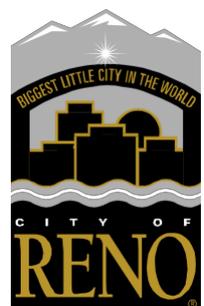


CITY OF RENO SOFTBALL



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and Community Services Department softball leagues will be governed by current ASA rules and regulations unless superseded by this document.

RULES and REGULATIONS



CITY OF RENO
PARKS, RECREATION, & COMMUNITY SERVICES DEPARTMENT
ADULT SOFTBALL PROGRAM RULES AND REGULATIONS

NOTICE OF POTENTIAL DANGER OR RISK

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

ASA TEAM INSURANCE INFORMATION

Individual team medical insurance is available, for an additional fee paid to ASA, through the association and information is available at the Athletics Office. ASA insurance information can be found on the front page of the ASA Softball Rule book.

FIELDS

1. LOCATIONS OF SOFTBALL FIELDS

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

2. Please remember, this is an outdoor league. Adverse weather conditions such as rain, smoke, dust, snow, and wind are possible. We will do our best to make sure the games are played at their scheduled times as long as the conditions are safe.

3. The outfield distances are: Reno Sports Complex = 300 feet

4. PRACTICE FIELDS

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

5. PLAYING FIELDS

The base length for slow pitch for the City of Reno for **ALL LEAGUES AND DIVISIONS** is **70** feet. Pitching distance for slow pitch is 50 feet. For the safety of pitchers, a pitching lane will be instituted. The pitcher may take a position from the front edge of the pitcher's plate to six feet behind the pitcher's plate, but within the 24 inch width of the pitcher's plate.

6. WARM-UPS

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

USAGE RULES: FACILITIES AND FIELDS

1. FACILITY ASSISTANTS

City of Reno staff is scheduled at the Reno Sports Complex during all softball games. Facility Assistants are hired to oversee operations during league play (field maintenance, accidents, incidents, etc.). The Facility Assistant can be found in the Sports Complex office or patrolling the complex. Please respect and cooperate with all precautions and decisions made by the Facility Assistant and other PRCS staff. * There will be a mandatory meeting between the umpire and the manager prior to the start of the game. This person will be the one to address the umpire during the game.

2. SPORTS OFFICIALS (UMPIRES)

If you have any problems with an umpire, please contact the Facility Assistant and fill out a complaint or incident form and turn it into the Athletics Office. If the Supervisor of Officials does not respond within 5 days, please contact the Athletics Office. **DO NOT TAKE THE MATTER INTO YOUR OWN HANDS.**

3. SPECTATOR & PLAYER SAFETY

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

4. CHILD CARE

Guardians must supervise children at all times when at a softball complex. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the complex. Children are not to be on the fields during games. Children are not allowed in the dugout before, during, or after the game.

5. FOOD AND BEVERAGES

The PRCS Department does not allow food and/or beverages into the Reno Sports Complex (no ice chests or glass containers). We do allow water in squeeze bottles. Consumption of food or beverages in the parking lot is also not allowed (no tailgate parties). Facility Assistants have the authority to confiscate any items including containers, ice chests, and cans. Beer purchased at the snack bar is allowed only in spectator areas and not on the field or dugout areas. Anyone participating or intending to participate in a game shall refrain from consuming alcohol during or prior to their scheduled game. Anyone not abiding by these rules shall be removed from the facility.

6. FIRST AID

A limited first aid supply is available at the Reno Sports Complex ball fields. They are located in the Athletics Office. Please contact the Facility Assistant to assist you. Paramedic, fire, and police services are within minutes of the facilities. Teams are ultimately responsible for their own first aid supplies.

7. BLOOD RULE

A player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If it is in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- a) Stop the game and allow treatment if the injured player would affect the continuation of the game. (i.e. major injuries, not scrapes, etc.).
- b) Immediately call a coach or other authorized person to the injured player.

- c) Apply the rules of the ASA regarding substitution, short-handed player, and re-entry if necessary. **EXCEPTION: A team can play short-handed without the penalty of an out. You cannot drop below 9 players.**

8. LOST AND FOUND

The lost and found is located in the Athletics Office. Please contact the Athletics Office for information on lost and found items, (775) 657-4657. To retrieve an item, you must be able to describe it in detail. We strongly suggest that you place your name and phone number on all equipment. We are not responsible for any items left behind. Items are kept for two weeks and then given to charity.

9. MAINTENANCE

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

10. WEATHER

Scheduled games can be postponed or rescheduled due to weather conditions or other unforeseen circumstances. This decision will be made by an athletics staff member and games will be rescheduled as determined by the Athletics Staff. If time allows, team managers will receive notification of rescheduled games in the mail, otherwise managers will receive a phone call or an email with notification of the reschedule. **NOTE: While staff will make every effort to reschedule games for the same night of the week during the regular season, rescheduled games may take place on a different night of the week than your preferred night of the week.**

In the cases of inclement weather, please check our website or facebook page for updates.

DO NOT CALL THE ATHLETICS OFFICE FOR FIELD CONDITIONS OR STATUS OF SCHEDULED GAMES. FIELD CONDITION WILL BE DETERMINED PRIOR TO THE FIRST GAME.

Please remember, this is an outdoor league. Adverse weather conditions such as rain, smoke, dust, snow, and wind are possible. We will do our best to make sure the games are played at their scheduled times as long as the conditions are safe.

LEAGUE INFORMATION

1. **GAME SCHEDULES** – A copy of league schedules is provided to all team managers. It is the manager's responsibility to inform all players of game times and schedules.
2. **GAME CARDS**
Please complete the game card prior to your scheduled game time. The cards are available from the umpire on your scheduled field. Please fill out the back of the card with your line-up using players' names and uniform number. Initials are not proof of a player's eligibility. Return the card to the umpire or to the other team if they have not submitted their line-up.

In order to ensure the most accurate standings, BOTH team's managers must review and sign the game card at the end of the game. By signing the game card you are agreeing that the final score is CORRECT, so please check it before you sign the card.
3. **STANDINGS**
Please verify that standings are correct week by week. All standings will be updated each week and will be posted at the Reno Sports Complex and on the website, www.reno.gov. If you have any corrections or questions regarding the standings, please notify the Facility Assistant or you can e-mail the Recreation Coordinator in the Athletics Office.

4. **PLAYOFFS** – The top three teams in each division will be placed into the post-season tournament. Those teams that have taken first place in their leagues may be moved up to the next higher tournament bracket.
- a. ***** FORFEITS – If a team forfeits either one or both of their final games their position in the standings is revoked and they will lose their slot in the post-season tournament.**

5. TIE-BREAKING

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

- a) Head to Head Competition
 1. If two teams are tied, it's the team that defeated the other in head to head competition. If they are still tied go to b).
 2. If three or more teams are tied, it is the head to head record of all teams involved in the tie. If they are still tied go to b).
- b) Least runs allowed, between tied teams only. If still tied, go to c).
- c) Least runs allowed in all league games. If still tied, go to d).
- d) Flip a coin.

******Forfeits may be taken into consideration when determining tie-breakers******

PLAYERS AND TEAMS

1. **PLAYERS AND TEAMS** – Players must be 18 years or older to play. Players must have identification available for roster checks. Players may not play on more than one team per night per classification (Men's, Women's, Co-ed). **LEAGUE AND POST-SEASON TOURNAMENT SCHEDULES CANNOT BE WORKED AROUND PLAYERS WHO PLAY ON MORE THAN ONE TEAM.**

Men's slow pitch teams are allowed to use up to ten (10) players on defense and two additional hitters (12 batters).

Co-ed may bat 9, 10 or 12, NOT 11. You cannot add an additional hitter once the game has started.

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

2. ROSTERS

All teams will be registered with the Amateur Softball Association. Maximum number of active players per roster is **twenty (20)**. All team managers must have a roster completely filled out and turned into the Athletics Office before your team can participate in a game. All additions and deletions to the roster must be made in writing and signed by the manager after league play begins. Deadlines for adding players will be announced at the Manager's Meeting. There is a liability issue if we do not have a complete and correct roster on file. **If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the Athletics Office in City Hall located downtown at 1 East 1st Street - Reno.** The Athletics Office phone # is (775) 657-4657

Protests – Judgment calls will stand. Only rule interpretation calls may be protested. When a matter of protest arises during a game, the manager of the protesting team must **immediately**, before the next pitch, notify the umpire and opposing team that the game is being played under protest. This will be followed by submitting a written report, with the required fee, of the protest within twenty-four (24) hours of the time of the game protested, to the Athletics Staff at the Athletics Office at the Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The phone number is (775) 657-4657.

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

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

3. **BORROWING PLAYERS**

To eliminate forfeits with not enough players, teams may “borrow” player from another registered City of Reno team, so as long as the player is legitimate player with a waiver. This rule is **VOID** during **ANY** playoff game.

A team may only borrow players:

- a. If they have less than 9 players for the game.
- b. A team must have a minimum of 6 players from their roster on the field, and can only add up to 3 additional players **ONLY**.
- c. If a team has only 5 players or less from their current rosters, they would be unable to add enough players to field a legal team for the game. The game will be considered a forfeit.
- d. If the team borrowing players has a player arrive late to the game, those players **MUST SUB** in for the borrowed players to play. You cannot insert that player into the lineup as an additional player (i.e. If you start a game with 9 players and 2 of those 9 are subs, you must continue to only have 9 players with 8 from your roster and 1 sub.)
- e. Players can play up but not down in divisions. (i.e. A Men’s 1 player cannot play in a Men’s Novice league)
- f. The Uniform Rule Penalty will still be in effect for any borrowed players. (1 run for all players not in the same uniform)
- g. The word “SUB” must be written on the scorecard next to the players that are being borrowed.
- h. A player cannot play for another team within the same league/night. (ie. Cannot play for a Weds. Men’s III team right after finishing his own Weds. Men’s III game)

4. **UNIFORMS**

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

- a) Be the same color, and/or have the same logo.
- b) All uniforms must have a **4 inch** number on the front, back, or sleeve of the uniform. The numbers must be permanently affixed to the jersey. (NO DUCT TAPE!)

A team will be penalized **by the umpire** one run for every player who enters the game without the

proper uniform. Each team MUST have the proper uniform by the **THIRD** game.

Metal cleats: Steel cleats and cleats with metal exposed will not be allowed. Any player discovered with metal cleats before the game will be told to remove them and given the opportunity to change into appropriate footwear. Any player discovered with metal cleats during the game will be declared out and ejected from the game.

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

5. FORFEIT

Teams must have a minimum of nine (9) players, (the combination of players depends upon the league, such as Co-Ed, Men's, etc.) to start a slow pitch game. If a team starts with the minimum number of players and the tenth (10th) eligible player arrives, they may be added at any time at the bottom of the line-up. Teams may not add the additional hitter after the game has started.

- a) If a player is injured, disqualified, or there is an emergency, and cannot continue playing the game will continue under the ASA short-handed rule, except his/her position in the batting order will not be an out. **Exception:** You cannot drop below nine (9) players.
- b) If a player is ejected from a game, or has to leave for any reason other than an injury, and there are no legal substitutes, the game is forfeited to the opposing team. Substitutes can replace an ejected player.
- c) There will be a five (5) minute grace period for all games, except the 9:45pm game. The opposing team will automatically receive two (2) runs. The game clock will begin running at game time. *For the 9:45pm game, game time is forfeit time – there will be no grace period.* This grace period is from the original game time, not when the game actually begins.

In the event a forfeit needs to be called, the umpire must report immediately to the Sports Complex office for confirmation. Any teams or individuals, who have an issue regarding the forfeit, please bring it to our attention then.

ADDITIONAL FORFEIT RULES:

- **If a team forfeits either one or both of their final games their position in the standings is revoked and they will lose their slot in the post-season tournament.**
- There is a \$25.00 fee for every forfeit a team has after the first forfeit.
- Any team forfeiting two (2) games will be placed on probation for the remainder of the season. Once on probation for excessive forfeiture, a team that forfeits a third game will be subject to removal from the league and relinquishment of all fees.

GAME PLAY

1. PLAYING RULES & EXCEPTIONS – The City of Reno Parks, Recreation, and Community Services Department softball leagues will be governed by current ASA rules and regulations unless superseded by this document.

2. EQUIPMENT

One (1) new softball is provided by the PRCS Department for each game. We do not supply any other equipment. Foul and home run balls must be retrieved immediately during play.

Balls – The following ball will be used for the softball leagues:

- a) Men's Slow Pitch – Dudley HYCON .52 COR
- b) Women's Slow Pitch – Dudley SY11RF .44 COR

Illegal Bats – ALL triple wall, Titanium, or any other bat not specifically labeled ASA softball certified, or one that has been modified are illegal and MAY NOT be used in play. There are some ASA stamped bats that have been banned so be sure to check the banned bat list (which can be found at www.asasoftball.com under the tab "Certified Equipment). A current listing of illegal bats will be available at the fields. We reserve the right to prohibit the use of any piece of equipment, regardless of their qualifications through the Amateur Softball Association, at any time during the season.

3. PLAYING FIELDS

The base length for slow pitch is 70 feet and for fast pitch is 60 feet. Pitching distance for slow pitch is 50 feet, 46 feet for men's fast pitch, and 40 feet for women's fast pitch. For the safety of pitchers, a pitching lane will be instituted. The pitcher may take a position from the front edge of the pitcher's plate to six feet behind the pitcher's plate, but within the 24 inch width of the pitcher's plate.

Outfield distances are: Reno Sports Complex = 300 feet Idlewild Field #3 = 310 feet

4. GAME LENGTH

The umpire will be the official time keeper. New innings will not begin after 55 minutes except in tie games. Tie games will be decided by one (1) or two (2) innings, if needed. Games tied after the two (2) inning extension will be called and declared a tie. In the playoffs, the "International tie breaker rule" will be used starting in the third extra inning played. If tie games have bearing on a playoff spot, there may be a two (2) inning game to break the tie. This will be at the discretion of the Athletics Staff. The game clock will only be stopped for an injury, maintenance, or during a protest. For the integrity of the game, we ask that you do not utilize excessive delay or stall tactics. If, in the judgment of the umpire you are using excessive delay or stall tactics, a warning will be given. If it is repeated, the umpire will forfeit the game, 7-0, in favor of the opposing team.

Run Rules or "Mercy" Rules – A 20-run rule will be in effect after 3 innings, a 15-run rule will be in effect after 4 innings, and a 10-run rule will be in effect after 5 innings.

5. SCOREKEEPING

The umpire will be responsible for the official scorebook. Each manager or representative must legibly record their line-up on the score card prior to the game. Remember, **players' names and uniform number must be recorded** on the back of the card. All substitutes should be listed on the card either before the game or added at the time of substitution. If there are any questions, regarding the score, they must be resolved by the umpire prior to the start of the next half inning, or the score stands as is. Managers, please keep on top of the scores each inning.

6. SUBSTITUTIONS

All substitutions must be reported to the umpire either on the card prior to the game beginning or at the time of substitution. Starting players are allowed to leave and re-enter the game once, provided they return to the same place in the batting order. All Novice Divisions are granted unlimited substitutions. Managers must announce when subs are coming into the game and announce re-entry as it occurs. Once a substitute is removed from play they may re-enter in the same spot, provided that the batting order has not changed.

7. SLIDING

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

8. DISQUALIFICATION

A player may be removed from the game for the safety of other participants but not due to malicious or uncooperative behavior. In the event such removal is deemed appropriate by the Official, the Official may disqualify the person instead of ejecting the person. This decision is at the Official's discretion.

A disqualification allows a team to drop down a player as long as they don't drop below 9 players, and as long as, in the co-ed league, the male to female ratio is maintained (4:5, 5:5, or 6:6). If the ratio is off, an additional player may have to be removed from the batting order to establish a suitable line-up.

If a player or team escalates a situation beyond a disqualification, such as showing objectionable dissent to the Official's decision, an ejection may be issued. At that time, the rules governing the ejection of a player (Section B, Rule 12b) must be followed.

9. HOME RUN RULE

All leagues (except Novice Leagues) will have a "One-Up" homerun rule in effect. With this rule, a team can be no more than one (1) home run ahead of the opposing team at any time. Any home run above and beyond the one (1) home run will be an out. For example, if in the 1st inning your team hits one home run, any other home run hit will be an out. If in the next inning the opposing team hits two home runs (their first one, and then one to go ahead of your team), any other home run they hit after that will be an out until your team hits one or two more home runs. Any team hitting a home run will have to feed in a replacement ball. Each team is responsible for retrieving their own ball when it goes out of play.

10. COURTESY RUNNERS

All leagues may use courtesy runners during the game. You may only use one courtesy runner per inning. The player must make it safely to first base before the courtesy runner will be allowed to enter the game. **The courtesy runner may be any player of the same sex. If the courtesy runners position in the lineup comes up while on base, the batter will be considered an out.** In Co-ed leagues the courtesy runner must be the same gender as the original runner (male for male, female for female).

11. CO-ED LEAGUE

Co-ed Teams usually play with five (5) men and five (5) women. There must be at least nine players to start a game. The ratio must be at least five (5) and four (4) with either gender in the majority. Co-ed teams may also play with ten (10) players and/or bat twelve (12) players. In both cases the ratio between men and women **MUST** be equal. The batting order will always alternate between male and female even if playing with only nine (9) players. Teams may use a male or female pitcher during play.

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

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

Commit Line: A home plate commitment line will be used. The commitment line shall be marked perpendicular to the third base foul line 20 feet from home plate. Once a runner steps on or past the commitment line they must run home, defensive players can put the runner out by touching home plate while holding the ball as a force out no matter the baserunner situation on the field.

12. PITCHING

Each pitch must have an arch a minimum of six (6) feet from the ground to a maximum of ten (10) feet from the ground. In division 2 – novice any ball that hits the plate or mat shall be called a strike. In division 1 the ball must pass between the batters shoulders and knees, and land behind the plate to be called a strike. The pitcher must release the ball in an underhand motion. Pitching between the legs or behind the back is not allowed. To start the game the pitcher will be allowed up to five (5) warm-up pitches during a one minute time span. Each half inning thereafter, three (3) pitches will be allowed.

Safety option: The pitcher will have the option of pitching from anywhere inside an area starting at the pitching rubber, extending 6 feet back toward 2nd base (24in. x 6ft).

13. BATTING

For all leagues, the count will begin at 1 ball and 1 strike, meaning three (3) balls will be a walk and two (2) strikes an out. Any foul balls are considered a strike, unless the batter is female with one strike left. Runners may tag and advance on a foul ball once it is caught. Teams using an additional hitter must begin the game with the additional batter. Any player on the batting line-up may play defense at any time. For co-ed teams, the same is true, however the ratio of female: male players must be equal if additional batters are used. If due to an injury, the league will be using the ASA shorthanded rule (Rule Supplement #48, pg. 147).

14. NOVICE LEAGUES

- Any ball that hits the plate or mat shall be called a strike.
- There are no home runs over the fence allowed in Novice leagues. Any over the fence home run will result in an out.
- There will be a 20 foot commitment line for home plate in Men's and Coed Divisions.
- Players are not allowed to touch home plate when scoring a run. There will be a line for home plate that players need to simply run past to score.
- There will be a 5 run limit per inning for each team. The last inning only will be used as an open inning allowing teams to score as many runs as they can. Note: If the visiting team is ahead by 10 or more runs entering the last inning, the home team will bat first in an attempt to tie the game or take the lead. If they cannot, the game will then be over.

MANAGER RESPONSIBILITIES AND PLAYER CONDUCT

Below are certain behaviors that the League won't tolerate. The City of Reno reserves the right to modify this list at any time, without notice, and reserves the right to determine penalties on a case-by-case basis. Violations of League rules and/or players, managers, and/or spectators engaging in certain behaviors such as those listed below may result in penalties for a Player and/or a Manager and/or a Team that may include, but are not limited to:

- Warning given
- Disqualification Issued
- Immediate ejection from the facility
- Warning/probation for a certain time period
- Suspension from games
- Suspension from League
- Suspension from future leagues
- Life suspension from all leagues
- Charges filed with law enforcement

1. NO PLAYER SHALL:

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

2. NO PLAYER SHALL:

At any time lay a hand upon, shove, strike or threaten an official or staff. The player is ejected from the game and must leave the facility immediately. The incident & player information will be forwarded to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered. They will not be allowed to participate in **any** games until the incident is reviewed and a course of action determined. Only when the team and/or player has been notified if or when they can resume play in the league, may they participate in the league on any level. This includes as a spectator, coach, or player in **any** teams, leagues, or sports with the City of Reno.

3. NO PLAYER SHALL:

Refuse to abide by official's decisions. Officials/staff may warn player and a coach. If there is a second offense the player is ejected from the game and must leave the facility immediately. The incident & player information will be forwarded to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

4. NO PLAYER SHALL:

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

5. NO PLAYER SHALL:

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials may warn issue a warning and/or eject the player. The incident & player information will be forwarded to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered. They will not be allowed to participate in **any** games until the incident is reviewed and a course of action determined. Only when the team and/or player has been notified if or when they can resume play in the league, may they participate in the league on any level. This includes as a spectator, coach, or player in **any** teams, leagues, or sports with the City of Reno.

6. NO PLAYER SHALL:

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

7. NO PLAYER SHALL:

Be guilty of appearing intoxicated on the field. Officials/staff are required to immediately suspend player from further play and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

8. Any player placed on probation and reported again for violation of the rules will be given a minimum penalty of suspension for the remainder of the probation period.
9. Any player removed from a game must leave the facility immediately. Failure to do so will result in forfeiture of the game and suspension for at least two (2) games for the player.
10. Throwing of the bat, regardless of intention, is prohibited. Penalty will be a disqualification or ejection. A player guilty of throwing a bat intentionally or maliciously will be placed on probation for the remainder of the season and will be suspended for a minimum of two games or up to a one year suspension
11. Team managers are responsible for their players and spectators. Failure to attempt to control team members or fans may result in a forfeiture of the game and suspension from the league.
12. Suspended players are suspended from all leagues in which they participate. For example, if suspended during a men's game the player may not play in another men's or co-ed game until the suspension is met. During suspension such player is not allowed in the complex, even as a spectator.
13. DRINKING ALCOHOLIC BEVERAGES DURING THE GAME WILL NOT BE TOLERATED. IF A PLAYER IS DRINKING ALCOHOLIC BEVERAGES DURING THE GAME, THE COACH WILL RECEIVE A WARNING. THE NEXT TIME A PLAYER ON THAT TEAM IS SEEN DRINKING AN ALCOHOLIC BEVERAGE, THAT PLAYER WILL BE EJECTED AND THE GAME MAY RESULT IN A FORFEIT.
14. Participants may be held liable for damages caused by negligence or malice.
15. All participants are governed by the aforementioned rules which cover all conduct before, during, and after the game.
16. The Parks, Recreation, & Community Services Department has the prerogative of modifying any rule and/or penalty when deemed appropriate.
17. No player be guilty of drinking alcohol on or in the vicinity of the playing field while participating in a game, this includes the dugout and bleacher area.

Effective October 1, 2005

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

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

REMINDER

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

Stay under control.

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

To reach the City of Reno Athletics Office to speak with the Athletics Staff, please call 657-4657 or e-mail the Athletics Office.

Thank you for participating in our leagues.