



City of Cleveland
Department of Public Works
Division of Recreation

Website: www.city.cleveland.oh.us

2019 ADULT SOFTBALL ADMINISTRATIVE RULES

"TEAM REGISTRATION AND FEES "

A. LEAGUE FEES: All Team Entry and Player fees are non-refundable.

1. Team Entry fee must be submitted by April 16, 2019 to the Cleveland Muni Basketball Association.
2. Returning teams have priority for registration until March 15, 2019.
3. \$150.00 will be refunded to the entity that paid the entry fee if the team does not forfeit or if they forfeit but pays the fees on the field. Reimbursement checks will be mailed out before September 20, 2019.
4. A team entry card must be completed and submitted with the entry fee prior to the deadline.

B. NON-RESIDENT PLAYER FEE - \$15.00 per player:

Non – Resident is one who does not reside or work in the City of Cleveland.

1. Payment for non-resident fees must be made payable to: **TREASURER, CITY of CLEVELAND.** (CHECK OR MONEY ORDER ONLY – PLEASE). Non-resident player fees are not transferable from one player to another. This is a one-time annual fee for the player.
2. **Non-resident contract cards will NOT be validated until the \$15.00 non-resident fee is paid.**
3. Any individual found to be giving false information concerning his or her residency will be suspended for one (1) calendar year from all Cleveland Division of Recreation activities.
4. A \$40.00 charge must be paid for all checks that are returned for insufficient funds.

C. GAME FEES: (For 2 Umpires and 1 scorer)

1. **The game fees are \$34.00 per game/per team. CASH ONLY.**
➤ No checks will be accepted for game fees.
2. If one (1) umpire works the game, each teams' game fees will be \$28.00. The umpire will receive \$19.00 from each team; the scorekeeper will receive \$9.00 from each team.
3. Game fees and line-ups should be submitted to the scorekeeper a minimum of ten (10) minutes prior to the scheduled game time.
4. If a game is called before it is Official, each umpire will reimburse a team \$12.50, and the scorekeeper will reimburse each team \$4.50. **(Officials receive ½ game fees—each team pays \$17. The Umpire gets \$12.50)** A game is official after (5) complete innings are played or 4 ½ innings if the home team is winning.

D. FORFEIT FEES: When a team forfeits, it has two (2) options:

1. Pay the umpire and a scorekeeper fee for BOTH teams at the time the game is forfeited. **The total cost is \$68.00 on the field.** **–OR–**
2. *If the forfeit fees are not paid on the field, we will take the fees from your team's forfeit fee deposit. In this case, an additional \$40.00 will be charged for administrative fees. A total of \$108.00 must be reimbursed to the Cleveland Muni Basketball Association within one (1) week at Cleveland City Hall – Room 8, 601 Lakeside Avenue between the hours of 8:30 a.m. and 4:00 p.m.*
3. Failure to pay forfeit fees in a timely manner may cause your team to be dropped from the league.

“PLAYER ELIGIBILITY AND REGISTRATION ”

E. ELIGIBILITY:

1. Players must be 17 years of age to play in any City of Cleveland Adult Softball League.
Note: All 17 year old players must have a parent or legal guardian’s signature on their contract card.
2. Teams may not sign **major caliber players** in our leagues. Major caliber players are those who played at the highest level of area ASA or USSSA tournament competition during the last 3 years.
3. The League Administrator has the right of final jurisdiction determining a player’s caliber.

F. SQUAD SIZE: The roster limit is twenty (20) players for all leagues. The league administrator has the right to expand the roster of a team in need of additional players due to work schedules.

G. CONTRACT CARDS:

1. Before playing, players must have their contract cards validated and filed by the League Office.
 2. It is **MANDATORY that all players have their Contract Card and ID** at the game site. Each player must have a photo I.D. (driver’s license, school ID, or work ID) with them at the game. If a question of eligibility arises, contracts must be challenged to the umpire **before** the game ends.
 3. **PLAYERS WHO ARE CHALLENGED BY THE OPPOSING MANAGER AND DO NOT HAVE A PHOTO I.D. AT THE GAME MUST SIGN THE BACK OF THE ORIGINAL SCORE SHEET. THE LEAGUE DIRECTOR VERIFIES THE PLAYER SIGNATURE WITH THE PLAYER CONTRACT ON FILE.**
 4. The League Administrator **may** forfeit games in which teams do not have contracts or ID’s present, pending the result of a formally filed protest.
 5. Only players who have a validated contract card on file may sit in the bench area.
 6. **Both the manager and any illegal player entering a game will serve a four (4) game suspension.**
 7. False information supplied to the League Office by any player or manager will result in the suspension of the player and the team manager for (4) games.
- ***Your player contracts properly filled out before getting them certified.***
1. Each player must fill out, in ink, both halves of a contract card.
 2. Both player and manager must sign the contract.
 3. No pictures are required on the contract cards. Each player must have a photo I.D. (driver’s license, school, or work) with them at the game. State of Ohio cards are also acceptable.
- ***Submitting your player contracts for verification.***
- ***League official will be at your first game to certify player contract cards.***
1. Both halves of the contract cards will be stamped by a City of Cleveland official and cut in half.
 2. **Do not separate the contract cards.**

H. THE SIGNING DEADLINE TO ADD PLAYERS IS: FRIDAY JUNE 14, 2019

I. RELEASED PLAYERS:

1. A released player who wishes to play with another team in the same league must sit out the first game his/her new team plays after his/her release has been finalized and the new contract card is validated.
2. A released player must submit his/her contract card signed by his previous manager prior to having a contract card validated for his/her new team.

J. HARDSHIP RULES AFTER SIGNING DEADLINE:

1. A Hardship is if a team loses so many players after the signing deadline that it cannot continue to play.
2. In the best interest of the team’s remaining players, and the league itself, said team may apply for hardship status to continue playing if the following procedures are met:
 - a. A request for hardship status is submitted in writing to the League Office.
 - b. The contract cards of former players with reasons for release accompany the hardship request.
 - c. The released players may be replaced at the discretion of the League Administrator.
3. Hardship players are eligible for the regular season but are **ineligible for all post-season playoffs.**

“GENERAL LEAGUE INFORMATION ”

- K. MEDICAL COVERAGE:** NO medical coverage is provided for participants.
- L. FIELD PERMITS:** **Softball** – No field permits are issued for practice. (First come-First served)
- M. LEAGUE WEBSITE:** www.city.cleveland.oh.us
1. Go the Division of Recreation tab.
 2. Then click on the adult softball tab.
 3. Then click on your respective league tab. (Sunday, Wednesday or Friday Coed)
- N. TO THE MANAGERS: You are responsible for your team’s compliance to the rules!**
1. Managers are responsible to inform their players of the misconduct rules and regulations.
 2. Managers are required to have a copy of the rules present at all games.
 3. Please call the League Administrator at (216) 664-2346 if you have any questions.
- O. AWARDS:**
1. Division Percentage champions will receive a team trophy.
 2. Overall league champions will receive a team trophy and team shirts for contracted team members.

“UNIFORM GUIDELINES ”

(Teams must have matching uniforms by May 31, 2019)

- P. UNIFORMS:**
1. Players must have matching shirts with 8” numerals.
 2. Each player must have his/her own uniform, no exchanging on the field.
 3. Hats are optional. Plastic Visors, plastic helmets and bandannas are **prohibited**.
 4. Teams violating the uniform rule are subject to protest and **possible** forfeiture, pending the result of a formally filed protest.
- Q. BLOOD RULE ON UNIFORM:**
1. Any player or coach who is bleeding or who has blood on their uniform shall be prohibited from participating until appropriate treatment is administered.
 2. The umpire will give adequate time for this treatment; however, the umpire may beckon a substitute into the game. The player soiled with blood may re-enter once the blood is cleaned. Players and teams are not bound by the ASA re-entry in blood related substitutions.
 3. If the player affected by the blood rule must change their jersey, they will not have to comply with the matching jersey rule for the remainder of the day.

“EQUIPMENT GUIDELINES ”

- R. NO METAL SPIKES:**
1. METAL SPIKES ARE NOT PERMITTED.
- S. THE GAME BALL:**
1. The scorekeeper will supply two new ASA approved (Restricted Flight) softballs for each game. If available, each team will receive a used ball at the game’s end.
 - a. The Men’s and Co-ed leagues will use the 12” softball.
 2. If balls go out of play, Teams are required to supply a used ASA approved (Restricted Flight) softball.

Equipment Guidelines continue on Page 4

“EQUIPMENT GUIDELINES ”

T. **SOFTBALL BATS: (Following A.S.A. Rules on Bats)**

For current information about bats, please refer to the A.S.A. Website: www.asasoftball.com. THE RULES REGARDING BATS WILL BE AVAILABLE FROM EACH SCOREKEEPER, AND POSTED ON THE BULLETIN BOARDS AT BROOKSIDE & GORDON PARKS DURING THE 2018 SEASON.

APPROVED SOFTBALL BATS: ALL BATS APPROVED BY THE ASA ARE LEGAL.

All Bats, that in the sole opinion and discretion of the umpires, **were manufactured before 2000**, and if tested would comply with current ASA bat performance standards are legal. Examples of such bats are, but not limited to: Steele’s Elliot Series, Bombats, and the blue Louisville Slugger TPS Series.

The **Amateur Softball Association of America (A.S.A.)** is the National Governing Body of Softball in the United States. As part of the A.S.A. Bat Testing Program, all bats submitted for testing are issued an ASA Certification mark if the model satisfies the ASA Bat Performance Standard. The section on certified equipment has color pictures of all Non-Approved bats.

ILLEGAL (NON APPROVED) BATS:

Please check the separate handouts listing all ASA Non-approved bats.

In addition to this list, all scorekeepers will have printed color sheets of illegal bats.

PENALTY FOR USING AN ILLEGAL BAT:

FIRST OFFENSE: EJECTION & ONE GAME SUSPENSION

SECOND OFFENSE: EJECTION & TWO GAME SUSPENSION

THIRD OFFENSE: EJECTION & SUSPENDED FOR 2018

WARM UP BATS:

1. Only warm-up equipment approved by the ASA can be used.
2. **Donuts or metal rods used for warm-up are prohibited.**

“PRE-GAME PROCEDURES ”

GAME FEES & LINE-UP SHEETS

1. Submit your written line-up (PLEASE PRINT) to the official scorer at least 10 minutes prior to game time. The game fee \$34.00 (in cash) is required to start the game.
2. **A proper line-up requires printing neatly:**
 - a.) Print Team Name
 - b.) Print Team Manager’s Name
 - c.) Print Player’s First and Last Name
 - d.) Print Jersey number
 - e.) Print the player’s position (abbreviate – i.e. Shortstop (SS), first Base (1B)....)
3. Once the line-up has been submitted to the scorer, it is Official.
4. Eligible substitute players should be listed on the bottom of the line-up card.
5. Managers must notify the scorekeeper of all substitutions. The manager must be clear and concise with the following information: name & number of the substitute, who is coming out of the game, and the exact time the substitution is to take place.
6. **LATE ARRIVALS (You may start with (9) players and add your 10TH player when he/she arrives.)**
If you have 10 or 11 players in your line-up at the game’s start and a player is not present, that spot in the batting order will be an out until a player arrives to fill the vacancy.

“PROCEDURES FOR RAINOUTS & MAKE-UP GAMES ”

U. RAIN OUTS: **RAIN-OUT HOTLINE PHONE NUMBER IS (216) 664-6002**

1. A game called because of rain or darkness is official if the losing team has batted five times.
2. If a game is called before the losing team has batted five times, the full game will be rescheduled.
3. If at least one pitch has been thrown, the teams must pay ½ of the fee to the umpires and scorers.
4. Players should call the hotline after **4:00 p.m. on weeknights and after 8:00 am on weekends.**
5. PLEASE DO NOT CALL THE OFFICE FOR INFORMATION PRIOR TO 4:00 PM.

“COMMUNICATION WITH MANAGERS ON MAKE-UP GAMES ”

V. MANAGER’S INFORMATION LINE (1-216-664-6004) - CALL EVERY WEEK!

1. The League Administrator will update your league information on the hotline by 10:30 a.m. and the information will remain intact until 10:30 a.m. the next day. **Weekly e-mail to managers will be sent.**
2. The Hotline informs managers of important messages, including make-up games and standings. Managers are required call the HOTLINE every week during the season as follows:
MEN’S WEDNESDAY DH (Wed/Brookside-Gordon) call on WEDNESDAYS
COED DH (Friday/Brookside) call on FRIDAYS
MEN’S SUNDAY DH (Sunday’s/Brookside) call on SUNDAYS
3. *The office staff will not call managers or mail make-up schedules to teams.*
4. Messages/Make-ups will be repeated until they are outdated. Make-up games will also be posted on the bulletin boards at Brookside and Gordon. **NO EXCUSES WILL BE ACCEPTED**
If a team forfeits a game because the manager did not call the hotline or check the boards.

“LEAGUE SCHEDULING ”

U. SEASON SCHEDULE:

1. (20) Season Schedules will be issued to each team manager at their first league game.
2. Season Schedules, Plan of Plays and rules are on our website. www.city.cleveland.oh.us
2. The Rainout Hotline telephone number is on all season schedules. **(216) 664-6002**
3. Scheduled make-up and/or playoff games may be played on **any city field, on any day.**
4. Most make-ups will be played on the same days of the season schedule. Reasonable notice will be given.
5. Teams will play a complete schedule, **time and weather permitting.**
6. The Division of Recreation office reserves the right to shorten schedules due to weather conditions, or change schedules if situations dictate that need. In the event a schedule is shortened due to weather, champions and playoff spots are determined by percentage. **There are no refunds for a season shortened due to weather!**

X. TIEBREAKER RULE

1. The following tiebreakers will determine the final standings for teams tied for First Place:
 - a.) Wins in Head to Head competition.
 - b.) Fewest runs given up in their head to head competition.
 - c.) A one game playoff, scheduled by the league administrator.
2. The following tiebreakers will determine the final standings for teams tied for places other than First:
 - a.) Wins in Head to Head competition.
 - b.) Fewest runs given up in their Head to Head competition.
 - c.) Coin Flip

Y. PLAYOFF ELIGIBILITY FOR ALL TEAMS

A team will be ineligible for post-season play if it forfeited (3) or more games for playing ineligible players.

Z. PLAYOFF ELIGIBILITY FOR ANY PLAYERS

Players must participate in a minimum of (6) SIX regular season games to be eligible for Playoffs:

EXCEPTION: Player Injury (Proof must be provided) Team score sheets will be checked.

"THE GAME RULES "

AA. GRACE PERIOD/FORFEIT TIME

1. There is a **10-minute Grace Period** only for first game only; however, grace time used is part of the 60-minute game time —No inning may begin after (60) minutes unless the game is tied. **If a team needs the grace period, that team will automatically be the visiting team and will forfeit its turn to bat in the first inning.** The game begins with the home team at bat. After the side is retired, the visiting team bats to start the second inning. There is no penalty to individual batters, so the second inning starts with visiting team's leadoff batter. If both teams need the grace period, the game is played as originally scheduled.
2. If a team forfeits the first game of a Doubleheader, the forfeit time for the second game is 30 minutes after the scheduled start of the first game. If Team A forfeits Game #1 of a Doubleheader at 10:00a.m., the second game will be forfeited at 10:30 a.m. unless Team A has enough players.

BB. LENGTH OF GAME

1. No new inning will begin after 60 minutes unless the game is tied.
2. No new inning will begin after 10:55 pm.
3. If an injury occurs, it will be the umpire's judgment regarding the amount of time added to the game.
4. After the pre-game meeting, the umpires will announce the game's starting time. **The official scorer will record the starting time and notify the umpire when there is 15 minutes remaining.**
5. **It is the responsibility of the umpire to notify the managers of both teams.**
6. NOTE: **The time limit will not be used for any Semi Final and Championship games.**
The run spread will be used.

CC. THE ONE & ONE COUNT

1. The batter will begin each at-bat with a one ball, one strike count.
2. With two strikes, the batter has one courtesy foul; the second foul is an out.

DD. THE PITCHER'S ARC IS 4 FEET – 10 FEET.

EE. THE HOME TEAM

1. The home team is indicated on the season schedules.
2. In the Playoffs, the team with the best regular season record is the home team.
3. In the Best of 3 Championship Series:
 - a. The Home team in game 1 is the team with the better record.
 - b. The Home team in game 2 is the team with the lesser record.
 - c. A Coin Flip will determine the Home team in game 3.

FF. HOME RUN LIMIT

1. Each team may hit (3) three OVER THE FENCE home runs in a game.
2. Batters and base runners **DO NOT** run the bases—they go directly to their dugout.
3. **After a team hits three home runs, additional over-the-fence home runs are automatic outs.**

GG. RUN SPREAD

1. Ten (10) runs after five (5) innings and/or fifteen (15) runs after three (3) innings.
2. The run spread will be used in all Playoff and Championship Games.

HH. EXTRA INNING RUNNER ON SECOND BASE AT START OF THE INNING:

The visiting team will start with a runner on second base which is the last batted out player from the previous inning in any game that goes into extra time (Beyond time limit) or extra inning (due to a tied score).

THE GAME RULES ARE CONTINUED ON THE NEXT PAGE.

"THE GAME RULES "

HH. TEAM BENCHES

1. Bench personnel will be limited to contracted players, one manager, two coaches, one scorekeeper, and one bat boy/girl. Overcrowding the bench area creates a potentially dangerous situation.
2. The umpires have final discretion on who may be in the bench areas.
3. NO SMOKING IN BENCH AREAS,

II. COURTESY RUNNER

1. The courtesy runner may be used in all leagues, including playoffs and Championship Games.
2. The courtesy runner is the person **who made the last OUT.**
3. The courtesy runner may be used only once per inning unless the team bats around and the player the runner originally ran for reaches base again.
4. **The runner must report to the home plate umpire** before taking the base. The umpire will notify the scorekeeper, who will mark it on the score sheet. If the runner fails to notify the umpire and the opposing team calls it to the umpire's attention, the runner will be called out.
5. When the runner finishes running for a player, that player returns to the lineup.
6. If for any reason the runner cannot finish running because of injury, the original batter must run.

JJ. **DESIGNATED HITTER IN MENS LEAGUE ONLY: (Not Mandatory – Optional)**

YOU MAY ONLY HAVE A DH IF YOU HAVE AN EP IN YOUR LINEUP.

1. The "DH" can only be used when an EP (Extra Player) is in the line-up.
2. The "DH" **CAN NOT** play in the field at any time.
3. The "DH" and "EP" must be present before the first pitch is thrown to be in the line-up.

KK. STEALING IN THE MEN'S SLOW PITCH LEAGUES ONLY (SUNDAY & WEDNESDAY)

1. Stealing is legal so long as the runners do not leave their bases until the pitched ball reaches the front edge of home plate.
2. Runners may also advance if (a) the pitcher catches a return throw anywhere other than near the pitching plate or the pitcher fails to catch the return throw, (b) the pitch hits the umpire, (c) the return throw hits the batter or umpire, or (d) a play is made on any runner.
3. Runners may not advance if (a) the pitch hits the ground before the front edge of home plate, hits the batter, hits home plate, or (b) the runner stops or is clearly not advancing when the catcher throws the ball back to the pitcher in the vicinity of the pitcher's plate and the pitcher catches the ball. (NO DELAYED STEALS)
4. **Runners may steal on legal or illegal pitches.**

LL. JEWELRY:

1. Large chains that hang outside the uniform are not to be worn.
2. Eye rings must be removed—Players may not tape over them and play.
3. The umpires have final jurisdiction on all jewelry.

MM. EXTRA PLAYER (EP):

1. An extra player, referred to as an "EP", is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order.
2. The extra player may play the field anytime but must hit in the same position in the batting order.
3. The EP must remain in the same position in the batting order for the entire game.
4. If an EP is used, all eleven (11) must bat (12 in Coed) and any ten can play defense. Defensive positions may be changed, but the batting order must remain the same.
5. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. (Exception: Wild Card Runner may be substituted for the EP whether he / she has been used as a runner or not.) The starting EP may re-enter one time only.

GAME RULES CONTINUED ON NEXT PAGE

"THE GAME RULES "

NN. STARTING A GAME/PLAYING SHORTHANDED:

1. The standard lineup consists of 10 or 11 players; each assigned a specific spot in the batting order.
2. **TEAMS MAY START WITH 9 PLAYERS, BUT THE TENTH SPOT IN THE BATTING ORDER IS AN AUTOMATIC OUT. THE TENTH PLAYER MAY ENTER THE GAME UPON ARRIVAL.**
3. Teams beginning with 10 or 11 players may continue to play with one less player if a player is forced to leave the game for any reason other than ejection. If the player who leaves the game is a base runner or batter, and the team does not have a legal substitute, that player is declared out.
4. Each time the player who left the game is scheduled to bat, an automatic out will be assessed. An inning **or the game** can end with an automatic out.
5. Any player who has left the game without a substitute cannot return to the line-up. A player who has left the game under the Blood Rule may re-enter without penalty.
6. Teams cannot play with fewer than nine (9) able-bodied players.
7. **IF A TEAM STARTS WITH 10 or 11 PLAYERS AND A PLAYER IS EJECTED, THE GAME IS FORFEITED IF THE TEAM DOES NOT HAVE A LEGAL SUBSTITUTE AVAILABLE.**

OO. DOUBLE FIRST BASE: is used for the safety of the first baseman and base runners.

1. A batted ball that hits the white half is a **fair ball**; a batted ball that hits the orange half is a **foul ball**.
2. On any ball hit to the infield, the batter/runner **must** use the orange half of the base.
NOTE: There is no automatic appeal if the batter/runner does not touch the orange base. The defensive team must appeal to the umpire.
3. If the batter/runner touches the white half and contacts the first baseman during the play at first base, the umpire will call interference: the batter/runner is out, and all runners must return to their previous base.
4. After the batter/runner reaches or goes beyond first base, he **must return** to the white half.
5. When tagging up on a fly ball, the runner **uses** the white half.

"CO-ED GAME RULES "

PP. CO-ED PLAYER RULES

1. Teams must have 9 players to start the game. The missing player in the batting order will be recorded as an out. The missing player may enter the game immediately upon his or her arrival.
2. The Batting order must alternate male & female. You may start with a female or a male. There are ten players in the batting order, twelve if the EP's are used.
3. On defense, there must be 2 male and 2 female outfielders, 2 male and 2 female infielders, and the pitcher/catcher battery must consist of 1 male and 1 female.

QQ. COED WALK RULE

1. If the male batter walks, it is a two-base award. The male batter will go directly to second base. Any runners that were on second or third base will be forced in and scored as runs. The female batter must bat—she does not have an option to walk.
2. **Exception:** If a male is walked **with two outs**, (intentionally or unintentionally), the female batter has the option to bat or take a walk.

RR. CO-ED EXTRA PLAYERS:

1. If EP's are used, they must be listed on the starting line-up prior to the first pitch of the game. If your EP **leaves the game, and you do not have a legal substitute, an out will be called when that spot in the lineup comes up to bat.**
2. If the EP's are used, 12 players bat and any 10 play defense provided the proper male / female defensive alignment requirement is followed.
3. Defensive positions may be changed but the batting order must remain the same.
4. The EP's may be substituted for at any time. The substitute must be a player who has not yet been in the game.

“CO-ED GAME RULES ”

SS. COURTESY RUNNER FOR COED LEAGUE:

1. The courtesy runner must run for the same gender: males run for males and females run for females.
2. Teams may use a male or a female courtesy runner in each inning. It may be used only once in an inning.

UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED!!

TT. PROTEST ON ELIGIBILITY:

1. A written protest must be submitted to the League Administrator by 5:00 p.m. the next business day for the protest to be considered.
2. Uniform protests must be made at the point of the violation. Failure to do so will result in the protest not being considered. The League Administrator will hear the protest and render a decision.

UU. DISCIPLINE GUIDELINES & PENALTIES

1. The following penalties are punishable by ejection of the game and further disciplinary action administered by the Cleveland Division of Recreation.
 2. Any player ejected from a game is automatically suspended for the next game or more than one game if deemed necessary by the League Administrator.
 3. The umpires' jurisdiction begins one (1) hour prior to a game and ends one (1) hour after their final game. The parking lots and the park grounds are part of the umpires' jurisdiction.
- A. Normal Ejection:** Excessive arguing with umpires or scorers, **trash talking**, profanity, or any display of bad behavior deemed excessive by the umpires. **(Penalty: Ejection and 1 game suspension)**
- B. Fighting:** Any physical abuse or attempt to strike another player with arms, hands, feet or equipment in a combative manner. **(Penalty: Ejection and 3 game suspension).**
- C. Verbal Abuse:** Any threat, intimidation, or extreme vulgarity directed towards participants, spectators, umpires, scorers or league officials. **(Penalty: Ejection and 3 game suspension).**
- D. Physical Abuse of Umpire/Scorer/League Official:** Any threat of physical intimidation or harm to include pushing, striking, kicking, throwing at or attempting to make physical contact. **(Penalty: Ejection and suspended indefinitely).**
- E. Bench Clearing:** Any team personnel leaving their position on the field or bench area to participate in or surround a fight. **(Penalty: Ejection and 2 game suspension)**
- F. Drinking Alcoholic Beverages in the Park:** Any team personnel drinking alcoholic beverages in the park area will be suspended for 3 games. **(Penalty for 1st offense: 3 game suspension, Penalty for 2nd offense – suspended indefinitely)**
- G. Using or Possessing illegal drugs in the park: (Indefinite suspension)**
- H. Intentionally throwing a bat: (Ejection and 1 game suspension)**
- I. Miscellaneous Conduct Rules:**
1. **NO SMOKING is permitted in the dugout.**
 2. The use of profanity by any team member carries the following penalties:
First Offense – Warning Second Offense – Ejection
 3. Teams arguing Balls and Strikes will receive a team warning. **Any repeat offense by any team member will result in an ejection.**
 4. **Runners who intentionally “hurdle” (jumping over) a defensive player to avoid being tagged out will automatically be called out and ejected for the next game.**
 5. A base runner **must slide or run in a normal stride** if the defensive player has secure possession of the ball. The runner may not lower his/her shoulder or use excessive force in an attempt to dislodge the ball. **Penalty: the runner is called out and ejected from the game.**
 6. **Ejected players must leave the ballpark** for the remainder of the calendar day. Anyone who is serving a suspension **is not permitted** to attend the ballpark on those calendar days. Non-compliance could result in team forfeits or longer suspensions for personnel who violate this rule.

SPECIAL CONDUCT RULES

- XX. **NO MUSIC IS ALLOWED IN THE DUGOUT.** Spectators may only play music in the stands between innings. The music must be lowered and not impact the game. Umpires have permission to require spectators to turn it off if it affects the game.
- YY. **NO CHILDREN ARE ALLOWED IN THE DUGOUT.** Children coming to the games should be supervised by an adult.

BROOKSIDE RESERVATION

I. PARKING

Three areas have been designated as no parking zones to create space to drop off equipment. **Please cooperate by obeying the signs and keeping these areas clear for the convenience of others.** Parking is available on the street and near the fields. **Please do not park on the grass.**

II. FOOD & ALCOHOLIC BEVERAGES

No food or refreshments may be sold on the premises due to a concession agreement. **No alcoholic beverages may be brought into Brookside Reservation.**

III. ACCESS / GATES

Nagy Boulevard is no longer a through street. Entrance to Rose and Elder Fields can only be made via the Ridge Road entrance. Gates will be closed and locked at 11:00 p.m. or 20 minutes after the last game ends, whichever is later. Park Rangers will check the parking lots before locking the gates.

In case of an emergency, dial 911. Cleveland Metro parks Rangers can be reached by calling 440-333-4911. If there are any suggestions, comments or complaints regarding ranger service, contact 440-331-5530.

GORDON PARK

I. PARKING

Parking is available on the street once you enter the park area. **Parking inside of the Gordon complex is prohibited.**

Please cooperate by obeying the No Parking signs posted in several areas. These areas must be kept clear so teams can drop off equipment, or so rescue vehicles can easily access the park.

II. FOOD & ALCOHOLIC BEVERAGES

No food or refreshments may be sold on the premises due to a concession agreement. **No alcoholic beverages may be brought into Gordon Park.**

III. ACCESS / GATES

Entrance to Gordon Park can only be made via the East 72 Street entrance.

Gates will be closed at 11:00 p.m. or 20 minutes after the last game ends, whichever is later. The concessionaire will lock the gates after the games.

In case of an emergency, Cleveland Police can be reached by calling 911. If there are any suggestions, comments, or complaints regarding service, contact the league administrator at 216-664-2346.