



Phone: 473-4330 Fax: 428-8513
www.syracuse.ny.us/parks

ADULT CO-ED SOFTBALL LEAGUE RULES

The League or the City of Syracuse will not be responsible for injuries or property damage to any team players, coaches, or other participants in the Syracuse City Recreation Softball League. There is no accident or injury insurance provided through the league. It is up to the teams or individual participants to provide their own medical and property insurance.

The following are special By-Laws and rules governing the Recreation Slow-Pitch League of the City of Syracuse for 2012. The official U.S.S.S.A. 2012 Softball Rules will apply in any situation not covered herein.

LEAGUE FEES

\$60.00	City Field Fee
\$76.00	18 Dudley Optic Yellow Balls: 12 Men "Classic M" (\$50/dozen) and a scorebook
\$113.50	League Registration Fee
\$20.00	USSSA Registration fee and rule book
\$5.50	Umpire Assignor's Fee
\$100.00	Performance Bond- Refundable to manager if team does not forfeit any games
\$375.00	TOTAL

REGISTRATION

- A. All new teams must register on **Saturday March 24, 2012 from 10am- 12 noon** at Meachem Ice Rink (Seneca Turnpike by Meachem Fields).
- B. \$375.00 CASH, MONEY ORDER OR CORPORATE CHECK, payable to "Recreation Softball League" and roster are due on this day.

ABSOLUTELY NO TEAM MAY REGISTER WITHOUT PAYMENT OR ROSTER.

REFUND POLICY

- A. Teams who officially drop from the league will receive refunds based on the following schedule:

Date Drop By	Refund Total
Friday March 30	Full Refund
Friday April 6	\$275.00
After April 6	No Refund

- B. The League will **NOT** make partial refunds to teams that play less than 12 regular season games or who don't use all their balls.

- C. Teams who omit or submit incorrect or illegible information concerning the night they cannot play and subsequently drop from the league after registration will automatically forfeit their entire performance bond.
- D. Performance bond will be returned **ONLY** to teams who have not forfeited 2 or more games. Refunds are mailed back to listed manager after the final game of the playoffs has been played.

UMPIRE FEES

- \$25.00 Normal Game Fee, game is completed (at least 5 innings)
- \$13.00 Game Started, but do not complete 5 innings (half fee)
- \$38.00 Only one Ump shows due to shortage (1 1/2 game fee)
- \$5.00 Rain-out show fee (if both teams present)
- \$10.00 Cancellation Fee (umps not notified)
- \$50.00 Forfeit Fee (paid by forfeiting team- taken out of bond)
- \$0.00 Suspended Game Fee

- A. Teams are responsible for showing this rule to umpires and collecting any overpayment from the umpires at the game site. After showing this rule to the umpires, **DO NOT ARGUE** if they will not return your money. Report umpire to Umpire-in-Chief and your money should be refunded.
- B. In case of Forfeit, the forfeiting team is responsible for the **FULL** fee which is paid to the umpire through the Recreation Office, not by the team at the forfeit. The money is taken out of the forfeiting team's performance bond.

PLAYER ELIGIBILITY

- A. **RESIDENCY:** All players must be one of the following:
 1. A Resident of Onondaga County.
 2. An employee of a business based in Onondaga County.
 3. A student of an acknowledged school or college in Onondaga County.
 4. A Serviceman/woman serving in the Syracuse Area.
- B. **AGE:** All players must be 17 years of age or older.
- C. All players can only play on **ONE** Co-Ed team.

ROSTER

- A. A **TYPED** roster must be submitted by March 24, 2012.
- B. Maximum number of players allowed is 25.
- C. Manager's and Captain's addresses **MUST** be typed. They must be different addresses, emails and phone numbers.
- D. **No changes in player roster may be made after Friday July 6, 2012.**
- E. Roster adds must be submitted in writing to the Athletic Department 24 hours before the day of the game.

- F. Players are allowed to change teams one time only. A release from the original team must be signed by the team manager and submitted to the Athletic Department.
- G. Anyone playing on two different teams in the league, without properly being released will be suspended from the League and the game he/she participated in illegally could be forfeited.
- H. Use of ineligible players could result in the game in which he/she participated to be forfeited. This violation will also subject the player and team Manager to indefinite suspension from the League. Opposing team may question the eligibility of players. Offending team is also subject to be fined up to \$100.00. When the situation arises, protests are to be made at the game and also in writing to the Athletic Department within 48 hours of said game (see Protests).
- I. Once submitted on your original roster, managers cannot be changed EXCEPT by written notification with original manager's signature or by direction of the Board of Directors via the appeal process.

GAME TIME/ SCHEDULING

- A. **SATURDAY GAMES:** Teams may have to occasionally play some regular season games on Saturdays. Make-up games are also scheduled on Saturdays. There are NO games scheduled on Memorial Weekend or July 4th Weekend.
- B. **GAME TIMES:** Due to the threat of darkness, the 1st game of all doubleheaders will be scheduled to start at 5:45pm in the months of April, May, August, and September. During June and July, single games on unlit fields will start at 6:00pm. Start times on lit fields will remain at 6:15pm. All start times are subject to change when there is a conflict with school games.

GAME DAY GUIDELINES

- A. Batting order with first and last names, official ball, and umpire fees must be turned in to the umpire before the game starts. Substitutes do NOT need to be listed on the original line up card.
- B. Male and Female players must alternate in the batting order.
- C. **BALLS:** Each team is to furnish one official ball for each league game. Umpire decides any protest as to the quality of the ball. One official ball listed "Dudley Classic M" (optic yellow) will be the only balls that is accepted. In case a ball is lost, Home team gets the remaining ball. Home team also gets a choice of balls at the end of a game.
- D. **BASES:** The Home team is responsible for providing home plate and official bases, (15" square by 2-3"). "Safety Base" at 1st is mandatory. Smooth plastic or vinyl bases should not be used because they tend to become easily dislodged. It is recommended that all bases have a fabric or textured surface designed to keep the base in place and to maintain its rigidity.
- E. **SCORING:** Both teams are responsible for having scorebooks and keeping score with home book being the official book. Visitors- check score between every 1/2 inning.

PLAYING RULES

- A. **TIME LIMIT:** There is NO time limit on any games. Teams are requested to move games along by being ready to play at game time, have an on-deck batter ready, and batters not stepping out of batters box area. Teams are asked to follow these directives to avoid the necessity of invoking a "Time Limit Rule" in the future.
- B. **GRACE PERIOD:** Grace period is 5 minutes for ALL games.
- C. **SAFE BASE RULE:** The "safety base" should be positioned so that the white portion is where 1st base would normally be (in fair territory) and the colored portion (red or orange) should be foul. Any ball hitting the colored portion shall be foul.
- D. **THE 12-RUN RULE:** Will be in effect if a team is ahead by 12 or more runs after 5 innings (4 1/2 if home team is ahead) the game is over. If visitors are ahead in any inning the inning **MUST** be completed for the rule to be applied. The 12-run rule is in effect for all games including all playoffs.
- E. The City Rec. League does **NOT** subscribe to, does **NOT** follow, has **NOT** adopted the USSSA Rule A; Section 3F "**Flip Flop**" Rule.
- F. **COUNT:** The 3 ball - 2 strike rule will be in effect for both men and women. Batters will walk on the 3rd ball (instead of 4th) and be called "out" on 2nd called strike (instead of 3rd).
- G. **FOULS:** 2nd foul is in effect. Any player who hits a 2nd foul ball after 1 strike will be called out.
- H. **NO RE-ENTRY.**
- I. **LINE-UP:** 10 or 11 (additional hitter) players on a team, but can play with 9. If 10th player comes after the game has started, player may enter the game, but must bat last in the line-up. Additional Hitter (AH) **CANNOT** be added after the game has started. Courtesy runners are **NOT** allowed. The AH has an 11th batter who can be placed in any number in the line-up. Batting order does not change. If you use the AH you must have 11 people in the game for the entire game or take an "OUT" every time that removed batter is supposed to bat. **Teams must have a minimum of 5 women playing at all times or risk forfeiture. Men must bat off-handed.**
- J. **REMOVING A PLAYER:** Anytime a player is removed from the game for any reason (i.e.: injury, ejection) and there is no eligible sub to take their place, their "at bat" shall be recorded as an "OUT" for the remainder of the time that there is no eligible sub available.
- K. **BATTING ORDER:** Once any player is listed in the line-up in the original batting order, that player cannot change his/her batting position at any time during the game.
- L. **APPEAL PLAYS:**
1. Appealing While Ball is Alive- (time has not been called). Any fielder can appeal a runner when a ball is alive and all runners may advance with liability of being put out.
 2. Appealing After Ball is Dead- Umpire signals "Play Ball" pitcher announces which runner and base he is appealing. The ball is now alive only for the purpose of making an appeal. A verbal appeal is sufficient. Pitcher does not have to throw the ball to base.
 3. EFFECT
 - a. Defensive team can have only one attempted appeal per runner.
 - b. No runner may advance on an appeal play after time has been called.
 - c. No runner is out if he/she steps off base during an appeal.
 - d. When a ball is thrown into a dead ball area the team forfeits their rights for a second appeal on any runner.

M. **SUSPENSIONS OF PLAY:**

1. The umpire may suspend play when in his/her judgment, any situation or condition justifies such action.
2. WHEN IN OPINION OF THE UMPIRE ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, HE SHALL CALL "TIME."
3. EFFECT
 - a. It is not necessary to return the ball to the pitcher after a batted ball to stop base runners from advancing. When base runners have ceased to try to move forward, or try the next advance base, because the fields have the live ball ahead of or in such a position so that runners have stopped their advance, the umpire shall call "TIME," especially when working the game as a SINGLE UMPIRE. In this case the base runner, even though he/she is off his base, must then return to stay on the base which he/she last touched, and must remain on this base until he/she can legally leave the base after the next pitch has been hit.

N. **UMPIRE'S JUDGMENT:** decisions may not be appealed on the grounds that he/she was not correct:

1. On a decision involving a ball or strike
2. That a batted ball was fair or foul.
3. That a base runner was safe or out.
4. When a game is called for darkness, rain, panic, or other logical reasons.
5. EFFECT
 - a. No decision shall be reversed by umpire involving judgment except when he/she is convinced he/she was in error. This could come from consulting another umpire working with him/her, as a result of his/her own requested conference.

THE UMPIRE'S DECISION IS FINAL ON ALL JUDGMENT CALLS.

- O. The hitter is out for stepping on or across the plate while hitting a fair or foul ball.
- P. A player is liable to be put out if after overrunning first base, the batter-runner ATTEMPTS to continue to second base.
- Q. **PITCHING DISTANCE:** For slow-pitch leagues the distance is 50-56 feet. The "Pitcher's Area" is the width of the pitchers plate (24 inches) and up to six (6) feet behind the pitcher's plate.
- R. **BASE PATHS:** The distances between bases for all Slow-Pitch leagues are 65 feet.
- S. **LEAVING THE BASE:** The base runner is out if they leave the base before the ball is HIT. If a player steps off the base before the ball reaches the plate, the runner is out and the ball is dead (no pitch). If the base runner steps off the base at the same time that the ball reached the plate and the batter swings and misses, the runner is out and the pitch counts (double play if strike two on batter). Misinterpreted ball-strike call by umpire will NOT penalize runners stepping off base.
- T. **PITCHING REGULATIONS AND STRIKE ZONE:** The ball must be delivered at a moderate speed underhand- below the hip with a perceptible arch (from the time it leaves the pitcher's hand) of at least three feet, before the ball reaches home plate. The pitched ball should not reach a height of more than ten (10) feet at its highest point above the ground. Speed of the pitch and height are left entirely to judgment of the umpire. Pitches HITTING HOME PLATE that have met the height requirement CAN be called STRIKES. **The pitcher MUST release that ball on their FIRST motion toward home plate or an illegal pitch shall be called.**

- U. The catcher must return each pitch not hit, directly to the pitcher. The pitcher has 5 seconds to release the next pitch. The penalty for failure to comply with either of these rules is an additional "BALL" awarded to the batter. Once a batter has positioned him/herself in the Batter Box area he/she may not step out unless umpire grants permission due to an unusual circumstance. Batters should not be allowed to continually step out.
- V. All runners must either **slide** into 2nd base or run out of the way of the defense. If a runner runs standing up into a defensive player with the ball, it will be interference and an automatic double play with the interfering player called out and the runner closest to home also called out.
- W. There are **NO COURTESY RUNNERS** allowed in the City Recreation Softball League.
- X. **"FAKE TAGS"** are not allowed. This may be considered obstruction, and the offender may be ejected.
- Y. MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS, BAT BOYS, or other team members or occupant of the bench, **SHALL NOT**, from any place, including the Coaches Boxes:
 1. Incite, or try to incite by word, sign, or demonstration, either opponents and/or spectators.
 2. Use language which will in any manner refer to or reflect upon opposing players, the Umpires or spectators.
 3. Argue Balls and Strikes.
 4. Commit any act that could be considered unsportsmanlike conduct.
 5. EFFECT
 - a. For a first offense, the violator should be warned that, to repeat the offense will cause ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. Any ejected player must leave the park, immediately, and take no further part in the game, remaining away from his/her Teams' Bench or Bull Pen. Any player ejected from a game is **AUTOMATICALLY** suspended from his/her next game.

VIOLATORS NO NOT HAVE TO BE WARNED PRIOR TO BEING EJECTED FROM THE GAME.

PLAYOFFS

- A. **TIE-BREAKERS:** Teams tied for 1st place or 5th & 6th place will play a single tie-breaker game (flip for home). Ties for 2nd through 5th are decided by scores between tied teams.
- B. Players must actually play in at least three (3) regular season games to be eligible for post season playoffs. Forfeits DO NOT count towards games played (for either team). Players can play on only ONE co-ed slow-pitch team.
- C. All playoff games must consist of 7 full innings unless the 12-run rule is invoked. Any playoff game that is called because of darkness, light failure, inclement weather, etc. before 5 innings are complete will be replayed from the beginning. After 5 innings, it will be replayed from the point that play was suspended.

SCORES/ STANDINGS

- A. **CALLING IN SCORES:** The winning team manager must call the score of the game into the score tape (473-4330 ext. 8000) by 8:00am of the day following the game **OR THE GAME WILL BE RECORDED AS A LOSS FOR BOTH TEAMS. NO EXCEPTIONS.** This includes forfeited games as well as games called for weather at the field. Please state the reason for the forfeit.
- B. **STANDINGS:** If a team notices incorrect standings they should contact the Main Office- Athletic Department (473-4330 ext. 3002) and leave a message as soon as possible to avoid confusion. Teams should not base game strategy on published standings due to occasional inaccuracies.
- C. Standings will be published weekly on the website (www.syracuse.ny.us/parks). They will be sent out every few weeks in the mail.

FORFEITS

A team is subject to forfeit a game for any of the following infractions:

1. Using an ineligible player. A player can only play on one (1) team in the Recreation League.
2. Failure to field a team of at least nine (9) eligible players within five minutes of the scheduled game time. Grace period is 5 minutes. Teams must be dressed and at the site.
3. In case of forfeit, the forfeiting team is responsible for the FULL fee which is paid to the Umpires through the Recreation Office from money on deposit in their performance bond, not by teams at the forfeit. Teams will not harass umpires when a forfeit is declared, or risk suspension from the League.
4. Two forfeits will result in a team being dropped from the League unless forfeit fund is replenished within 48 hours of last forfeited game. Teams that are dropped from the League or don't finish the season, forfeit all league fees to the league treasury.
5. No game is officially forfeited until the expiration of the grace period and declared a forfeit by a game official or department official. Winning team does not have to be physically present at the game site if prior notification that a forfeit will occur, has been given by the Athletic Department.

PARTIAL GAMES

- A. Games will be 7 innings. In case of inclement weather, darkness or light failure, 5 innings must be played (4 1/2 if home team is ahead). **7 innings must be played in playoff games (unless 12 run rule is invoked).**
- B. A regular season game that is called after 5 innings are complete will be a regulation game and the score will revert back to the last even inning.
EXCEPTION: If the home team goes ahead in the bottom of the inning and the game is stopped (for any reason), the final score stands and the home team wins.
- C. Any **regular season game** called with the score tied (at last inning) or any games that are not regulation (complete) **will be replayed from the beginning.** **Playoff games** called with the score tied after 5 innings will be suspended and replayed from that point.

CANCELLATIONS/RAIN-OUTS

A. LATE STARTS:

1. On Saturday games, if a game does not start within 1 hour of the scheduled game time, either team has the option of **NOT PLAYING THE GAME**. Game will again be rescheduled on the 2nd Saturday (per rain-out rule).
2. On weeknights, if games are backed up for any reason for more than 30 minutes past your scheduled starting time, **YOUR GAME IS AUTOMATICALLY CANCELLED** for that evening. Teams have the option of not starting a game after 10:15pm. Once started, Rec. rules governing complete games are in effect.

B. RAINOUTS: No games can be postponed except due to rain, lightning, or wet grounds.

C. EARLY CANCELLATIONS (WEEKDAYS):

1. The Athletic Department will decide if games will be cancelled due to wet field conditions up until 4pm on weekdays.
2. AFTER 4pm Managers will be contacted ONLY IF their game has been cancelled. **DO NOT CALL THE RECREATION OFFICE BEFORE 5PM.**
3. Teams do not have to notify umpires or other teams if the Athletic Department cancels a game.
4. If there is NO cancellation, teams are required to be present at the field at game time.
5. Every effort is made to evaluate fields in the afternoon and predict if fields will be playable for that evening, but it is **NOT AN EXACT SCIENCE!** Games are **NOT cancelled due to FORECASTS of rain!**

CANCELLATIONS WILL BE ANNOUNCED ON THE WEBSITE AS WELL.

D. SATURDAY/SUNDAY CANCELLATIONS:

1. In case of inclement weather on weekend games, the HOME TEAM is to visit the field to determine if the diamond is playable. If the HOME TEAM cancels the game, the visiting team and Umpire-in-Chief are to be notified AT LEAST 1 HOUR PRIOR to game time. The Athletic Department also should be notified at 473-4330 ext. 8000. The Umpire-in-Chief's phone number is 638-5460.
2. Home team will be liable for both umpire fees in the event of a rain-out and the Umpire-in-Chief is not notified at least one (1) hour prior to game time and the Umpires travel to the site.
3. In the event of questionable field conditions, the Visiting Team Manager may call the Home Team Manager to avoid miscommunication and inconvenience to players.

E. CANCELLATIONS AT THE GAME SITES (ALL GAMES):

1. At the game site, the umpires make the final determination whether or not a game shall be started or continued based on the fitness of the grounds or intensity of the weather.
2. Both home team and visiting team MUST have at least nine (9) players on the field to cancel a game because of inclement weather. The umpires will be responsible to enforcing this rule. Failure to have at least nine (9) players present by the end of the grace period will result in a forfeit, regardless of playing conditions.
3. Once a game is cancelled by the umpires, the games for the remainder of the evening are automatically cancelled at that field. Teams scheduled for late games can visit their field early on questionable evenings to see if games have been cancelled by the umpires.
4. It is encouraged that teams contact each other if there is a cancellation previously in the evening.

MAKE-UP GAMES

- A. Games called off due to weather will be rescheduled by the Athletic Department office.
- B. Friday evening or Sunday evening make-up games will be considered if BOTH TEAMS involve contact the Recreation Department with their special requests by 11am following their cancellation. Teams will be notified of the time and site by email or mail.
- C. The Athletic Department will do its best to reschedule games on league night but **reserves the right to reschedule games on Saturday mornings.**

CHALLENGES

During tie-breaker, post- season playoffs or City Championship games, teams may "challenge" the identity of a maximum of one (1) player per game. Any "Challenged" player should provide a photo I.D. to the umpire to be viewed by the umpires and both team Managers and Captains. **All Challenges MUST occur during game, not after.**

Procedure for "Challenging" a player:

1. During game, Post Season Team Manager notifies Home Plate Umpire of "Challenge" and indicates which player he/she chooses to challenge.
2. Umpire notifies opposing team Managers or Captains of "Challenge" and indicates which player has been challenged.
3. "Challenged" player provides a photo I.D. to umpire to be viewed by umpires and both team managers and captains.
4. Once challenged, said player has until his/her team completes one complete half inning of "at bats" or the end of the game (whichever occurs first) to produce a photo I.D.
5. Players should have a photo I.D. readily available during all post-season games. This process should not create excessive delays.
6. Acceptable forms of I.D. are: Drivers License, Onon. County Sheriffs I.D., Employee I.D., Armed Forces I.D., or Resident Alien I.D.
7. "Challenges" do not constitute a "protest." Regardless of the result of a challenge, teams who decide to lodge a "protest" must do so at the game and file a written protest in the Athletic Department within 24 hours with a \$25.00 protest fee.

PROTEST PROCEDURE

- A. Only officially lodged protests will be considered by the board for action on any issues that could effect the reversal of decisions by the umpires that could affect the outcome of the game.
- B. Whenever a protest arises during the game, the Manager or Captain of the protesting team should IMMEDIATELY notify the umpire and their opponents that the game is being continued under PROTEST and a note should be made at that particular point in the official book with the umpires' signature. ALL protests must be in the Athletic Department in writing within 24 hours with a \$25.00 MONEY ORDER. If protest is found invalid, fee is placed in treasury. If protest is valid, fee is returned.

- C. A PROTESTED GAME can result when there is a difference in opinion on the field between the protesting team and the Umpire regarding the application or interpretation of either Official Printed Playing Rules or Specially Adopted Ground Rules or an illegal player.
- D. Protests based on an Umpire's judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out, weather or field conditions, darkness or when any other situation is solely within the Umpire's scope to make decision, will be held invalid.
- E. Protests based on alleged misinterpretations or application of the playing rules should be accepted for consideration and decision.
- F. The intention to protest a rule must be made known by the manager or captain of the protesting team to the umpire immediately and before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory. This is to enable all concerned umpires, scorekeepers, and the opposing teams to take notice of the exact conditions prevailing on the field at the time of the protest.
- G. Any rule protests made after these actions, may not be valid.
- H. Ineligible player (roster) must be protested before or during the game (not after).
- I. Use of ineligible players could result in the game in which he/she participated forfeited. This violation will also subject team to indefinitely suspension PER PLAYER from ALL recreation activities and leagues. ONLY opposing team may lodge a protest.
- J. A formal protest should contain the following information:
 1. Date, time and place of the game.
 2. Names of the Umpires and scorekeepers.
 3. The rule and section of the official rules or local league adopted general rule under which the protest is being filed.
 4. All essential facts involved in the matter of protest.
 5. Copy of the book or League rule.
- K. The decision made on a protested game may result in:
 1. The protest is found invalid and game score stands as played.
 2. Protest is valid, games resumes at point of protest as a suspended game.
- L. Highly technical protests and those which did not have any effect on the final result should be discouraged or disallowed.
- M. Teams who fail to list both Manager and Captain with correct, legible addresses and phone numbers will not receive and consideration in case of miscommunication that results in a forfeit, a disadvantage, or a lost refund check for the offending team.

PLAYER CONDUCT

- A. **DRINKING:** Any team allowing players to drink during the games or spectators to drink in the bench area will be subject to suspension and/or forfeiture of game or ejection from the league. There are NO alcoholic beverages allowed in the PARKS.

B. **TRASH:** If there are trash cans at your field, please use them. If not, please take your litter with you. All teams are required to clean up their bench areas and any mess left in the parking lots after their games. **Any trash left behind will result in a loss of your forfeit bond as well as a loss for every game played that night.** In order to stay in the league, teams must replenish their forfeit bond.

C. **UNSPORTSMANLIKE CONDUCT:**

1. Unsportsmanlike actions by a team or a team member may result in ejection or suspension. Unsportsmanlike actions include any verbal or physical abuse directed at any player, a fan, or umpire (i.e.: swearing, fighting, intimidation).
2. Players DO NOT have to be issued a warning by the umpires prior to being ejected from the game. The umpires are requested to be more diligent and emphasize enforcement of this rule.

D. **PROFANITY:** No profanity allowed or risk immediate ejection.

E. **SHARING FACILITIES:**

1. Due to a shortage of adequate school facilities, the Recreation Softball Leagues share the ball fields with City High Schools and Middle Schools Athletic Programs (Baseball, Softball, Soccer and Lacrosse). Every effort is made to avoid scheduling conflicts between their contests and our softball games. Occasionally, the school games will run over into our scheduled starting time. Unfortunately, if your game is backed up for more than a half hour, your game will probably be cancelled for the evening.
2. In the event your game is affected by any of these situations, City Rec. Softball teams are NOT to harass, intimidate, or taunt players, coaches, or fans in any way. Any team reported to be in violation of this directive is subject to dismissal from the City Rec. Softball League.

F. **PARKING:** Please park legally. Do not park on the grass.

SUSPENSIONS

A. Any player ejected from a softball game is **AUTOMATICALLY SUSPENDED FOR ONE (1) GAME** and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game that their team actually plays. Any player who participated in the next game after they are ejected from the previous game is ineligible and subject to indefinite suspension from the League. Forfeits, rainouts and any other cancellations **DO NOT COUNT** as games sat out.

B. **NOTICES OF THESE SUSPENSIONS WILL BE MAILED OR EMAILED TO LEAGUES ONLY WHEN FEASIBLE. TEAMS ARE RESPONSIBLE FOR ENFORCING THESE SUSPENSIONS EVEN IF THEY DO NOT RECEIVE A WRITTEN NOTICE.**

C. Displays of flagrant unsportsmanlike behavior will subject players to longer suspension.

D. The City Recreation Board is requesting the CNY Umpires Organization to contact the City Rec. Athletic Department and report any incidents that result in a player being ejected and the circumstances pertaining to said ejections. Teams are also asked to report any ejections on the softball score tape (473-4330 ext. 8000).

UNIFORM RULE

The Umpires Association is requested to enforce the City Recreation uniform rule. Violating teams will be subject to a penalty from the City League. League games will be observed by League Representatives for flagrant violations.

- A. Players should not be allowed to enter the game without a uniform shirt.
- B. Coaches are not required to wear uniform shirts.
- C. Umpires have the right to disallow any questionable garments.
- D. **UNIFORM RESTRICTIONS:**
 - 1. **Jerseys**- The color of the main body of the jersey must match the other players. The team name MUST match. Numbers are not mandatory, but are allowed.
 - 2. **Undershirts**- NO RESTRICTIONS on color or style.
 - 3. **Pants**- NO RESTRICTIONS on pants, shorts & sweat pants. Team may wear ANY color or style.
 - 4. **Shoes**- All purpose shoes or sneakers are permitted. **Metal spikes are BANNED from City Rec. Slow-Pitch play.**
 - 5. **Sweatshirts & Jackets**- Will be permitted over the uniform by the umpire, after he/she verifies a player has on a legal uniform and if umpire deems is necessary due to weather conditions.
 - 6. **Accessories**- Hats, visors and sweat-bands are permitted.

ROSTER

All rosters MUST BE TYPED. Hand written rosters will NOT be accepted.

A form can be found on the website www.syracuse.ny.us/parks that you can fill out and print off.