit any other acts that are considered unsportsmanlike will be subject to the following rules and conditions. These acts will be defined as an **Unsportsmanlike Conduct Violation**.

Umpires that witness unsportsmanlike conduct may wish to administer warnings to the respective managers that the issues must be immediately remedied, or specific sanctions and actions may be taken. Depending on the severity of the unsportsmanlike conduct, game officials may impose ejections, game delays and even cancel or forfeit the game.

If there is an unsportsmanlike violation assessed against the defense, then the team at bat shall be awarded an extra out during their turn at bat. This shall be accomplished by subtracting one out from the number that exists at the time the penalty is imposed. If no outs exist at the time then the offensive team's first out shall not be recorded.

If there is an unsportsmanlike violation assessed against the team at bat, then an extra out is recorded against that team. The next batter is not affected - he or she shall take his or her time at bat. If the offensive team commits the violation in the process of making its last out of the inning, then the team coming to bat will be awarded an extra out.

ZERO TOLERANCE:

Manager are responsible for the conduct of their players and fans. There is a policy for trash talking directed at other teams or fans. Likewise, these rules apply to your fans as well. Any umpire or staff hearing any disrespectful comments by a player/fan will automatically eject them from the game/complex. We will not litigate ejections that occur if a player/fan suggests that they was not directing comments at the other team. Players and fans must watch their comments and actions during play and when onsite at the Sports Park. If ANYTHING deemed trash talk is heard, expect an ejection. This is a recreation league so please treat it as such.

ALCOHOL:

No alcohol is allowed to be possessed at any H.A.R.D. facility at any time. **At no time is alcohol allowed on the playing field, dugouts or in any adjoining parking lots or park space.** Alcohol is never allowed anywhere on PARK District Property. UMPIRES AND H.A.R.D. EMPLOYEES HAVE THE AUTHORITY TO REPORT AND, IF NECESSARY, REMOVE FROM THE PREMISES ANY PLAYER, MANAGER, COACH OR SPECTATOR WHO IS BELIEVED TO BE IN VIOLATION OF THIS POLICY.

IF ALCOHOL is found in possession by a player on a team in the dugout prior to or during the GAME it becomes an AUTOMATIC FORFEIT. A team whose players, manager, or coaches violates this policy or display behavior consistent with being intoxicated shall be subject to immediate ejection or possible Forfeiture of Game if the violation(s) occur during their scheduled game. A second team violation will result in the forfeiture of that team's next league game and a one-year probation. A third violation will result in the entire team roster being suspended from further play in ANY H.A.R.D. sponsored activity for one (1) year from the date of the third violation. Individuals who are ejected for intoxicated conduct will be subject to a two (2) game suspension and in the case of a second offense the individual shall be suspended for the remainder of the season.

PETS/SMOKING/:

NO PETS are allowed at any H.A.R.D. sport fields. Smoking is prohibited at any H.A.R.D. property and in the City of Hayward.

SUNFLOWER SEEDS: There are NO Sunflower seeds allowed inside of the sports complex.

BIKES/SCOOTERS Bikes, Scooters, Skateboards, or any other like items/vehicles are strictly prohibited anywhere inside
SKATEBOARDS: the complex.

Section III - Administrative

ROSTERS: **There is a minimum of ten (10) players or maximum of twenty-two (22) for Men's Leagues and twenty five (25) for Co-Ed Leagues. Players who have participated with a team in a league game will not be allowed to transfer to another team in the league for that season unless approved by written appeal.**

MINIMUM AGE: All league players must be at least 18 years of age to participate.

INSURANCE: The Hayward Area Recreation and Park District does not carry insurance coverage for injuries occurring to the participants or spectators of any athletic contests. The entry fees to the various sports leagues are for the purpose of offsetting the costs of officials, fields, equipment and awards. Any and all teams may obtain liability and/or accident insurance through the USA Softball Association's insurance carrier, Bollinger. Email adultsports@haywardrec.org for further information.

TEAMS: Players must play in the classification they are ranked or as outlined in the section of the rules labeled "**Players**" on page 2 above. Men's Slow-pitch and Co-ed Slow Pitch players may not play on more than one (1) team in the same league. Players violating this rule will be automatically suspended for three (3) weeks and dropped from rosters in order to comply with the rule. It is the manager's responsibility to inform all players of this rule and penalty. **The Sports Office reserves the right to place teams in appropriate leagues for competitive balance purposes. Any team that wins their respective league should anticipate being moved to a higher classification the following season.**

ROSTER CHANGES: **Any player who is dropped from a roster, for any reason, loses all credits earned for games played. If that player is added back to the roster at some point during the season their eligibility starts all over again.** If a manager wishes to drop a player they must send an email to mam@HaywardRec.org with that player's First and Last name, Team Name, League name and Division to have that player removed. Players can only be removed from an online roster by the H.A.R.D. Sports Office.

FORFEITS: Teams that forfeit two games in a season for any reason are automatically placed on probation for one (1) year. Teams that forfeit 3 games in a season for any reason may be dropped from the league and lose all entry fees paid and status as a "returning team" for any subsequent league play. Due to liability, Umpires CANNOT and WILL NOT officiate any "practice" games under forfeit circumstances. **Any team that wins due to forfeit will automatically receive credit for a game played for all players on their roster.**

Section IV - Sports Staff

SPORTS OFFICE STAFF: Noel Munivez, Recreation Supervisor
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