

MANATEE COUNTY SPORTS & LEISURE SERVICES

# Adult Sports Manual

**Basketball • Flag Football • Kickball • Softball**

## 2026

Under the direction of:  
Manatee County Sports & Leisure Services

Manatee County Sports & Leisure Services  
Athletics/Camps Office  
5506 33<sup>rd</sup> Ave. Dr. W.  
Bradenton, FL. 34209  
941-742-5923

G.T. Bray Park  
5502 33<sup>rd</sup> Ave. Dr. W.  
Bradenton, FL. 34209



John H. Marble Park  
3675 53<sup>rd</sup> Ave E  
Bradenton, FL. 34203

Palma Sola Park  
7915 40<sup>th</sup> Ave. W.  
Bradenton, FL. 34209

Blackstone Park  
2112 14<sup>th</sup> Ave. W.  
Palmetto, FL. 34221

Manatee County Government  
[www.mymanatee.org](http://www.mymanatee.org)

Manatee County Athletics Department  
[www.teamsideline.com/manatee](http://www.teamsideline.com/manatee)

ASA / USA Softball (Softball)  
[www.USASoftballFlorida.com](http://www.USASoftballFlorida.com)

**In Cooperation, with**  
**Manatee County Sports Officials Association**

*"Creating Lifelong Memories . . . It Starts in Parks"*



## ***Mission Statement***

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Manatee County Sports and Leisure Department is responsible for providing a wide range of high quality, year-round leisure service programs supported by well-maintained public grounds. To meet the expanding and ever-changing needs and interests of the community, the Sports & Leisure Services Department strives to provide sufficient recreational opportunities and facilities for its citizens. By providing constructive, morally sound and physically healthful leisure activities and opportunities, recreation programs make a significant contribution to the community's quality of life. It is with this dedication and purpose that we meet the challenge that create conditions and provide services for maximum participation and enjoyment. Therefore, be it our mission:

***“To Create Lifelong Memories For You By Offering Diverse Leisure Activities In A Safe And Beautiful Environment That Will Enhance Your Quality Of Life In Manatee County”***

## ***Introduction***

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The purpose of this manual is to provide a mechanism to better serve the adult sports leagues offered by Manatee County through the implementation of services provided by the Sports & Leisure Services Department. This practical guide will act as a working document, continually consulted, to provide day-by-day guidance to inform the leagues of procedures to follow and gain acceptance of an expected level of service. Comments and recommendations by the public are always welcome. The Sports & Leisure Services Department encourages input in a cooperative spirit to compliment our common goal of providing wholesome activity for our community.

## ***Level of Service***

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The Sports & Leisure Services Department strives to serve the public in the most efficient and effective way possible. The Department expects to maintain its facilities with the utmost care and attention, not only for beautification purposes, but for durability and usefulness, as well. The Department is committed to excellence and will use its available resources responsibly in meeting the on-going demand for superior playing facilities.

We hope the information contained in this manual will give leagues a better understanding of circumstances that are involved in maintaining recreation programs. The Sports & Leisure Services Department will address issues brought forth from the league's participants in an organized manner so that all parties and opinions are given consideration. It will require a cooperative effort from all parties to reach workable solutions to pertinent issues that will better serve our community and our leagues. In the event an agreement cannot be reached; a vote would be held on issues that do not go against County policy or safety. The assigned League Director is to be the deciding vote in the event there is a Tie.

## *Roster Eligibility*

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1. All participants must sign their team's officials league roster/wavier (located at the Front Desk of the GT Bray Recreation Center) before participating in league play. (Penalty: Game is subject to protest/forfeit). **Game Day lineup does not serve as the team's official roster. (SOFTBALL) Only legal (signed) players will be eligible for the batting champion titles and to compete in playoffs. ZERO exceptions for anyone that has not signed their Team Roster.**
2. Teams are permitted to add players at any time during the regular season. **Regular Season concludes, freezing rosters, once said team has completed their final regular season game.** However, players must play in a minimum of 4 games (3 for Softball) & for that team to be eligible for the playoffs. (Penalty: Game is subject to protest/forfeit).
3. Players are only permitted to play on one team (per night). Players that are found playing on more than one team will forfeit that game and be forced to choose which team they will remain with. Players wishing to transfer teams may do so prior to play by signing the team's roster, removing them from their former team's roster and paying a \$30.00 transfer fee. Eligibility for playoffs still apply for all transfers and are specific to that team. (Softball: Batting statistics will not be carried over if the player changes divisions.) Note: Pick-Up players are only legal pick-up players if played according to the rules as they are written.
4. All players must be at least 18 years of age before being eligible to participate. Officials or Parks staff may ask for verification at any time.
5. An illegal or ineligible player is defined as the following (Penalty: Game is subject to protest/forfeit)
  - Any person who has not signed their team's original roster (waiver) before participating in a game.
  - Any player that has not signed the game day line-up.
  - Any player under the age of 18.
  - Any player playing under an assumed name. (Officials or Staff are permitted to request photo ID at any time to verify said player.)
  - Any player exceeding the "Drop Down Rule" (please see page 30 softball)
  - Playoffs: Any player who did not play the required 4 games during the regular season.
6. If the player is listed on multiple rosters; all games in which the player played in that night will be forfeited. The player will then be required to pick which team he/she will finish the season with and then serve a one game suspension.
  - If the player is listed on the roster for the first game of the evening, but not the second (or third), then only the second game will be forfeited, and the player will serve a one game suspension.
  - If a player plays for another team before playing for the "correct" team, it will be up to the league director as to the punishment. Punishment may include multiple forfeits and/or multiple suspensions applied to the Player and/or Coach.
7. Players not signed on a team's roster, and game day line-up, are not permitted to be present on the playing field, court, on-deck circle, sideline, bench, or coaching box during the game. (Penalty: Person will be asked to exit the playing field; outs, ejections, suspension, and other may still apply)
8. It is the responsibility of the team manager or coach to ensure that every player on the roster has thoroughly read and understands the rules.

# *Forfeits*

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9. Game time is forfeit time
10. There will be a \$30 fee for any team that has to forfeit a game for any reason. The fee must be paid within 48 hours of the forfeit and no later than prior to 5:00pm of that team's next scheduled game. Failure to do so will result in another forfeit that night, as well as an additional \$30 fee. FORFEIT FEES ARE NOT TO BE PAID TO THE OFFICIALS. PAYMENT MUST BE MADE AT THE FRONT DESK OF THE G.T. BRAY RECREATION CENTER (Payment via Credit Card over the phone will be accepted). Prior to the following game time, the team manager may be asked to show the receipt to the officials to avoid an automatic forfeit or delay in the game.
11. If a team knows in advance that it will not be able to play, contact the Athletics office at (941) 742-5923 ext. 6060 at least 24-Hours in advance and the forfeit fee will be waived. Your team will still be credited with a loss, but your opponent does not have to show up for the game. (See Rain-out procedures)
12. Three (3) Forfeits in one season may cause for that team to be removed from the league.
13. If a Forfeit occurs, the teams originally scheduled to play will be rewarded 1 game "played" towards playoff eligibility for all legal rostered players and are permitted to practice or scrimmage against each other. However, in the case the lights are required to be turned off teams will not be given this option. No officials will be used for scrimmages.

## *Protest/Appeal*

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Protests must first be made on the field/court and during the game. Any coach protesting a team, player, or rule, must first inform the official(s), followed by the scorekeeper, and then opposing team. The coach must write their protest on their team's score sheet noting the specific rule in question. Coaches are only asked to write what it is they are protesting. If a coach lists multiple items, the first item listed will be the basis of the protest. Coaches are then required to submit formal protest per the rule book (No Fee) and email the protest to the league director, or delivered to the G.T. Bray Park gymnasium office, the following business day (within 24 hours). The Manatee County Sports & Leisure Services Department will review and rule on the protest. No protests will be allowed on judgment calls.

There are three types of protests:

- **Misinterpretation of a playing rule.** Protest must be made before the next legal play or, if on the last play of the game before the umpires leave the playing field/court.
- **Illegal substitute or re-entry.** Protest must be made within one full inning of the substitution that is being protested or during that player's first plate/game appearance.
- **Ineligible player.** Protest must be made by the end of the fourth inning, first half of play, or during said player's first AB, Eligibility is the decision of the Sports & Leisure Services Department.

An appeal play may be made by the opposing team after a dead ball is called by announcing the appeal to the official that made the call. A play is not necessary, and the ball does not have to be thrown or taken. The ball remains dead during the appeal and players may not leave their positions.

# *Alcohol Policy*

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Alcoholic beverages are prohibited in all county parks, in accordance with Parks Ordinance 2-24. Failure to comply could result in arrest and suspension from the league. If your team or members of your team, including spectators, are found engaged in this behavior at any county facility before, during or after games, it will result in a minimum of one game forfeit, \$30 forfeit fee and loss of all rights in a tiebreaker for playoffs. (Final decision of which game forfeited is Sports & Leisure Services decision.). If you, or staff, find a team to be drinking within the sports complex, please call the Police to help ensure the safety of everyone. Your cooperation is greatly appreciated.

## *Player Conduct & Suspensions*

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14. Individuals who are suspended for any length of time must receive permission from the League Director for that person to be present as a spectator at any park. Without this permission, the individual may be suspended for an additional game or cited for trespassing issued by our department which includes banning that person from the County Park(s) for a period of one year. Individuals that are granted permission must remain seen and not heard. Those ignoring these guidelines may be issued a trespassing citation with no further warnings. THIS IS YOUR WARNING!
15. The individual, coach or team penalty for any flagrant or unsportsmanlike conduct is a suspension from the league depending on the review by the Sports & Leisure Services Department's staff.
16. Any player, coach or manager **can be ejected before, during, or after a game** for the following reasons:
  - Using profanity before, during or after a game. When ejected, the person must leave the field/court immediately. Depending on the severity of the profanity, a player, coach or manager could be suspended for one game or more. A second ejection for profanity will result in a suspension of two games or more. A third ejection for profanity will result in a suspension for the remainder of the season.
  - Verbally abusing an official or scorekeeper before, during or after a game. When ejected, the person must leave the field/court immediately. The penalty for verbally abusing an official or scorekeeper may also be up to a two-game suspension. A second ejection for verbally abusing an official or scorekeeper will automatically be suspended for four games. A third ejection for verbally abusing an official or scorekeeper will automatically be suspended for the remainder of the season.
17. Any player, coach or manager ejected for any reason must leave the playing area immediately **and will not be permitted to return that evening, regardless of if scheduled for a Double Header**. If the ejected player, coach or manager causes any additional problems, another ejection could be given, resulting in each additional game. (Note: Two largest suspensions seem to involve physical contact, or a player refusing to leave or arguing after they were ejected.)
18. Ejected players cannot be substituted and will be an OUT in the lineup.
19. Any player, coach or manager involved in any physical/violent act toward another player, coach, manager (including teammates) or league official (officials, scorekeepers and Sports & Leisure Services Department employees) will be immediately banned from any further participation. This may include up to a one-year suspension from any activities. Players, coaches or managers will be permitted to appeal their suspensions to the Sports & Leisure Services Department with the final decision determined by the Department's Director.

20. The Manatee County Sports Officials Association and the Manatee County Sports & Leisure Services Department can eject and suspend players and teams. Players, coaches or managers will be permitted to appeal their suspensions to the Sports & Leisure Services Department. Final decision on suspensions can be determined by Manatee County Sports & Leisure Services Department Director.

21. All coaches or managers will be notified that a player has been suspended. During the suspension, the player suspended will not be permitted to be in uniform or allowed on or around the playing area (includes bench). A violation of this rule will result in the team forfeiting the game and the player suspended for another game.

## *Playoffs*

22. The bracket and number of teams that make the playoffs will be determined by the league director and will be a single-elimination tournament unless the director determines differently.

23. ~~**T.B.D. GAME:** In the event schedules produced leave one team without a opponent for the final regular season game, the TBD game WILL be in effect. The Last Place team going into the last week of regular season play will be scheduled as the TBD Team. This game will be considered your "Play-in" game to enter the Play-offs (8<sup>th</sup> Guaranteed Game). Win = You are IN / Lose = Season is over. In the event the opposing team is the last place team going into the final week of play, the team directly above them would then become the TBD team and assume the must win approach. In the event there is a tie for the last place team entering the final week, Tie Breaker procedures would be followed as if teams were being seeded for the playoffs based off their CURRENT standings.~~

24. The bracket layout, matchups, or schedule should not change unless the league director determines there was a mistake in the seeding. If a team notifies staff they are unable to field a team after the bracket has been published, a FF shall be recorded and a BYE issued to the opposing team. If a team notifies staff prior to the bracket being published, the league director may choose to reconfigure the bracket or seeding.

25. In the case of **two** teams with identical records, the seeding will be determined as follows:

- Any team forfeiting a game due to consuming alcoholic beverages in a county park;
- Any team forfeiting a game without prior notice of 24 hours or more during the regular season;
- Head-to-head competition (won/lost record against each other);
- Margin of victory in head-to-head competition (who won by the most runs);
- Total runs/points scored against for the entire regular season.
- Coin Flip at the Athletics Office

26. In the case of **three or more** teams with identical records, the seeding will be determined as follows:

- Any team forfeiting a game due to consuming alcoholic beverages in a county park;
- Any team forfeiting a game without prior notice of 24 hours or more during the regular season;
- The best won/lost record of the teams involved against each other.
- Margin of victory in head-to-head competition (who won by the most runs);
- Total runs/points scored against for the entire regular season.
- Coin Flip at the Athletics Office

27. SEEDING: (Using final regular-season standings) NOTE: Teamsideline.com standings may not reflect actual, correct, standings. The League Director will determine the final standings per tie-breakers.

28. Playoff schedules will be posted on the Manatee County website ([www.teamsideline.com/manatee](http://www.teamsideline.com/manatee)). It is the responsibility of the team manager to find out when their games have been scheduled or rescheduled. The Sports & Leisure Services Department's staff will not be responsible for teams not receiving information or for any errors in information given over the telephone.

29. Mistakes brought to the league directors attention pertaining to the bracket or seeding will not be corrected after the games have been played, nor will they be corrected if time does not allow.
30. Home/Visitors:
- Schedules will show Home and Visitors for regular season games.
  - For playoffs, the higher seed will be considered the home team.
31. Awards will be presented at the end of the tournament. Each Tournament champion shall receive a team trophy and another item that may be distributed among the team for their hard work and recognition. Softball Batting Titles will be awarded to the Top Male & Female for Coed and Top Player for Open (Averages & Home Runs). **NOTE: Brackets with 3 or less teams will receive a Championship Trophy, only. Batting Champions must have signed their Team Roster to be eligible for batting titles. THIS IS THE PLAYERS RESPONSIBILITY.**
32. **SOFTBALL:** Upon completion of the last regular season game, team rosters will be Frozen. Any team with less than the required 8 players to compete in playoffs will be eliminated from playoff contention and season will be completed. **At the League Directors discretion, a team may be given a “grace spot” allowing for a 9<sup>th</sup>, signed player to compete in playoffs.** For all remaining, eligible teams, a list of eligible/legal players will be recorded and made public for opposing teams.

## ***Rain Outs – Field Closures***

### **Manatee County Sports and Leisure Services**

#### **Inclement Weather Procedure**

**When thunder is heard, or a cloud-to-ground lightning bolt is seen**

**SUSPEND PLAY AND TAKE SHELTER  
IMMEDIATELY**

**Press boxes, dugouts or open shelters will not provide adequate protection. Seek shelter in a sturdy building or in a fully enclosed vehicle with the windows closed.**

#### **30/30 Rule of Protection**

**Wait at least 30 minutes after the last thunder is heard or flash of lightning is observed prior to resuming play.**

**Any subsequent thunder or lighting resets the clock, and another 30-minute delay should be followed.**

*Due to timing, any game stopped for thunder or lightning will be postponed for a future date.  
Scheduled games to follow may still be played, with or without delay.*



33. If there is any doubt as to whether fields are playable for games, **please visit [www.teamsideline.com/manatee](http://www.teamsideline.com/manatee) for updates. Please note updates will be provided when field conditions have changed.**
34. Any game stopped due to unplayable weather conditions or light failure will be handled as follows:
- Regular-season games will be regulation if four or more complete innings have been played or if the home team has scored more runs in three or more innings than the visiting team has scored in four or more innings.
  - Games that are not considered regulation as outlined above or games that end in a tie will be replayed from the point at which they were stopped.
  - Playoff games that are stopped due to rain or other unplayable weather conditions or light failure will be completed from the point at which they were stopped (**Light curfew is NOT light failure** – Game Ends)
  - Games stopped due to light failure will be completed from the point at which they were stopped.
  - The exact same lineup must be used for all games being resumed. Substitutes can be used for players in the original lineup and not present for the game's conclusion regardless of whether they were listed or not.
  - An ejected player in a game postponed remains ejected for the continuation of that game.
  - The league director reserves the right to choose not to make up a game due to scheduling restrictions or the game's importance for seeding.
  - In the event a team calls in advance to forfeit a game and said game is then cancelled, prior to the scheduled start time, the team that called in the forfeit will be given the option to make the game up.
35. Rainout schedules will be posted on the Manatee County website ([www.teamsideline.com/manatee](http://www.teamsideline.com/manatee)). It is the responsibility of the team to find out when their games have been rescheduled. The Sports & Leisure Services Department's staff will not be responsible for teams not receiving rainout information or for any errors in information given over the telephone.
36. League Director reserves the right to proceed with playoffs, prior to completion of all regular season games when multiple games have been rained out.

## ***Parking, Pets, and Miscellaneous***

37. All vehicles must be parked in the appropriate parking lot. Traffic citations, team forfeits, or suspensions may be given at any time without further notice.
38. Pets are permitted in the park; however, not in the dugouts or on the fields. Pets must be controlled (leash) and picked up after. If the owner fails to abide by these rules or the public's safety is at risk, the pet and its owner will be asked to leave the park.
39. Players are asked to not hit softballs in the open fields across from the softball parking lot (signs have been posted), or into the fence.
40. League Director has final say on all interruptions or rules not specifically covered, or with regards to the way they are written. The Coaches/Managers only course of action, during the game, when they feel the rule is being applied incorrectly is to announce a protest per the written rules (please see protests). In the event the coach/manager does not agree with the final ruling per the League Director, they may request this rule be reviewed at the next League Meeting. Individuals that elect not to attend the information meetings forfeit their say in the direction of the league and the rules associated. All rules currently listed were gathered through participant feedback, safety concerns and league history. The league director is only enforcing the rules as they are written and as you, the player determined.
41. **Playing of music shall be limited and tasteful. Officials (including scorekeeper) are permitted to require music be turned OFF if considered offensive (profanity or unsportsmanlike). Teams are not permitted to play music during the opposing teams at-bat, nor is the music to play further than Homeplate/Infield.**

Paid:\_\_\_\_\_

## OFFICIAL LEAGUE ROSTER

TEAM NAME\_\_\_\_\_

### PLEASE CHECK SEASON:

WINTER\_\_\_\_

SPRING\_\_\_\_

SUMMER\_\_\_\_

FALL\_\_\_\_

### PLEASE CHECK LEAGUE:

OPEN SOFTBALL\_\_\_\_

KICKBALL\_\_\_\_

COED SOFTBALL\_\_\_\_

ADULT BASKETBALL\_\_\_\_

7-on-7 FLAG\_\_\_\_

5-on-5 FLAG\_\_\_\_

### PLEASE LIST NIGHT (Open Softball ONLY):

MONDAY\_\_\_\_

TUESDAY\_\_\_\_

WEDNESDAY\_\_\_\_

THURSDAY\_\_\_\_

### PLEASE LIST WHICH DIVISION\* (Softball and Kickball ONLY)

A DIVISION \_\_\_\_

B DIVISION\_\_\_\_

C DIVISION \_\_\_\_

### MISC. INFO:

SHIRT COLOR (Kickball):\_\_\_\_\_

### PREFERRED "HOME" LOCATION (Kickball ONLY):

GT BRAY PARK:\_\_\_\_\_

LAKEWOOD RANCH PARK:\_\_\_\_\_

BUFFALO CREEK PARK: \_\_\_\_\_

### **How Did You Hear About Us?**

(Check all that apply)

- ☐ EMAIL    ☐ YARD SIGN    ☐ TEAMSIDELINE.COM    ☐ MYMANATEE.ORG  
☐ POSTED FLYER    ☐ BROCHURE    ☐ NEWSPAPER  
☐ OTHER: \_\_\_\_\_

## **PLEASE PRINT CLEARLY**

MANAGER'S NAME\_\_\_\_\_

MANAGER'S ADDRESS\_\_\_\_\_

CITY\_\_\_\_\_ STATE\_\_\_\_\_ ZIP CODE\_\_\_\_\_

PHONE (CELL)\_\_\_\_\_ **EMAIL ADDRESS**\_\_\_\_\_

ASST. MANAGER'S NAME\_\_\_\_\_

ASST. MANAGER'S ADDRESS\_\_\_\_\_

CITY\_\_\_\_\_ STATE\_\_\_\_\_ ZIP CODE\_\_\_\_\_

PHONE (CELL)\_\_\_\_\_ **EMAIL ADDRESS**\_\_\_\_\_

# WAIVER FOR PARTICIPATION

The undersigned applicant **HEREBY RELEASES, WAIVES, DISCHARGES AND COVENANTS NOT TO SUE** Manatee County, its officers, commissioners, directors, agents, employees, volunteers and representatives from all liability to the undersigned, his/her personal representatives, assigns, heirs, and next of kin for any and all loss or damage, and any claim or demands therefore on account of injury to the person or property or resulting in death of the undersigned, whether caused by the negligence of Manatee County or its agents, employees, or otherwise.

The undersigned **HEREBY ASSUMES FULL RESPONSIBILITY FOR AND RISK OF BODILY INJURY, DEATH OR PROPERTY DAMAGE** due to the negligence of Manatee County, its agents, employees or co-volunteers while in or upon the premises for any purpose.

**PRINT NAME:**

**ADDRESS w/City & Zip:**

**E-MAIL:**

**SIGNATURE:**

**SB LEVEL**

Sample	JOHN SMITH	1111 22 <sup>nd</sup> St. W. B'ton 34209	MyEmailAddress@.com		A - B - C
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
15.					
16.					
17.					
18.					
19.					
20.					

5-on-5 /  
B-Ball /  
D-Ball

7-on-7

Kickball  
/  
Softball

# ADULT BASKETBALL

*Officials will follow the National Federation of State High School Associations (N.F.H.S) basketball rules as they pertain (except where league rules supersede). The league director (and/or staff) shall have the authority to make decisions on any points not specifically covered in the N.F.H.S. Rules or league rules.*

## **GAME TIME & SCHEDULE:**

1. League play will consist of eight (8) games
2. Games will be scheduled on Mondays or Thursday evenings and played at G.T. Bray Park Basketball Gymnasium. Playoff and Make-Up games may be scheduled any night of the week (Monday-Thursday).
3. Game times for all divisions will be at **7:00pm and 8:00pm**. \*We will use 6:30pm, 7:30pm, and 8:30pm if needed.
4. A 5-minute grace period will be used for all games. The Grace Period will begin at the scheduled game time, not the actual start game of the game. Game will begin once the minimum required number of players has arrived.
5. Teams will NOT be permitted to enter the gymnasium until 20 minutes prior to game time.
6. The League Director reserves the right to place teams in the proper division.
7. No scheduling requests will be honored.

## **EQUIPMENT:**

8. GAME BALLS:
  - Provided by the County.
  - Each team will get to warm up with a game ball; however, if the game balls disappear, teams will be responsible to provide their own.
9. JERSEYS (Shirts):
  - Teams must have matching jerseys (shirts of similar color and style with 4 inch numbers on front and 6 inch numbers on back) by **the 2<sup>nd</sup> Scheduled Game**. A team technical foul will be given for each player not wearing a proper uniform. Any player without a proper jersey by the second scheduled game will not be eligible to play.
  - Players on the same team will not be permitted to have the same number.
  - Jersey's may not be altered or cut at the waist or belly.
  - Players must keep jerseys tucked inside pants/shorts at all time.
  - Players are permitted to wear clothes under their jerseys if all items are considered "tucked in".
10. **Players must wear basketball / gym shorts only. Teams are not required to wear matching shorts/pants. A player's shorts/pants may not have pockets, belts, belt loops, or belt tunnels. (These may not be taped - No exceptions).**

11. Players are required to wear “non-marking” basketball shoes.
12. Mouth pieces are highly recommended, but not required to play.
13. **All jewelry is prohibited**; except to **medical bracelets and wedding bands (cannot have sharp edges)**. **We recommend that medical bracelets be taped but visible.**
14. Casts and metal braces are not allowed (knee/elbow pads are legal). Special padding may be used to protect existing injuries but must be approved by the referees.

#### **GAME DAY SIGN-IN:**

15. Teams must sign-in each night prior to their game. Team managers will be responsible for making sure all players are signed in each night before their game. Failure to do so will result in a team being charged a timeout until sign-in is complete. Players who arrive late will not be permitted to enter the game until they have signed in.

#### **GAME PLAY:**

##### **16. CLOCK:**

- Play consists of two (2) 20-minute halves.
- Running clock stopping for Time-outs, Injury, Technical Fouls, or at officials’ discretion.
- The clock will stop on the whistle during the last two minutes of each half. If a team leads by 15 or more points at/or any time after the two-minute mark of the second half, the clock will become a running clock. If the lead gets below the 15-point differential, the clock will remain a running clock.
- Each team is awarded two (2) 30 second time-outs per half.
- Teams will not be charged a time-out for an injured player; however, players must remain on the court. No substitutes will be allowed to enter the game with the exception to replace the injured player.

##### **17. PLAYERS:**

- Unlimited substitution is allowed on any dead ball.
- All players must be 18 years of age.
- Injured players must leave the game for a minimum of one (1) play.
- Teams must have four players within the gymnasium at game time or the game will be declared a forfeit. The restroom or parking lots are not acceptable. If a game starts with four players and a fifth player arrives after the game has started, that player may enter the game during the next dead ball whistle.

##### **18. THE GAME:**

- Jump Ball: Begins the game.
- During free throws, players can enter the lane on the shooter’s release.
- Dunking is allowed; however, **DO NOT HANG ON THE RIM. Hanging on the Rim will result in a Team Technical Foul.**
- Once a team is winning by 20 points or more in the last 2 minutes of the second half, the game will be called.
- The Officials appointed to each game will have complete authority of the game. Their decisions during the game are final.
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- Constructive comments regarding The Officials are welcomed and encouraged. Please submit any comments in writing to the League Director. Complaints regarding officials should be submitted in writing to the League Director and must contain points of fact. Team Managers, Players, and Spectators ARE NOT to discuss officiating with The Officials or the facility staff during or immediately after the game.
- Any player who starts bleeding for any reason during a game, must come out of the game immediately until the bleeding subsides or until the bleeding area is covered and blood is not visible through the bandage.

#### 19. **TECHNICAL FOULS:**

- **Foul Language** or obscene gestures will result in a technical foul. Please remember that this is a “Family Friendly” facility, and to act appropriately for those who watch you play.
- All technical fouls will result in two free throws shots and possession of the ball.
- Any player/coach who receives 2 technical fouls in a game will result in an ejection and must leave the premise immediately. All ejections will result in a 1 game suspension.
- Any player/coach who receives 3 unsportsmanlike technical fouls in the season will result in a suspension for the remainder of the season minimum.
- Any team that receives 3 unsportsmanlike technical fouls in one game will forfeit that game and must pay the \$30 Forfeit Fee.

#### 20. **OVERTIME:**

- If the score is tied, teams will move directly into overtime.
- Overtime will consist of 3 minutes.
- Each team will receive an additional time out for each overtime period.
- Season games that end in a tie will play an overtime period of 3 minutes. If the score remains tied at the conclusion of the 3-minute overtime, then the teams will play another 3 minute overtime period.

# FLAG FOOTBALL

*Any rules not covered may be addressed by the referee(s) before and during game play. The league director shall have the authority to make decisions on any points not specifically covered in the rules.*

## GAME TIME & SCHEDULE:

1. League play will consist of eight (8) games
2. Games will be scheduled on (Monday and) Wednesday nights and played at Palma Sola Park FOOTBALL FIELD.
3. Game times will vary, please check the schedule. A 5-minute grace period will be used at the start of the 1<sup>st</sup> scheduled game only. 5-on-5 games will begin once 4 players have reached the field and 7-on-7 games will require 5 players to begin.
4. No scheduling requests will be honored. Teams will not be permitted to make requests regarding the league schedule before or after the schedule had been completed. If a team is unable to play at the time and/or on the date that they are scheduled, the team must forfeit. *(play-offs and holidays included)*

## EQUIPMENT:

5. Teams are required to provide their own **2 (TWO) Flag belts**, Regulation Leather Football (official FHSAA or NCAA size balls permitted) and Team Jerseys.
6. FLAG BELTS:
  - All Flag Belts must be Triple-Threat Flag belts and measure exactly 15 ½” in length. (May not be altered)
  - Flag belts are required for all players on the field and in play. Flag belts must be worn above the waist with flags hanging loosely below the waist on each side and down the back of the player.
  - Players may not tamper with the flag belt in any way to gain an advantage including tying, using foreign materials, or other acts are considered illegal.
  - The flags must be in sharp contrast with the color of the player’s shorts/pants.
  - The entire flag belt assembly must be always completely visible. No part of the flag belt may be obstructed, concealed, or covered by any part of the player’s uniform or equipment. (See rule below)
  - In the case a player is wearing a towel and the towel obstructs the view of the flag, because the towel is considered a flag there will be no penalty.
7. JERSEY’S (Shirts):
  - Teams must have matching jerseys by **the 2<sup>nd</sup> week**. Jerseys must be like-colored and require numbers (minimum six inches) on the back of all jerseys.
  - Players on the same team will not be permitted to have the same number.
  - Jersey’s may not be altered or cut at the waist or belly.
  - Players must keep jerseys tucked inside a player pants/shorts at all times and may not “blouse out” over nor cover any part of the flag belt.
  - Players are permitted to wear clothes under their jerseys if all items are considered “tucked in” (Same applies to items with hoods).

8. Teams are not required to wear matching shorts/pants; however, these clothing items must not match the color of the flags. A player's shorts/pants may not have pockets, belts, belt loops, or belt tunnels. (These may not be taped and are considered a safety concern for you and others - No exceptions).
9. Players may wear a hand towel tucked in the front part of the waist/flag belt area. In this situation, the towel becomes a flag and can be pulled by a defender for a "tackle".
10. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed.
11. Sports cleats are limited to studs with projections, which do not exceed ½ inch in length and are made with nonabrasive rubber or rubber-type synthetic material, which does not chip or develop a cutting edge. **Metal spikes are prohibited.**
12. Mouth pieces are highly recommended, but not required to play.
13. **All jewelry is prohibited**, except to **medical bracelets and wedding bands. We recommend that medical bracelets be taped but visible.**
14. NO stickum or similar substance will be allowed. Infractions will result in player disqualification for the remainder of the game.
15. Football pads, casts, or metal braces are not allowed (knee/elbow pads are legal). Special padding may be used to protect existing injuries but must be approved by the referees.

#### **GAME DAY SIGN-IN:**

16. Teams must sign-in each night prior to their game. Team managers will be responsible for making sure all players are signed in each night before their game. Failure to do so will result in a team being charged a timeout until sign-in is complete. Players who arrive late will not be permitted to enter the game until they have signed in. Following Week 4, Game Rosters will be given to officials prior to the games starting.

#### **GAME PLAY:**

##### **17. CLOCK:**

- 5-on-5 play will consist of two (2) 20-minute halves. 7-on-7 play consist of four (4) 12-minute quarters. **\*There will be a Pro Clock in the Final Minute of the 2<sup>nd</sup> half. (Clock will stop for incomplete passes, score, or player goes out of bounce)**
- Running clock stopping for Time-outs, injury or at officials' discretion.
- There will be 30 seconds between plays, beginning with the end of the previous play. This is to include all scoring plays.
- Each team is awarded **two (2)** 30 second time-out per half. Teams will not be charged a time-out for an injured player.
- Unnecessary delay of the game is prohibited. If the ball is not put into play within 25 seconds after being spotted by the referee, it will be considered delay of the game and result in a loss of five (5) yards and replay down.
- Teams who score a touchdown as time expires in either half WILL NOT be permitted to go for the extra point or two. Score will remain as is (whether Final or carried over for the 2<sup>nd</sup> Half).



**18. PLAYERS (5-on-5):**

- Teams must have four players on the playing field at game time or the game will be declared a forfeit. If a game starts with four players and a fifth player arrives after the game has started, that player may enter the game during the next dead ball.
- Maximum of five (5) players are allowed on the field at any time.
- Teams may consist of 10 players at the game (5 field players and 5 substitutes).
- The offensive team must have all five (5) and ONLY five (5) players in the huddle.
- Unlimited substitution is allowed on any dead ball.
- All players must be 18 years of age.
- Injured players must leave the game for a minimum of one (1) play.

**19. PLAYERS (7-on-7):**

- Teams must have five players on the playing field at game time or the game will be declared a forfeit. If a game starts with five players and a sixth and seventh player arrives after the game has started, that player may enter the game during the next dead ball.
- Maximum of seven (7) players are allowed on the field at any time.
- Teams may consist of 15 players at the game (7 field players and 8 substitutes).
- The offensive team must have all five (5) and ONLY five (5) players in the huddle.
- Unlimited substitution is allowed on any dead ball.
- All players must be 18 years of age.
- Injured players must leave the game for a minimum of one (1) play.

**20. SCORING:**

- 6 points – Touchdown
- 2 points – Safety
- 1 point – Extra point (PAT) – a successful PAT from the 5 yard line
- 2 points – Extra point (PAT) – a successful PAT from the 12-yard line

**21. THE GAME:**

- COIN TOSS: Begins the game.
- KICKOFFS (7-on-7 Only):
  - Kickoffs will take place only at the start of the first and second halves. The kicking team kicks off from their 20 yard line except by penalty or designating the ball downed at the 20 yard line.
  - If the kickoff goes out of bounds the receiving team will choose to put the ball in play either from its 30 yard line or from the yard line where the ball went out of bounds. If the penalty occurred which resulted in the kicking team kicking from behind the 20 yard line, the receiving team may take the ball at the spot it went out of bounds or at the 30 plus the penalty yardage.
- Start of 2<sup>nd</sup> Half: Team who was on defense to start the game will now start the 2<sup>nd</sup> half with possession.

- OFFENSE:
  - The ball always starts on the five (5) yard line, except on interceptions.
  - All position changes except interceptions start on the offensive team's five (5) yard line.
  - (5-on-5) Teams have three (3) plays to reach the 25-yard line (midfield) and three plays to reach the end zone. If the offensive team fails to cross the midfield or score, the ball changes possession and the new offensive team takes over on its five (5) yard line.
  - (7-on-7) Teams have three (4) plays to reach the 20-yard line (midfield) and (4) plays to reach the end zone. If the offensive team fails to cross the midfield or score, the ball changes possession and the new offensive team takes over at the spot of the dead ball.
  - (5-on-5) The quarterback has Five (5) seconds to release the ball, if the rusher crosses the line of scrimmage the 5 second throw timer is no longer in effect. If a pass is not thrown within seven (7) seconds and a rusher has NOT crossed the line of scrimmage, the play is ruled dead and loss of down. Once the ball is handed off, the seven (7) second rule is no longer in effect.
  - No Kicking in the game
  - Point After Touchdown (PAT) is a pass, not kick.
- SNAPPING:
  - The ball must be snapped between the legs, not off to the side, to start a play.
  - The offensive team must have at least one (1) player on their scrimmage line (within a 1-yard zone from a line parallel with the ball) at the snap. Players in motion do not count as being on the line of scrimmage.
  - Play will start when Officials are in place.
- PASSING, HANDING THE BALL:
  - All passes must be forward and received beyond the line of scrimmage. Only one forward pass is allowed per down.
  - Only direct hand-offs and pitches behind the line of scrimmage are permitted.
  - A player who takes the hand-off or pitch can throw the ball as long as he does not pass the line of scrimmage.
  - Lateral or backward passes may be made anywhere on the field. There is no limit to the number that may be attempted in each scrimmage down.
  - Every member of a team is eligible to receive a pass including the quarterback, as long as the ball has been handed off behind the line of scrimmage. The passer becomes eligible to catch his own pass after a defensive player touches the ball.
  - A player must have at least one (1) foot inbounds when making a reception.
  - Intercepted passes may be returned from the opponent's end zone.
- RUNNING:
  - (5-on-5) The quarterback cannot run the ball, unless he hands it off behind the line of scrimmage and then receives the pitch.
  - (7-on-7) The quarterback can run the ball at any time.
  - Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for opponents to pull or remove the flag belt.
  - Runners shall be prohibited from contacting an opponent with extended hand or arm. This includes the use of a "stiff arm" extended toward an opponent.
  - The runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate.
  - **Spinning** while running will be permitted, however the runner must maintain contact with the ground and does not initiate contact with the opponent.
  - **Obstruction of a Runner-** The defensive player shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag.

- **Charging-** A Runner shall not charge into an opponent in his path nor attempt to run between two opponents, unless the space is such as to provide a reasonable chance for him to go through without contact.
- **Hurdling** is an attempt to gain yardage by a ball carrier and is ILLEGAL.
- The ball is to be spotted where the ball is at the time of the flag pull. Ball must break the plane for a first down and touchdown. It is recommended that the defensive player who pulls the flag, raise the flag in the air to show the referees.
- When a runner's flag falls off during a play (not by a defensive player) then the play will continue and the defensive players will use "One (1) Hand Touch" in place of pulling the runner's flag.
- "No Running Zones": five (5) yards before midfield and five yards before the goal line.
- **FUMBLES:**
  - Fumbles are dead balls the moment they touch the ground and may not be advanced.
  - It remains the possession of the team fumbled it.
  - If the ball is caught in mid-air, not having touched the ground, offense or defense may advance in this case.
- **DEAD BALLS:**
  - Ball carrier's flag is pulled.
  - Ball carrier steps out of bounds.
  - Touchdown or safety is scored.
  - Ball carrier's knee hits the ground.
- **DEFENSE:**
  - Defensive rush line is seven (7) yards for 5-on-5 play and five (5) yards for 7-on-7 from the line of scrimmage.
  - All players that rush the passer must be behind the rush line when the ball is snapped.
  - Once the ball is handed off, the rush line rule is no longer in effect and all defenders may rush.
  - Any number of players may rush the quarterback.
  - Players not rushing the quarterback may defend on the line of scrimmage.
  - Interceptions are the only changes of possession that do not start on the five (5/20) yard line. Interceptions may be returned for a touchdown or until the ball is ruled dead.
- **NO TACKLING IS ALLOWED! This is a NON-CONTACT sport!**
- **INADVERTENT QUICK WHISTLE:** When the referee blows the whistle before a play ends, the team in possession of the ball at the time of the quick whistle has the option of either keeping the yardage gained up to the point of the quick whistle or of returning the ball to the previous spot and replaying the down. In the event of a pass in the air at the time of the quick, the ball is dead and returned to the previous spot and the down is replayed. The referee may award a touchdown if he judges the ball carrier would have scored.

## 22. OVERTIME (5-on-5):

- If the score is tied, teams will move directly into overtime.
- A coin toss will determine who gets first possession. Possession will begin at the fifteen (15) yard line closest to endzone. The team with the first possession has two (2) downs to score. The defending team gets possession after the offensive team scores or fails to score. That team will then have two (2) downs to score.
- During the regular season, if both teams do not score, the team who earned the most yards

- will win the game.
- During the playoffs, if both teams do not score after the 1<sup>st</sup> round of overtime, the teams will enter the 2<sup>nd</sup> round of overtime. The same procedure will be followed as the first round of over-time, but teams will now be REQUIRED to go for a two (2) point conversion after each touchdown.
  - If still tied after the 2<sup>nd</sup> round of overtime, the teams will enter a 3<sup>rd</sup> round of overtime. The 3<sup>rd</sup> round will be Sudden Death. Teams will flip a coin to determine who will have first possession. The first team to score will win the game.

**23. OVERTIME (7-on-7):**

- If the score is tied, teams will move directly into overtime.
- A coin toss will determine who gets first possession. Possession will begin at the fifteen (20) yard line closest to end zone. The team with the first possession has two (4) downs to score. The defending team gets possession after the offensive team scores or fails to score. That team will then have two (4) downs to score.
- During the regular season, if both teams do not score, the team who earned the most yards will win the game.
- During the playoffs, if both teams do not score after the 1<sup>st</sup> round of overtime, the teams will enter the 2<sup>nd</sup> round of overtime. The same procedure will be followed as the first round of over-time, but teams will now be REQUIRED to go for a two (2) point conversion after each touchdown.
- If still tied after the 2<sup>nd</sup> round of overtime, the teams will enter a 3<sup>rd</sup> round of overtime. The 3<sup>rd</sup> round will be Sudden Death. Teams will flip a coin to determine who will have first possession. The first team to score will win the game.

24. Any items not covered in this section may be issued before the game; via e-mail from the league office or by the referees during the pregame meeting or through warnings to ensure players safety

**PENALTIES:**

**CHARGING**, Defense

Play continues  
10 yards from previous spot  
Replay down

**CHARGING**, Offense

Play continues  
10 yards from spot of foul  
Loss of down

**DELAY OF GAME**

5 yards, replay down

**DIVING**

Play continues  
10 yards from previous spot  
Replay down

**DUCKING HEAD INTO DEFENDER**

Play continues  
10 yards from spot of foul  
Loss of down

**ENCROACHMENT**

5 yards, play is dead

**EXTENDING BALL FROM BODY**

Play continues  
10 yards from spot of foul  
Loss of down

**FLAG GAURDING**

Play continues  
10 yards from spot of foul  
Loss of down

**GROSS UNSPORTSMANLIKE**

**FOUL**

½ distance to goal succeeding spot  
AUTO ejection of player

**HOLDING**, Defense (on ball carrier)

Play continues  
10 yards from previous spot  
Replay down

**HURDLING**

Play continues  
10 yards from spot of foul  
Down Complete

**ILLEGAL CONTACT**, Defense (w/o ball)

Play continues  
5 yards, LOS, AUTO 1<sup>st</sup> down

**ILLEGAL MOTION**

Play continues  
10 yards

**ILLEGAL PASS**

Play continues  
5 yards, Loss of down

**ILLEGAL PROCEDURE**

Play continues  
5 yards

**ILLEGAL SCREEN**

Play continues  
(Center) Previous LOS, (Down field) spot of foul  
Loss of down

**OFFSIDES**

Offense on kick-off or snap  
10 yards (play is dead)

**PASS INTERFERENCE**, Defense

Play continues  
AUTO 1<sup>st</sup> at spot of foul

**PASS INTERFERENCE**, Defense in end zone

AUTO 1<sup>st</sup> at 1yd line

**PASS INTERFERENCE**, Defense in end zone during PAT

1 pt. Attempt – Ball spot on 1 yard line  
2 pt. Attempt – Ball spot on 6 yard line

**PASS INTERFERENCE**, Offense

10 yards, LOS, Loss of down

**ROUGHING THE PASSER**

With or without touching the ball  
5 yards succeeding spot, AUTO 1<sup>st</sup>

**Flagrant**

15 yards succeeding spot, AUTO 1<sup>st</sup>

**Stripping**

10 yards from spot

**TACKLING**

Play continues  
½ distance to goal, AUTO 1<sup>st</sup>  
TD – referee option

**UNSPORTSMANLIKE FOUL**

15 yards

**Flagrant**

15 yards succeeding spot

**UNNECESSARY ROUGHNESS**

Play continues

15 yards

**Flagrant**

15

**Note: If there is not enough room to enforce the penalty, then use half the distance to the goal. Referees have option to assess any penalty yardage, toward AUTO 1<sup>st</sup> or TD or forfeit, to eject individual for any unnecessary roughness or unsportsmanlike foul or tackling. Unsportsmanlike conduct will NOT be tolerated!**

# CO-ED KICKBALL

*The following rules are for the Manatee County Adult Kickball League only! Officials will follow the rules of Softball; except where league rules supersede those rules. For all rules not covered here, please refer to the rules of Softball.*

## **GAME TIME & SCHEDULE:**

1. Teams will be scheduled to play on Friday nights.
2. Games will be played at G.T. Bray Park and Lakewood Ranch Park. (Palm sola Park if needed)
3. Game times will be 6:30, 7:30, 8:30 and 9:30 p.m. or 7:00, 8:00, and 9:00 p.m. A 5-minute grace period will be used at the start of the 1<sup>st</sup> scheduled game only. Game will begin once 8 players have reached the field.
4. The season will consist of 8 regular season games. If it becomes necessary because of time constraints, teams may need to play double headers.
5. In the case of scheduling conflicts caused by Weather, Rain or other reasons for Games to be called, Sundays would be reserved as a possible make-up day on a “if need” basis.
6. Teams will not be permitted to make requests regarding the league schedule before or after the schedule has been completed. If a team is unable to play at the time and/or on the date that they are scheduled, the team must forfeit. *(Play-offs and Holidays included)*

## **KICKING ORDER/LINEUPS:**

7. A team has the option to kick up to 20 players. The kicking order will allow for no more than two males kicking in a row. The order may alternate by gender. No players may be reinserted into the line-up. This is a set line up that you must alternate all the way through. This would mean that you could only have double guys to girls in your kicking line up. Additional guys are allowed to play the field but will have to be inserted in for another player as a substitute to kick. If a person has to be skipped over (person will arrive late, not enough females, etc), the team will have to take an automatic out for that person. **Ie 3 Females, 4<sup>th</sup> Female = Out, Kick 7 or 8 Males**  
Example: M-M-F-M-M-F-M-M-F-M-M-F is acceptable  
M-F-M-F-M-F-M-F-M-F- is acceptable
8. Substitutions into the kicking order are allowed. Once a player has been taken out of the kicking order, they are no longer eligible to kick for the remainder of that game. The player is still allowed to remain in the field. The substitution must be announced to the umpire and opposing team manager to make changes to the lineup card. Any substitutions not told to the umpire or other team will be addressed as the team is kicking out of order. A player CAN play the field and not kick.
9. Prior to the game starting, managers will exchange lineup cards. Jersey numbers must be provided for all starters and substitutions. A late arriving player may be added to the line-up card if they fit into the kicking order rules. The addition to the lineup card must be announced to the umpire and the opposing captain to make changes to the lineup card. Each Player must sign the sign-in sheet before each game. Once the sign-in sheet is given to the umpire during the plate meeting, the line-up is FINAL. However, if you have a late arriving player, the player must sign in before they are

allowed to play and be put at the end of the lineup. If gender rules apply, they will be put in the last appropriate spot.

10. A player CAN play the field and not kick. These players must still sign the game day line up (make a note on the sheet that the player is not a Substitute and will NOT go into the kicking order).

### **GAME DAY SIGN-IN:**

11. Teams must sign-in each night prior to their game. Team managers will be responsible for making sure all players are signed in each night before their game. Failure to do so will result in a team being charged a timeout until sign-in is complete. Players who arrive late will not be permitted to enter the game until they have signed in.
12. **Players must play in 4 regular season games to be eligible for playoffs.**

### **GAME PLAY:**

13. There will be one official per field during play. If an official is not able to be there for your game, captains have jurisdiction over play, or they may elect one person from each team to officiate the game. The teams can also elect a person from another team that is not playing at the time to come out there and officiate.
14. Prior to every game, the official will hold a meeting with both team managers/coaches. This short meeting will allow the official to discuss expectations that they have for the game. It will be an opportunity for the team manager/coach to express any questions concerning any type of rule clarification. Home team provides the kickball ball. The ball must be fully inflated and approved by the official before the game can begin.
15. Teams must have eight players within the playing field or dugout at game time or the game will be declared a forfeit by the umpire. The restroom or parking lots are not acceptable. If a team starts a game with eight players and the 9th and 10th player(s) arrive after the game has started, that player may be added to the bottom of the batting order. If a team starts a game with 10 players and another player arrives at the game, that player will only be permitted to enter the field and batting order through substitution.
16. **During the game, only the team manager is allowed to communicate with the officials regarding any questions or concerns about calls that are made.**
17. Innings and Time Limits:
  - Games will be played to 7 innings or 60 minutes, whichever is reached first.
  - At the 55-minute mark, no new half inning will begin unless the home team is trailing or tied.
  - If a game is tied after the full 7 innings and the time limit has NOT expired, the game will continue into extra innings until a winner has been decided or the time limit expires.
  - All Regular Season Games that play extra innings will be played by the Texas Tie Breaker Rule where last kicker goes to 2<sup>nd</sup> Base to start the inning. All kickers will have a full count allowing for only one pitch per batter (all pitches count as a strike no matter the location of the pitch). Batters are only allowed to have 1 foul ball in extra innings. Once time limit has expired in extra innings, the game is over. All Playoff Games that play extra innings will play by regular game rules.
  - Regular Season games can end in ties. Tournament games, a winner must be decided.
  - The official game time is held by the umpires.
18. Mercy Rule: 20 after 4 innings / 12 after 5 innings

19. Teams must always supply a catcher. The catcher must stay behind the batter/kicker and **OUTSIDE THE BATTERS BOX** until the ball is kicked into play.
20. Each team will need to always **have at least 3 female players** on the field when playing defense.  
Example: 6 males and 3 females or 10 Females and 0 males  
No gender rules will apply to positioning on the field. If a team fails to supply 3 females, the game will be officially forfeited (a \$30 forfeit fee applied) but a scrimmage can still be played. You can have more females than males
21. **Pick-up Player Rule:**
  - Teams may play with two (2) Pick-up player(s) each game.
  - No Gender – Fielding – Lineup Restrictions
  - Come out of the game when the team's original player(s) arrive.
  - Must be signed on another team's official roster of the current season.
  - Wear original team's jersey.
  - Must be noted as a Pick-up Player on BOTH lineups.
  - Pick-up Players will NOT be permitted during the playoffs.
22. The defense must always supply four outfielders. The outfielders must stay off the infield clay until the ball is kicked into play. Should the outfielders move onto the infield clay before the ball is kicked into play, the official will call dead ball. The kicker will be awarded first base and all base runners will advance one base.
23. **All throws made at a base runner must be made with good sportsmanship in mind.** For an out to be called, the defense must strike a base runner below the neck. Any base runner struck above the shoulders (on the neck or head) will be safe and all base runners will be permitted one extra base. Final judgment on if a throw was made above the shoulders will be decided by the official. A sliding base runner may be struck with the ball anywhere on their body. Therefore: **SLIDE AT YOUR OWN RISK.**
24. All defensive players must stay behind the chalked lines connecting third base, the pitching rubber and first base until the ball is pitched. At the release of the pitch, any defensive player may cross over the chalked lines (at the pitching rubber/1<sup>st</sup> & 3<sup>rd</sup> base) and move up to (but not across) the chalked semi-circle in front of the kickers box. After the ball is kicked into play, defensive players may move across the chalked semi-circle.
25. Defensive players are allowed to kick the ball in from either the outfield or infield.
26. Since catching a fly ball "regardless of height" in kickball is no sure thing, there is no infield fly rule. HOWEVER...there is a no "Cheese" rule. If the umpire thinks a fielder intentionally misses or does not try to catch a fly ball to make a double play, the kicker is out and both runners can stay at their occupied base. This is a judgment call by the umpire.
27. A play is not dead until the umpire calls time or the ball is in the possession of the pitcher.
28. Each team must supply themselves with a pitcher who pitches to their own team. That kicking team's pitcher will be eliminated from any defensive activity. If the kicking team's pitcher in anyway interferes with the defense making a play, the ball is dead, and the kicker is out.  
Clarification: Pitcher must remain on the pitching rubber to be free of interference. If Pitcher is directly hit upon kick, Ball is Dead/Strike. If pitcher is hit by a ball, after the ball has touched a defender (or runner) the ball remains live as the pitcher is "part of the field".



29. Each kicker is allowed only 3 pitches, which are all counted as strikes. A foul ball kicked on the 3<sup>rd</sup> pitch will result in a 3<sup>rd</sup> strike being called and the kicker being out.
30. All Kicks must be made with the plant foot inside the kicker's box. Should the kicker kick the ball into play without keeping a foot inside the box, the umpire will call dead ball. The kicker will return to the plate to try again, and all baserunners must go back to their occupied base. Should it happen twice in the same at-bat, the batter will be declared out and all baserunners must go back to their occupied base.
31. All kicks must be made by the foot. Any lower leg contact while attempting to kick the ball will be considered a kick regardless of where it strikes the leg or foot.
32. If a team kicks out of order and either team realizes it during the at-bat, then the team may send in the correct kicker to replace the wrong one and must assume the same count. If a team kicks out of order and the wrong kicker has already kicked the ball into play, then the defensive team must make the appeal to the official before the next legal pitch. Once the official agrees that the team has kicked out of order, then all runs do not score, runners go back to the base they obtained while the wrong kicker was at-bat and the correct kicker is automatically out.
33. If one of the three females is injured during the game and is unable to continue playing, the team may take an out when this player is up to kick. There will still be a player short on defense. **Team must maintain 8 players to continue playing.**
34. Bunting is allowed. However, the kicking foot must go in a forward motion to bunt the ball, not stop the momentum of the pitch.
35. All base runners must stay in the baseline while running the bases.
- Leaving the baseline to avoid a tag, a thrown ball or interfering with a fielder attempting to field a ball will result in the base runner being called out.
  - Leaving the baseline to avoid a collision with a fielder attempting to field a ball will be allowed.
36. If a person can kick, but not run, the kicker must make it to first base safely before a Designated Runner is awarded. After the kicker has kicked the ball and has advanced to First Base safely, they must let the umpire know that they will have a designated runner. After that has been awarded, the designated runner must be a person that made the LAST OUT of the SAME GENDER. Once this has been established, that Kicker who has been awarded a Designated Runner, must only kick for the rest of the game.
- Example: John was injured during the last game and is not able to run but can kick. John kicks the ball into the outfield and advances to First Base safely. John properly calls time and lets the Umpire know that he will have a Designated Runner. Matt, who made the last out, goes in and runs for him. John, for the rest of the game will not be able run.
37. 1<sup>st</sup> base will be "double bagged." All defensive players making a play at 1<sup>st</sup> base must use the inside bag. All base runners must use the outside bag, or "safety bag."
- Exception: On any force out attempt from the foul side of first base, or an errant throw pulling the defense off the base into foul ground, the defense and the batter-runner can use either the white or colored portion of the base.
  - For more explanation, refer to the ASA Rule 8 (Batter-Runner and Runner), Section 2 (Batter-Runner is Out), Part M (When using a double-base)

38. Base runners are allowed to over-run first base only.

- To safely return to first base after over running it, the base runner should:
  - Turn to their right
  - Remain in the base line or foul territory
  - Not appear to make or fake any attempt to go to 2<sup>nd</sup> base.
- Base runners that over run first will be in play and eligible to be tagged out if:
  - They make any move or fake towards 2<sup>nd</sup> base
  - Any move towards 2<sup>nd</sup> base will be interpreted by the official as intent to go to 2<sup>nd</sup>
  - The base runner's turn to the left results in the base runner entering fair territory

39. Leading off and stealing bases are not permitted. All base runners must remain on base until the ball is kicked into play. Failure to stay on base until the ball is kicked will result in the runner being called out.

40. Any base runner struck with a live kicked ball while off the base in fair territory is automatically out and the kicker is rewarded first base. If a base runner is struck by a live kicked ball in foul territory while the base runner is in foul territory, the kick is ruled a foul ball. No other base runners will be allowed to advance unless forced. If the base runner while on the base is struck with a kicked ball, play continues unless the base runner intentionally interferes, then the ball is dead and the runner closest to home is out.

41. Ground Rule Double- The ball is dead, and all runners are awarded two bases from the time of the pitch.

- When a fair ball bounces over, rolls under or through a fence or any designated boundary of the playing field.
- When the ball deflects off a defensive player and goes out of play in foul ball territory, deflects off a runner or umpire and goes out of play into foul ball territory, after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.

42. Kickball "Equalizer" Rule / COED vs OPEN:

- COED Teams = Adhere to Written Rules with Gender Rules (Fielding & Kicking)
- OPEN Teams = No Restrictions (Fielding or Kicking)
- COED team vs OPEN Team =
  1. All Teams will be labeled as "COED"
    - a. If a team fields less than 3 Females, they will be considered a "OPEN" Team
    - b. If a team fields 3 or more Females, they will be considered a "COED" Team
  2. COED Team will be given choice between a 4<sup>th</sup> Out OR Start Each Inning w/ the Last Batter on 2<sup>nd</sup> Base.
  3. Changes cannot be made during the game.

43. **Amendments/Changes:** Any time there is a change in a rule regarding the league; managers will be notified by email, or phone, or [teamsideline.com/manatee](https://teamsideline.com/manatee)

## **EQUIPMENT:**

44. Teams must supply one official size Kickball (8in) each game. The visiting team will have the option to choose which kickball of the two they prefer to use for the duration of the game. The ball must be fully inflated and approved by the official at the Plate Meeting with the other Team Manager present before the game can begin.
45. **All players must have athletic shoes during play. Approved footwear include Tennis Shoes, Molded Baseball Cleats, Soccer Cleats, Molded Football Cleats. Under any circumstances you MAY NOT wear metal cleats or metal tip cleats. If you are caught wearing metal cleats or metal tip cleats, you will be warned to remove the shoes, if you refused you will be ejected.**

# SOFTBALL

*The following rules are for the Manatee County Adult Softball League only! These rules WILL supersede any rules that are found in the ASA/USA SOFTBALL RULEBOOK. If the rules are not covered here, please refer to the ASA/USA guidebook. Note: With the changing of sanctions, please understand we may fail to list rules that are different than ASA/USA rules during this transition. For that reason, we ask that you respect the Officials decision on the field and notify me when rules may need to be listed or clarified. You are also permitted to **PROTEST** in the event you feel the official may be ruling incorrect.*

## **GAME TIME & SCHEDULE:**

1. Coed will play Sunday Nights, Open League Tuesday, and Thursday Nights.
2. Games will be played at G.T. Bray Park and/or Blackstone Park in Palmetto.
3. Time limit is 1 hour. A 5-minute grace period will be used at the start of each scheduled game time, not when game can begin. Game will begin once the minimum required number of players have arrived. Playoffs: No Game “time-limit”. Teams will receive 65 seconds between innings. Strike will be called for an offensive player not set in the box ready, Ball for a defensive player (pitcher).
  - Open League Game times will be 7:00, 8:00 and 9:00 p.m.
  - Coed League Game times will be 6:00, 7:00, and 8:00pm (\*5:00 and 9:00pm if needed).
  - **If the last regular season game is followed up by a playoff game, the regular season game will have a 55-minute time limit with both teams getting at least one more half inning (Home may get two). The game can end in a tie as a result.**
4. Teams will not be permitted to make requests regarding the league schedule before or after the schedule has been completed. If a team is unable to play at the time and/or on the date that they are scheduled, the team will have to forfeit. *Play-offs and Holidays included*)
5. Schedules will consist of 8 regular season games plus “playoffs”. \*Note: League Director reserves the right to reduce the number of regular season game and increase the number of playoff games, so long as 9 games are scheduled.
6. Because of the equalizer rule all teams, regardless of classification, may be placed in the same division and scheduled accordingly for the regular season and/or playoffs. When two teams with different classification ranks play each other the equalizer rules shall apply. In the event a lower team is playing an upper team with a incorrect lineup, all rules as they are written shall be followed (Equalizer and Protest).
7. Team Rosters FREEZE upon completion of your last scheduled Regular Season game. Players will not be permitted to sign just prior to playoffs and will be subject to protest if played. No Exceptions: Vacation, Sick, Leave, Work, Etc.

## **LINE-UP CARD & SUBSTITUTIONS:**

8. Teams must fill out a “Game Day Lineup” form before each game (except double headers). Team managers will be responsible for filling out a team line-up (including all substitutes/pick-up players), ensuring all players are properly signed for at the field and the form is **turned into the Scorekeeper 5 minutes before game time**. Umpires and team managers have the discretion to call a forfeit against teams that do not have a complete line up form or fail to turn the line-up in on time.

9. Substitutes must report directly to the scorekeeper when entering the game, whether on offense or defense. They are then asked to notify the home plate umpire before taking their place in the field or batter's box. If a 9th and 10th player arrive after the game has started, the player must report directly to both the scorekeeper and the home plate umpire. All substitutes entering the game must be signed on the GAME DAY LINEUP sheet. Teams are now permitted to finish the game with 8 players.
10. It is recommended that you put everyone on the GAME DAY LINEUP sheet in case someone arrives late. Once the GAME DAY LINEUP sheet is turned in, your batting order is final. If your 11th and 12th player arrive before the first pitch, but after the GAME DAY LINEUP sheet is turned in, then they must be added to the bottom of your line up.
11. Players' names (**& Jersey Numbers**) appear on the stats the way they are written on the Game Day Lineup. **Please be sure that all names are clearly legible.**
12. (Penalty) Inappropriate names written on the Game Day Lineup will result in a suspension of the team manager.
13. Nicknames or non-legible names written on the Game Day Lineup are subject to protest by the opposing team and at the discretion of the league director to determine if said listed player is eligible.
14. There is Unlimited "Runners" during a game. No Limit on Number of Runners in Game or on Field. No penalty unless a "put out".

### **STRIKE MAT:**

15. A "strike mat", **excluding home plate** will be used to determine balls and strikes. The catcher must allow the ball to strike the mat to be considered a strike or a ball will be called. If the softball touches **any** part of the mat on a legal pitch (4'-10' arc), it will be considered a strike. The strike mat is only used for calling balls and strikes. The strike mat is not home plate. Therefore, when a runner is trying to score, he/she must touch home plate to score. If he/she touches the strike mat and not home plate, and then is tagged, the runner will be tagged out. \*There is to be ZERO arguing of Balls and Strikes or if the Ball touched the mat, this is the officials call to call it as they believe it to be.

### **GAME PLAY:**

16. The rules of the game will be governed by ASA/USA Softball unless noted in these rules. Any rules listed below will supersede those found in the ASA/USA Rulebook. Please refer to the ASA/USA Rules located at [www.USASoftballFlorida.com](http://www.USASoftballFlorida.com)
17. BASE PATH –The imaginary direct line, as well as (3) feet to either side of the direct line, between a base and a runner's position at the time a defensive player is attempting to apply a tag.
18. Base Runners on 1st & 3rd will be permitted to come off the base, into foul territory, remaining with the bag or further away from Home plate. Upon contact, runner must re-establish contact with the base before advancing
19. Teams must have eight players within the playing field or dugout at game time or the umpire will declare the game a forfeit. The restroom or parking lots are not considered within the playing field. If a team starts a game with eight players and the 9th and 10th player arrive after the game has started, that player must be added to the lineup, and to the end of the batting order. If a team starts a game

with 10 players and another player arrives at the game, that player will not be permitted to enter the game as an extra player (EP). The only time that player can enter the game is as a substitute.

20. PITCHING:

- Pitcher shall be given three (3) warm up pitches upon beginning of game and when a new pitcher comes into the game. One (1) shall be allowed at the beginning of each inning pitched after the first inning pitched.
- The pitcher shall take a position with one or both feet in contact with the pitcher's plate and the ball in view of the umpire before delivering the pitch. His/her foot does not have to be in contact with the pitching plate upon release. The ball may be released up to six (6) feet behind the pitching plate. Exception: When releasing the ball in front of the pitching rubber, the pitcher must have pivot foot in contact with pitching rubber.
- Pump fakes/juking will be permitted for a maximum time of (3) seconds. The time count starts when the pitcher makes his/her first motion. Any pump lasting longer than (3) seconds will be deemed a dead ball and a ball will be awarded to the batter. **NOTE: No pump fakes, juking or quick pitches to females during COED league play.**
- The pitcher may not use the glove to pitch the ball, the ball must be pitched from a bare hand.
- The ball must be pitched underhand at a slow rate of speed and must arc at least four (4) feet from the ground and may not rise higher than ten (10) feet. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire.

21. PITCHING NET (Optional):

- **Use of County Pitching Net ONLY.**
- Is it suggested that the Pitcher continue use of a Face Mask and always protect themselves.
- Netting should be inspected by pitcher to ensure quality and safety.
- Use of Pitching Net (per team) is **OPTIONAL** and must be decided at the Start of the Game, remaining in use (or out) for duration of said game. EXCEPTION – COED – Inning by Inning is permitted)
- Net must remain in its pitched position and Pitcher must remain behind the net until a batted ball has come in contact with another player. **EXCEPTION: Pitcher may field a FLY BALL (Only).**
- **Batted Ball making direct contact with the net shall be considered a "Foul Ball - Strike".**
- Once initial contact of a Batted ball is made with someone or something other than the net, the net is then considered "part of the field" and contact thereafter is considered LIVE. (Exception – Under no circumstances shall a pitcher, or player, push, pull, or throw the net in a manner that is determined Intentional Interference, anger, or disruptive. If so, the Official may call "DEAD BALL" and said player could be ejected from the Game.)
- **OPEN LEAGUE** – Options A, B, or C to be Determined at Plate Meeting w/ Coach & Starting Pitcher from Each team requested.
  - a. If Both Teams elect to use a net, stealing will not be Permitted.
  - b. If neither Team elects to use a net, Stealing will remain.
  - c. If only one Team elects to use a net, Stealing will remain for both teams.

Please see Bullet Point # 4 & #5 – The use of the net is to assist with safety of the pitcher and not alter play of the offensive batter. Therefore, the rules are designed so that the position of the net is not altered during the pitch, back swing, or swing.

22. Run Rule: 20 runs after 4 innings, 12 runs after 5 innings.

23. EQUALIZER: Games involving teams from two different levels of play will experience the following restrictions. (Open & Coed, Regular Season & Playoffs)
- Teams who are leading at the start of the At-Bat will be limited to 8 runs scored
  - Teams who enter trailing at the start of their At-Bat will be limited to scoring 8 more runs than their opponent.
  - There will be no (run) restrictions in the 7<sup>th</sup> inning
  - Teams ranked one level lower will be awarded 1 run at the beginning of their At-bat, even if they reached their 8-run limit OR permitted to add an 11<sup>th</sup> Fielder (5-man IF). Teams electing to utilize the extra fielder must inform the Officials & Scorekeeper at the start of the game and cannot be changed once a Run has been awarded or an extra fielder has been used.
  - At the League Director's direction, Teams may be classified "Elite". Elite Teams, when playing "B" teams would adopt both Equalizer rules; 1-Run per inning AND 11<sup>th</sup> Fielder. Same applies to "A" teams playing "C", two levels. Coed Batting rules remain.



HOME RUN RULES	
LEAGUE	HR's
Open/Coed A	10 & I.E.
Open/Coed A/B	8 & I.E.
Open/Coed B	6 & I.E.
Open/Coed B/C	5 & I.E.
Open/Coed C	4 & I.E.
35 and Over	
Draft League	Total of Dice

24. Drop Down Rule: Teams are permitted to have up to 4 drop-down players from one level above or 1 drop down player from two levels above. Additional ranked players may appear on the roster, however no more than the listed amount are permitted **IN THE GAME, AT THE SAME TIME**. This rule does include "the Runner", who would be considered "in the game" and must be listed on your team's roster. Classification Adjusts for players and/or teams will not be made during the season. It was the coach's responsibility to secure the correct roster and it will be their responsibility to correct it.

25. Coed League Rules:

- Min. 4 Females required – In Lineup & On Field
- No Position Restrictions
- No more than 2 Males may bat in order. See Coed Kicking Rules for Specifics. Females may only walk when the Male batter directly before them walks.
- All outfielders are required to play behind the 200 ft line when any batter is up to bat. (Penalty: All base runners advance 1 base, Batter is safe at 1<sup>st</sup> base.)
- Female infielders are permitted to play back a "few" steps onto the grass when a male batter is up. However, this does not allow a female outfielder to play a few steps off the clay as a 5-Man Infield.
- No Stealing in ANY Coed Division.
- All Divisions will have the option each game for their females to use an 11-inch (approved) Softball. This decision must be stated to the officials and opposing team at the pre-game plate meeting.
- If a female gets injured and removed from the game but has no substitute to fill in, then she will be an out for her remaining at-bats or the team has the option to take a male out of the line-up (keeping 8 total in the line-up) in which both will be skipped over.



26. Pick-up Player Rule:
- Teams may play with a Pick-up player(s) each game; however, they must have 8 of their own players to avoid the forfeit before they can pick up a player from another team.
  - Coaches must inform scorekeepers of pick-up players, which must be circled on the game day roster.
  - Teams can only pick up **TWO** persons to make **10** players total, no gender restrictions.
  - All Pick up Players must abide by these rules to be eligible players: (Penalty: Ineligible Player)
    - Come out of the game when the team's original player(s) arrive.
    - Signed on another team's official roster of the current season.
    - Wear original team's jersey.
    - Play catcher, 1<sup>st</sup> Base, or Right Field **ONLY** and **Must Bat Last!**
    - Pick-up Players will NOT be permitted during the playoffs.
27. Only coaches or managers are allowed in the press box before a game (unless you are signing the game day line up). Players, coaches, and managers are not permitted to ask the scorekeeper for the team's statistics following a game. If you wish to inquire about your team's stats, e-mail [mcstats@verizon.net](mailto:mcstats@verizon.net)
28. Extra Innings: In the event of extra Innings a "Texas" Tie-Breaker shall be used placing the last batted out on 2<sup>nd</sup> with a 1-pitch per batter until a winner is decided. There will be no additional innings once time-limit has been reached. For Home-Runs, the Home Team cannot go "up".

### **EQUIPMENT:**

29. Manatee County **REQUIRES** all that all pitchers wear a mask when pitching. It is the responsibility of each manager to ensure the player they assign to pitch is aware of this rule and intends to follow. Failure to do so will result in a stoppage of play until the issue is resolved (pitcher is replaced, or mask is worn). If the issue is not resolved in a timely manner (per the officials) the game may be called, and the opposing team would be awarded a win.
30. BAT RULES:
- The Manatee County Softball league shall follow the USSSA bat rules, requirements and approved bat manufactures as stated on their website.
  - In addition to the USSSA bat rules ALL bats must be submitted for Testing at the GT Bray Park – Athletics (Gymnasium) office. Bats must pass the compression test with a 240+ rating.
  - A Manatee County, 2024, sticker will be placed on all bats which have passed compression testing. Bats that do not have a sticker, or a sticker that has appeared altered or falling off, are not allowed for league play.
    - **PENALTY: Batter using a bat without a sticker will result in an OUT (dead ball – runners return) & Batter Ejected. Player's "AB" starts when they first enter the Batter's Box.**
  - NOTE: Senior NOR USA/ASA ONLY bats are not permitted in Manatee County League play.
  - The game official has the right to deny any bat for play or to remove a bat from play if determined "unsafe". If a bat was denied or removed, it is the responsibility of the bat owner to bring the bat into the Athletics/Camp office to be re-tested, Sticker is to be removed.
31. BALL RULE: All balls must be Non-Sanctioned (No Stamp) or USA/ASA approved (Stamped Balls), 44/400 or 44/375, Softballs. Softballs with other Association Stamps are not permitted and will be removed from the game. Penalty for Illegal (or Altered) Ball: Batter Out, All Base Runners are out, and Coach/Manager ejected.



32. For the safety of all participants, the Manatee County Sports & Leisure Services department does not encourage players to wear jewelry while participating in sports activities. All jewelry worn by a player including wedding bands and medical bracelets will be allowed at the players own risk. This risk includes harm or damage to other players else harmed because of the player's jewelry while participating in sports activities on Manatee County property.
33. Shoes must be worn by all players. **Metal spikes, hard plastic replaceable spikes, sandals, and open toed shoes** are not permitted. (Penalty: Player Ejection)
34. JERSEYS: Teams jerseys are encouraged (see rule below) but not required. However, all players must have an Arabic whole number (0-99) of contrasting color, at least six inches high must be worn and visible on the back of all shirts. Coaches, if players with duplicate numbers appear on your team. Please get with the scorekeeper to help identify between the two; this may be a certain color hat or shorts. Scorekeepers are not to be held accountable for incorrect stats.
35. Away Teams: if your team is in matching jerseys (Style, Color, & Numbers – Logo Does not matter) and the home team is not, you may appeal to the home plate umpire (who will inform the scorekeeper and opposing team). If the home plate umpire agrees your team will then become the Home team. The appeal must take place before the end of the coaches meeting and is not a protest able rule.

#### **CLASSIFICATION:**

36. Players who have participated in Manatee County Parks & Natural Resources Adult Softball league have been classified to play in the appropriate division (This does not include church softball league). To help place teams in the appropriate league setting, we have created the following system.
  - All players were originally ranked based on their team's classification. This list may be reset at the League Director's discretion, reclassifying players per their current placement.
  - League Director does not place teams in specific classifications, your team rosters and the players individual rankings do. Any team withholding players to obtain a lower team classification will be subject to protest/forfeit for each game or correct their roster. The Coach/Manager will not be able to request a different classification or schedule change after the schedule has been set and published.
  - Teams are permitted 4 players ranked 1 level above OR 1 player 2 levels in the game/line-up at one time. Teams are permitted to have more ranked players; however, it is the coach/managers responsibility to substitute players within the rules.
  - Players are subject to reclassifications as follows.
    - Teams (& Rostered players) are reclassified "up" by the League Director when completing a successful season, Regular Season and/or Playoffs. Movement is not based on records or championship, but rather competition. A Team that goes 8-0, run-ruling multiple teams is not the same as the team that goes 8-0 and wins every game by 1 run.
    - Teams (& Rostered players) are reclassified "down" by the League Director when completing an unsuccessful season, Regular Season AND Playoffs. Team(s) that go 0-8, losing each game by 1 run are not the same as a team that gets run ruled multiple games.
    - Multiple teams may move up or down, each season.
    - Team Rosters, using Team Stats), will be used to reclassify players. Players moving down will have had to play a minimum 4 games. Players moving up may be a combination of games played and/or playoff participation, legally or illegally.
    - Individuals may submit requests to be reclassified (or appeal) for the following season. Any request received once schedules are being made will be considered late and will not be changed for the upcoming season. Requests must be sent to the league director by e-mail, by the player or coach/manager.

- A batting average of .600, and Home Runs, will be used when considering one's request to be reclassified. Statistics from multiple seasons/years will be used.
37. It is the responsibility of the team coach to know the appropriate ranking of all players invited to play on your team. Staff does not look at all levels of play unless asked or upon proper protest. Once the season begins all issues regarding a player's classifications must be protest by the opposing team and done so at the fields. If another coach or player brings it to the league directors attention other than by means of protest and per the stated rules, the league director will then provide notice to the team/player in question allowing them to correct the issues without penalty. League Director will not reclassify a player once the season has begun per the Manatee County player rankings.

#### **CLASSIFICATION SYSTEM FAQ's:**

38. Where do I find the Manatee County player ranking list?
- Lists remain published on [www.TeamSideLine.Com/Manatee](http://www.TeamSideLine.Com/Manatee) under "Downloads".
39. How is my ranking determined?
- Please see details listed in Rule #32.