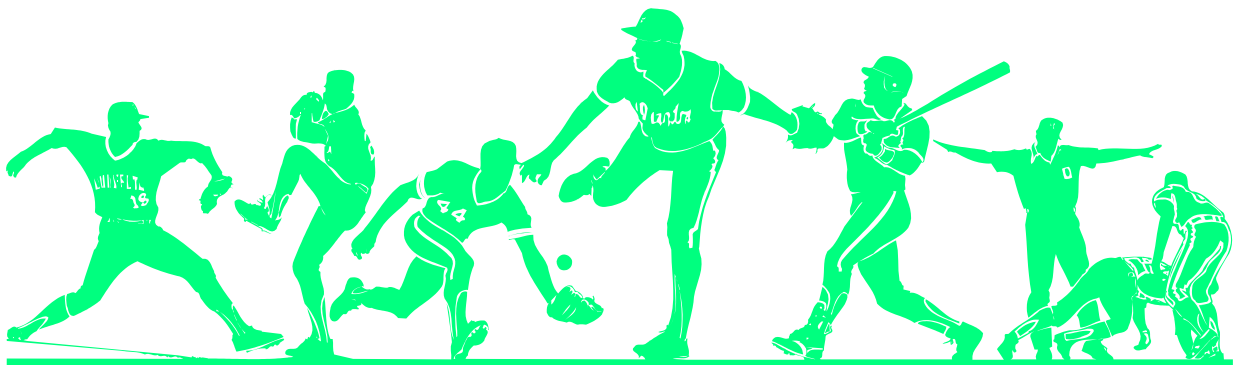


**CITY OF LOS ANGELES
DEPARTMENT OF RECREATION AND PARKS**

MUNICIPAL SPORTS BASEBALL

SUPPLEMENTAL RULES



VALLEY MUNICIPAL SPORTS OFFICE

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(Revised September 2019)

I. RESPONSIBILITIES OF ALL TEAM MANAGERS

1. The manager is personally responsible for all of the players on his roster. The managers must set a good example for his players and fans. The manager must be able to control all players on his roster, (an uncontrollable player(s) on a team may cause an entire team to lose its forfeit bond or be suspended from the league). It is the responsibility of the manager and the players, to the best of their ability, to show respect for the umpires and for the umpires' judgment. Under no circumstances will verbal or physical abuse of the umpires be tolerated. The manager must make a concerted effort to gain cooperation from the fans. If a manager fails to control his fans, he faces the possibility of losing a game by forfeit.
ALCOHOL: Any team or participant reported with alcoholic beverages before, during or after a game on Los Angeles City, Department of Recreation & Parks facilities (including the parking lots), or any game site, will be subject to automatic forfeiture of their bond. The second time this occurs the team will be suspended from further participation.
2. The manager must attend all required meetings or send a representative. An up-to-date address and telephone number of the manager and the assistant manager must be on file in the Municipal Sports Office. If a manager or assistant manager cannot be reached regarding a scheduling change or similar circumstance, his team is subject to a forfeit. Mandatory meetings may be called by the Senior Director, League Coordinator, and/or his/her superiors. If a mandatory meeting is called, each manager will be notified by mail or phone prior to the meeting date. It will be each manager's responsibility to attend or have someone represent him/her at the mandatory meeting.
PENALTY: \$25.00 will be taken from your team's bond and must be replaced before the team's next scheduled game.
3. The manager must submit applications, fees, and rosters for League play.
PENALTY: Failure to do so will result in the team being dropped from the League.
4. Teams not having the proper bond at any given time are subject to a forfeit. If a bond is not replaced before the Wednesday prior to the team's next scheduled game, team will receive a forfeit. If a balance of fees is not paid by the scheduled due date, games may be forfeited.
5. No one under 18 years of age may participate in the Baseball program.
PENALTY: Forfeiture of all games participated in by the ineligible player and loss of team bond.

6. The manager must submit a roster signed by each player before the third game. Starting in the third league game teams that have a roster on file may protest the eligibility players on the opposing team. The roster has a 25 player limit and one manager; a playing manager must also be included as one of the 25 players. Roster will not be accepted after the 8th League Game. Teams that do not have their roster in by **October 13, 2019** will only receive one point for a win until they submit a legal roster.
PENALTY: Failure to comply will result in forfeiture of all games protested while no roster is on file and will result in team being ineligible for any league playoffs/post season tournaments. In addition, teams without a roster on file can't protest the eligibility of an opposing player.
7. It is the responsibility of the manager to have each of his players sign the team roster and waiver. If a dispute about eligibility arises, and a team has failed to comply with this directive, the player will be considered an ineligible player. A player's eligibility must be protested in writing according to paragraph III, number 4, page 8.
8. A team may add and drop players (no later than the League's 9th League game) by submitting the player's name on an Add and Drop form. Add and Drop forms must be submitted to the Municipal Sports Office. Managers must use the official forms.
9. The manager must be aware of the official rules of play, which are those of Major League Baseball, the Supplemental Rules (supercedes MLB rules), and the Municipal Sports Section Participant's Code of Conduct.
10. The manager must make sure that all team members are informed of any amendments to existing rules, regulations, policies, and special events programs.
11. The manager must not permit anyone who is not a playing member of the team in uniform to remain in the dugout or on the player's bench during the game.
12. The manager must meet with the umpires and the opposing manager in a pre-game meeting to be informed of the ground rules and the official starting time. The manager must submit a line-up card to the umpire in the pre-game meeting.
13. The manager must report to the umpire and opposing manager any player being taken out or placed in the field before the action takes place.

14. The manager must maintain a regulation scorebook and keep an accurate account of each game. The manager should have the umpire sign the scorebook after each game. The score recorded by the umpire on the Umpire's Score Card will be the official score.

15. Each team must supply two new balls for each game.

PENALTY: \$10.00 fee. (Game must be played with best balls available.)

Starting pitchers may warm up with one of their team's new game balls prior to its use in the game. The home team must supply a fifth ball if needed, the visitors supply the sixth ball, etc.

NOTE: At times, teams may be required to supply three new balls.

Balls will be accepted at the discretion of the umpire. The Official Ball is:

- Diamond D1 PRO
- or
- Wilson A1010Pro

16. If no umpires appear for a game, each manager may choose to provide umpires agreeable to both sides and play the game, or the game will be rescheduled at the discretion of the Sports Office (has a bearing on playoff seeding).

II. **GENERAL RULES**

Major League Baseball Official Rules and these Los Angeles Municipal Sports Baseball Supplemental Rules and the Municipal Sports Participant's Code of Conduct will govern all League games. The League Director has the authority to rule on any subject not specifically covered in the rule book.

1. The Municipal Sports Office has the right to place teams in any division, and their decision will be final.
2. **TIME LIMIT:** No inning will start after 2 hours and 45 minutes from scheduled starting time. Once an inning starts, it must be completed (unless the home team is ahead when it is their turn at bat). An inning starts after the third out is recorded. Teams have up to a 20 minute grace period to field at least 8 players. The grace period counts toward the time limit. For the second and third games of the best-of-three championship series no new inning will start after 3 hours from scheduled starting time.
3. **TIE GAME:** In case of a tie at the end of 9 innings, all available time left in the time period shall be permitted and used to break a tie. No extension of the time period is permitted.

4. The League standings will be based on the following point system:

WIN =	2 POINTS	TIE =	1
POINT			
LOSS =	0 POINTS	FORFIET =	-1

POINT

In case of a tie the following tiebreaker system will be used.

1. Head-to-head record.
2. Number of forfeited games against each tied team. (Team with the most forfeits loses the tiebreaker)
3. Number of forfeited games in all games. (Team with the most forfeits loses the tiebreaker)
4. Team with the most Wins.
5. Coin flip (for playoff seeding only)

Exception to #5: If two or more teams are tied and breaking the tie results in one or more teams being eliminated for the playoffs a one game playoff (two teams) or mini-playoff with shortened games (three or more teams) will be used.

SUSPENDED GAMES that are not completed due to mechanical failures (i.e. sprinklers, etc.) will be made up from the point of suspension if they have a bearing on teams qualifying for the playoffs.

Games called due to INCLEMENT WEATHER will be replayed from the beginning if they are not regulation games and they have a bearing on teams qualifying for the playoffs.

Games postponed due to INCLEMENT WEATHER will be rescheduled if they have a bearing on teams qualifying for the playoffs and/or are necessary to ensure that all teams have a minimum of ten scheduled games.

All MAKE-UP games will be scheduled the next available week after the last game of the regular league schedule if time permits and:

1. If they have a bearing on teams qualifying for the playoffs
2. If they are necessary to ensure that all teams have a minimum of 10 scheduled games.

Games are not made up for playoff seeding.

The best-of-three championship series may be shortened to one game if necessary due to time constraints.

Sixteen Championship Awards and one team trophy awarded for first

place. One team trophy awarded for second place.
Standings are online at: www.laparks.org/sports/baseball.htm

5. Wins and losses of teams dropping from the League will count in the standings.
6. Players are required to sign their names legibly, using first and last names, on the Umpire's Score Card by the end of the 2nd inning. Late arriving players must sign at the time they arrive at the game.
PENALTY: forfeit.
7. Each player who participates in the Baseball Program must have a government issued photo ID at each game. Managers may appeal the eligibility of up to 2 players. Those players must present a government issued photo I.D. to the umpire prior to the end of the game.
8. Protest of starting players (in the original batting order) regarding their eligibility is to be made from the time of the umpire's assumption of control of the game to no later than the end of the 4th inning (limit of two). Any players entering the game after it has begun can be protested at any time before the game ends and does not count against the maximum of two starting players.
9. Players dropped from a roster may join another team if there is no unsportsmanlike action against them. Any change from one team to another must comply with the Add and Drop regulations. The player or players need not lose any Sunday games in transferring. If a player wishes to leave a team and the manager refuses to drop him, a letter to the Municipal Sports Office is necessary before he can be released to another team. Players may only play on one team per league.
10. An ejected team member is automatically suspended for a minimum of one game. Ejected players must leave the immediate area (eyesight & earshot) of the field, failure to do so will result in the game being forfeited. The Municipal Sports Directors may require a meeting with the ejected team member and manager. The Municipal Sports Directors reserve the right to put said player on probation or suspend said player with or without a meeting. When a manager refuses to give the name of a player on request of the umpire, that player shall be immediately be removed from the game and the manager will be suspended from his/her team's next game. If a manager is ejected from a game he/she will receive a minimum one-game suspension from his/her team's next game, and **MUST** meet with a minimum of two Municipal Sports Directors before he/she can participate again.
 - A. **PROBATION:** This means that a player may continue to play with the understanding that the next time he is ejected

from a game, he will automatically be suspended.

Probationary periods can also be applied to teams as a whole.

- B. **SUSPENSION:** This means that a player cannot attend any game in which his team is scheduled to play until his suspension has ended. If a team is suspended or expelled from the league a maximum of four players from the suspended/expelled team may play on the same team while the team suspension is in effect.

PENALTY: Any manager using a suspended player will forfeit each game in which the suspended player participated. Also his team's bond may be forfeited.

11. Cooperation with the umpires and good sportsmanship are mandatory at all times. Flagrant disregard of these principals are cause for life-time expulsion from Municipal Sports programs. No participant shall be guilty of abusive verbal attack upon any player, umpire, or spectator. A participant shall not be guilty of objectionable demonstrations of dissent at an umpire's decision by throwing balls, bats, gloves, personal equipment, or any other forceful action. All individuals in the Municipal Sports program are expected to conduct themselves in accordance with the Municipal Sports PARTICIPANTS CODE OF CONDUCT section. See "L.A. CITY MUNICIPAL SPORTS OFFICIAL RULE BOOK." It is the responsibility of the manager to inform team members of the CODE OF CONDUCT and insure that the players abide by it. Penalties for code of conduct violations range from player and/or team probation to player and/or team suspension from the league. Managers are responsible for controlling their teams, coaches, and team fans. Friendly competition is expected, however profanity and/or talking trash will not be tolerated.

TRASH TALK RULE:

Definition: TRASHING "to criticize harshly", i.e., (TRASH TALK). It is not the intent of this rule to stop all normal baseball language that takes place during the normal flow of a game. The intent of this rule is to stop any game participant from heaping personal abuse upon any other game participant, spectator, or umpire. The umpire, after hearing derogatory or abusive language directed toward an individual or between teams, **must** enforce the penalty.

PENALTY: The degree of infraction in the official's judgment, shall draw a minimum penalty of a warning or a maximum penalty of forfeiture of the game. The offending participant's team may be charged with a forfeit by the official.

12. **UNIFORMS:** All teams that compete in the Municipal Sports Baseball program must be in baseball uniforms. A uniform will consist of baseball shoes (all purpose shoes are acceptable), socks (inner hose and/or stirrups socks), baseball pants, shirt(with a unique number) and cap. Uniforms of a team do not have to match. Players are not allowed to play unless they are wearing baseball

pants. NO EXCEPTIONS. If two or more players are wearing a jersey with the same number each batter will be declared out the first time their spot in the batting order comes up. If a batter does not have a number on his jersey he will be declared out the first time his spot in the batting order comes up. Player will still take his at bat, unless it is the third out of the inning. In that case, the batter will lead off the next inning. Jersey numbers must be permanent. Numbers made out of tape or written with a marker are not allowed.

13. **RESPONSIBILITY FOR BASES:** If the umpire has no bases available, it is the home team manager's responsibility to check out bases from the Recreation Center. It is the Home Team's responsibility to return bases to lock-box or Recreation Center Office.

14. **RAINY DAY PROCEDURE:** When a game is scheduled and there is doubt about whether the game will be played because of wet grounds, it is each manager's responsibility to call the field hotline (818) 765-0743 to determine if the field is going to be playable. The decision of the Director on duty is final. Any team playing on unauthorized fields will be dealt with by the Municipal Sports Directors. **NOTE:** If all the games for the weekend in a particular division are rained out the games will not be rescheduled. If some teams play while other don't on the same weekend those games that did not take place will be classified as postponed. Postponed games will be rescheduled if they have a bearing on whether a team makes or does not make the playoffs. Teams are guaranteed a minimum of nine scheduled games.

15. **BASE COLLISION MANDATE:** A baserunner cannot crash into a defensive player waiting to apply a tag. Guidelines for collisions:

- A. The runner has to be going for the base, not the defensive player.
- B. If in the judgment of the umpire the runner is trying to hurt the defensive player or separate the defensive player from the ball, the runner will be ejected.
- C. If the runner raises one or both forearms and makes contact with the defensive player, the runner will be ejected.
- D. The runner does not have to slide, but must try to avoid contact with the defensive player.

CLARIFICATION OF BASE COLLISION MANDATE: At any base, if the defensive player is crashed into by an offensive player, the **PENALTY** is offensive interference and unsportsmanlike conduct. The ball is dead, other baserunner(s) return to their previous base(s), the guilty player is called out, ejected, and is automatically suspended for one game.

16. **BATS:**
Official Bat Standard for A, AA, and AAA divisions. Metal bats that are BBCOR certified for high school and/or college play may be

used. Non-BBCOR bats are not allowed. All non-wood bats are required to have a BBCOR certification mark. The BBCOR certification mark cannot be in the form of a sticker, label, or decal. It must be a permanent certification mark such as a silk screen. A, AA, and AAA may also use bats that meet the Major division standard.

Official Bat Standard for Major division:

Only one piece wood bats are allowed, no composite or metal/wood bats. Bats that are NOT 1 piece, or are wrapped in resin and fiberglass are composite bats. Bats that have a metal handle and a wood barrel are composite bats. Bamboo is the only exception that could be allowed as long as it's one piece. Although it is layered with lots of glue, the barrel and handle are 1 piece. An example of a composite are most DeMarinis. Some have a maple barrel, polyurethane handle, and a metal rod down the center of the bat to hold the two together.

Infractions. If the infraction is noticed after a pitch has been thrown to the following batter, no penalty is enforceable against the previous batter. Enforcement of this rule is the responsibility of the opposing team, not the umpires. If there is probable cause for suspicion, a player from the defensive team may request an interruption of play and examine an opponent's bat at any time.

Player Penalties: The following penalties apply if the use of an illegal bat by a player is discovered.

First offense: A batter who enters the batter's box with an illegal bat is declared out regardless of whether or not the ball is put into play. If the illegal bat is discovered before a pitch has been thrown to the following batter the batter is declared out, the result of the at bat is voided, and any baserunner(s) that were on base must return to their original base(s).

Second offense by a player on the same team (during the same game): The batter is declared out and is ejected from the game.

17. BATTING HELMETS: It is mandatory that every player, at bat or on base, wear a regulation batting helmet. If a player is detected batting or on base without a helmet, the umpire will stop the game and instruct the player to put on a helmet. If the player refuses to wear a helmet, he will then be called out and ejected from the game. Plastic promotional helmets are not legal. **First and third base coaches must also wear a batting helmet as per MLB rules.**

18. **CATCHERS HELMETS**: Catchers MUST wear protective helmets with throat protection. **PENALTY**: Failure of the catcher to wear a protective helmet will result in the catcher not being allowed to participate in the game.
19. **LINE-UPS**: 8 MAN (5 INNINGS); 9 MAN; 10 TO 25 MAN:
8 MAN (5 INNINGS): A team may start a game with eight players and continue until five innings have been completed. An out will be called each time there is no player in the ninth batter's spot. If a player arrives before five complete innings, he must bat in the 9th batter's spot. After five complete innings each team must have nine players for the remainder of the game or the game will be forfeited to the opponent.

9 MAN: A team starting the game with nine players may only use regular baseball rules, and the relief runner rule. Any late arriving players must be used as substitutes **only**.

10 TO 25 MAN: A team may bat their entire roster, or any number of 10 to 25. They may rotate the players on defense at any time, the batting order **may not** be changed. If for some reason any player fails to bat, an out will be called, **one time only**. Players who arrive after the game has started may be used as substitutes **only**.

A/B Batting Order: A team may declare, at the time lineups are exchanged (prior to the start of play), which batting order positions will be occupied by two (2) players in each batting position. All batting order positions are eligible for the A/B batting order. That is, 10a/10b, etc. The first time that the position 10 comes to bat, 10a would appear, the second time 10b, would appear, the third time 10a would appear and so on, alternating between these two players throughout the game. Once a team declared the use of the A/B system, it must continue using it for the remainder of the game. If an A/B player is unable to take his at bat an out will be declared the first time his spot in the batting order comes up. No penalty the second time it comes up. Batters in the A/B positions may be pinch hit for as any other hitter.

Teams may use a designated hitter for the pitcher. If the pitcher leaves the game the designated hitter may remain in the batting order or be substituted for.

Team managers are to hand their lineup cards to the umpire prior to the start of the game.

RE- ENTRY RULE: ALL STARTERS MAY WITHDRAW AND REENTER THE GAME ONCE IN THE SAME POSITION IN THE BATTING ORDER.

ALL THE LINE-UPS MUST HAVE NINE PLAYERS MINIMUM AFTER FIVE INNINGS.

20. Players are not allowed to congregate near the backstop area. Players must remain in the dugout.
21. **PITCHING**: Pitchers are allowed five (5) warm-up pitches between innings and eight (8) warm-up pitches when a new pitcher comes into a game. **PENALTY**: A ball is awarded to the batter for each excessive warm-up pitch. Pitchers are allowed to leave and return during the course of a game, provided the batting order is not compromised. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. A pitcher who unintentionally hits three batters in an inning must be removed and may not pitch for the next two innings. If in the judgment of the umpire a batter is hit intentionally, the pitcher and manager are subject to ejection from the game.
22. **FIRST BASE EXTENSION (ORANGE) – Where Applicable**: This is a safety device used at 1st base to prevent collisions on close plays. The orange extension base is to be used by the batter-runner only. Once the batter-runner has been judged to be safe by the umpire, the base is no longer in play. To record an out, the first baseman must touch the white (regular) base, not the orange extension base. The batter-runner has the option of touching the regular base or the orange extension base.
23. **RELIEF RUNNERS**: **LAST OUT – A team may use runners for their catcher and the pitcher.** When there are no outs in the 1st inning, the runner will be the last player named in the line-up, with the exception of the catcher and/or the pitcher. When there are no outs in any other inning the runner will be the last out in the previous inning. These runners are not substitutes and must bat in their proper turn.
24. **INTENTIONAL WALK** – Pitcher need not throw four balls for an intentional walk. Pitcher must notify the umpire that he wants to intentionally walk the batter and umpire will award the batter first base.
25. **MERCY RULE**: When a team is leading by twelve (12) or more runs after the fifth inning, (or 4 ½ if the home team is ahead), the game will be stopped and the team with the lead will be declared the winner.
26. **FORFEITS**: Teams that forfeit a game due to not having 8 players at the end of the grace period will have \$150 deducted from their forfeit bond. The \$150 charge covers the \$75 each umpire will receive by check. Teams must keep their forfeit bond at \$300 (2 games) the entire season. Any team that forfeits must replenish their bond by the following Wednesday. Teams that notify the sports office of a forfeit in advance are still charged \$150.
27. **ROSIN BAG**: May be used on infields without an elevated pitching mound.

III. PROTESTS

1. A formal protest should contain the day, time, and place of the game, the names of the umpires, the rule and section of the Official Rules or League rule under which the protest is made, the decision and all essential facts involved in the matter protested. The protest must be entered on the Umpire's Score Card.
2. Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall, prior to the next pitch, inform the umpire who will notify the opposing team captain or manager that the game is being continued under protest.
3. **PROTESTS REGARDING RULES OF PLAY:** A formal protest in writing must be received by 4:30 p.m. on the second working day following the day of the game involved. The protest letter must be accompanied by a \$25.00 protest fee (check or money order made out to L.A. City, Rec. & Parks). The protest fee will be returned if protest is upheld.
 - A. Protests based solely on a decision which involved accuracy of judgment on the part of an umpire will not be considered.
 - B. Protests based on the misinterpretation of a playing rule will be received and considered. Failure of an umpire to apply the proper rule to a given situation or to impose a proper penalty for a certain violation of the rules is protestable.
 - C. If a protest is upheld the game will only be replayed if it's determined that the violation adversely affected the protesting team's chances of winning.
4. **PROTESTS REGARDING ELIGIBILITY OF PLAYERS:** A formal protest in writing must be received by 4:30 p.m. on the second working day following the day of the game involved. The protest letter must be accompanied by a \$25.00 protest fee (check or money order made out to L.A. City, Rec. & Parks). The protest fee will be returned if protest is upheld.
 - A. Starting players must be protested before the end of the 4th inning. Limit of two.
 - B. Late arriving players or substitutes can be protested anytime before the game ends and do not count against the limit of two starting players.

NOTE: Use of ineligible players will constitute grounds for forfeiture of all games in which they are involved.

NOTE: ON ALL PROTESTED GAMES, THE ASSIGNED UMPIRES AND BOTH OF THE OPPOSING MANAGERS MUST PROMPTLY SUBMIT A WRITTEN REPORT STATING ALL FACTS TO THE MUNICIPAL SPORTS OFFICE.

5. All teams should understand the six (6) reasons why a forfeit bond may be forfeited. They are as follows:
 - Failure to meet games as scheduled.
 - Withdrawal during a League.
 - Unsportsmanlike or unbecoming conduct.
 - Failure to report unsportsmanlike conduct.
 - Failure to abide by an umpire's decision.
 - Violation of Municipal Sports Rules.

MUNICIPAL SPORTS SECTION PARTICIPANT'S CODE OF CONDUCT

Los Angeles, second largest city in the nation, has one of the finest adult municipal sports programs in the country for its citizens.

The primary purpose of adult sports programs is to offer each resident of our city the opportunity to pursue, through competitive sports, the physical and emotional benefits such activity offers.

All too often the emphasis in such participation has been placed on winning at any cost. As a result, reports reaching the Municipal Sports office have revealed a serious trend toward violence and destruction of property. Players and officials have been attacked, property has been damaged, and fans have been incited to riot.

It should be remembered that in every competitive sports activity there are winners and losers. The purpose of the Code of Conduct, applicable to every participant, is to engender and motivate a return to good sportsmanship, proper conduct on and off the field, and fully complying with the rules and policies of the Los Angeles Municipal Sports Section. Every individual and team participating has adequate recourse through established procedures in the filing of complaints or protests.

The Department of Recreation and Parks, the Municipal Sports Section and the Municipal Sports Advisory Board are determined to provide adult municipal sports programs to individuals and teams willing to comply fully with this code of good conduct.

Effective immediately, the Code of Conduct, as defined below, is in force. We strongly urge all league organizers, coaches, and team managers to carefully review the rules and requirements herewith set forth for the actions of their teams and players on and off the playing field. Improper behavior on the part of any participant can directly affect future participation by the entire team.

Each participant in the Municipal Sports program should not let the competitive spirit and desire to win exceed the limits of human decency. Remember that these sports activities are for fun and recreation.

CODE OF CONDUCT

The Participant's Code of Conduct applies to all players, coaches, umpires, fans, and managers. The Code of Conduct applies to players as individual or as a team; and the penalties can be applied on an individual or an entire team. This Code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

A. No Participant shall:

1. At any time lay a hand upon, push, shove, strike, or threaten to strike an official, player, or spectator.
2. Be guilty of physical attack as an aggressor upon any player, official, spectator, or Recreation & Parks employee.
3. Endanger the safety of any player, official, spectator, or Recreation & Parks employee.
4. Threaten and/or attempt to intimidate any player, official, spectator, or Recreation & Parks employee.

PENALTY: Officials are required to immediately suspend the participant from any further play in the game and report such participant to the Sports Office. Such participant shall remain suspended until a letter is received by the Sports Office requesting a hearing before the Executive Committee. Such a hearing will be scheduled as soon as possible. The offending participant's team may be charged with a forfeit by the official.

NOTE: All managers and participants involved must submit a written report within two working days following the incident.

B. No Participant shall:

1. Refuse to abide by an official's decision.
2. Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment.
3. Be guilty of using unnecessary rough tactics in the play of the game against an opposing player.

PENALTY: Officials are required to immediately suspend the participant from any further play in the game and report such player to the Sports Office for appropriate action. It shall be the prerogative of the League Sports Directors to allow such participant to play under probation, to levy a limited suspension, or to have such participant request a hearing before the Executive Committee to consider the case. The offending participant's team may be charged with a forfeit by the official.

NOTE: All managers and participants involved must submit a written report within two working days following the incident.

C. No Participant shall:

1. Be guilty of objectionable demonstrations of dissent at an official's decision by throwing of gloves, bats, balls, personal equipment or any other forceful action.
2. Discuss with an official in any manner the decision reached by such official. (Exception: Manager).
3. Be guilty of abusive verbal attack upon any player, official, spectator, or Recreation & Parks employee.
4. Be guilty of discussing publicly with spectators in a derogatory manner any play, decision, or his personal opinion of other players during the game.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment, draw a minimum penalty of a warning or a maximum penalty of forfeiture of the game. The offending participant's team may be charged with a forfeit by the official.

D. No Participant shall:

1. Smoke while going on or coming off the field of play, or while on the field of play.

PENALTY: Officials are required to warn participants guilty of infractions of this rule, and failure of such players to comply will result in removal from the game.

E. No Participant shall:

1. Permit anyone to remain in the dugout or on the player's bench during the game, who is not a playing member of the team, managers and coaches excepted.
2. Mingle with or fraternize with the spectators during the course of the game in a way that negatively affects the game in any way.

PENALTY: Officials are required to warn members of the team guilty of violation of this rule. Failure of such players to comply will result in removal from the game.

F. No Participant shall appear on the field of play at any time in an intoxicated condition, or consume any alcoholic beverage (or use a controlled substance) while on a recreation facility.

PENALTY: Officials are required to immediately suspend the participant and report the incident to the Sports Office for further consideration.

G. No Participant shall be guilty of gambling upon any play or the outcome of the game with any spectator, player, or opponent.

PENALTY: Officials are required to report violations of this rule to the Sports Office.

Any participant ejected from a game by the official for any cause will be automatically suspended for their next game and be subject to further disciplinary action by the Sports Office and/or Executive Committee. If the ejected player does not appear on the team's roster his/her team will be charged with a forfeit.

