Adult Softball League Rules

2017

AURORA SPORTS

City of Aurora Parks, Recreation & Open Space “The Quality of Life Department”

Please visit

An Aurora Adult Sports Program sponsor.

A copy of these rules can be found at www.auroragov.org/adultsports
# 2017 AURORA ADULT SOFTBALL RULES

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See Web Site – www.teamsideline.com/aurora
I. LEAGUE INFORMATION

A. CUSTOMER SERVICE
   The City of Aurora Parks, Recreation & Open Space strive to provide a staff that is professional, knowledgeable and respectful. These characteristics will guarantee our participants a positive experience. Please contact us immediately at 303-326-8700 if any of our staff does not meet these standards. We have records of all assigned personnel and can match the field and date with the person in question, if needed. Your input is a necessary part of our evaluation process and is essential for us to provide a quality program.

B. MANAGER’S RESPONSIBILITIES
   To ensure a quality playing experience, a team manager is responsible for obtain and providing the following league information for league play in the City of Aurora:
   • Payment of team fees must be paid in full by the 2nd Friday after the season starts or the team will be removed from the schedule and all fees paid will be forfeited.
   • Attend manager’s meeting; managers will be notified as to date and location.
   • Read league rules and park policies prior to participation and brief each team member about them; managers are responsible for the conduct of his/her team during league or tournament play.
   • Obtain league information regarding registration deadlines, make up schedules, tournaments, awards, etc.
   • Submit all league paperwork on time (registration forms, rosters, etc.). Team names must be appropriate for city web site and public posting. City staff will replace inappropriate name with manager’s last name if needed.
   • Inform league office of changes in the manager’s address, email and telephone numbers.
   • Notify league office of a second contact person when manager is not available.
   • Have all players read and sign the team waiver/roster before playing / located with complex supervisor.
   • Maintain control over players and fans in all circumstances, including disagreements on the field; umpires will discuss issues on the field with the MANAGER ONLY.
   • Obtain scorecard from umpire and return with your completed line up at least ten minutes prior to game time including first initial and last name with jersey number; any player that arrives late must be placed at the end of the batting order (exception for Coed – See Coed Section).
   • Prior to game time, a designate person will receive the ground rules at home plate. This same person (Not any other players) can respectfully discuss any game concerns with the umpire.
   • Fill out forms as necessary, including ejection, protest, evaluations, rosters, etc.
   • Check www.teamsideline.com/aurora for correct scores and schedule updates weekly.

C. MANAGER’S MEETING / SPECIAL REQUESTS / SCHEDULES
   Managers MUST attend the Manager’s Meeting before the start of their season. Attending at least one meeting a year is mandatory and attendance will be recorded.
   Special Requests concerning game schedules need to be made by the registration deadline to be considered. Any requests for schedule changes to the regular game schedule after it has been posted are subject to a $25 fee and requests can be refused by staff for any reason. Payment MUST be received before schedule is changed.

   The official game schedules are on www.teamsideline.com/aurora. No other location or printed form of the schedule is official. The first schedule for the current season will be posted on team sideline web site by the next day after the Manager’s Meeting.

All Adult Sports League schedules, standings, make ups and other info can be found at: www.teamsideline.com/aurora
D. MAKE UP / RESCHEDULED GAMES

1. All rescheduled games will be posted on the web site. Teams must check their schedule for schedule changes and rescheduled games. Sports staff member will email the team manager if changes are made to a team’s schedule within a week of your scheduled game.

2. If changes are made with more than a week before your scheduled game, the schedule will be posted on the web site and the manager will not be contacted. Managers are responsible for checking their schedule each week on the web site.

3. Make up games will be rescheduled on the night your team plays if the field is available. If the field is not available, games could be scheduled at a different field or complex. If we cannot play on your night at any available field, we have set aside selected weekends including Saturdays and Sundays to play canceled games.

4. Each team must notify the Sports Staff in writing within 24 hours from the original game time if your team is unable to play on the designated make up weekends. If you do not notify us in writing by the deadline, your game will be scheduled. If your team cannot play, your game will be forfeited. CHECK THE WEB SITE FOR MAKE-UP GAME TIMES WITHIN YOUR SCHEDULE!

5. The City of Aurora has a recorded weather/cancellation message which will inform the managers of the status of that day’s or evening’s games. Messages will be left no later than 4:00PM on the weekdays and two hours prior to the first game on the weekends. Please know your complex, field number and listen very carefully, as some fields will be playable and others will not. Updates are made on these recordings only if the information needs to be changed.

Weather line for game status for all softball leagues: 303-739-1904

6. The manager is completely responsible for knowing game times and locations on your league schedules. Make up games and schedule changes are integrated into your original schedule.

E. TEAM WAIVER/ROSTER

A complete team waiver/roster is required for all teams. Players must be 16 years of age to participate. Players under 18 must also have a parent/legal guardian sign the roster. Each player must carry a picture ID with them to all games. Changes/additions may be made throughout the season by contacting the complex supervisor during scheduled game hours. An unlimited number of players can be added at any time throughout the season as long as they completely fill out and sign the waiver/roster prior to play. Players must sign the roster prior to the start of the game unless the complex supervisor is notified of a late-arriving participant. Failure to do so will result in an offensive ejection. This player cannot be substituted and is an automatic out for the remainder of the game. Repeated offenses will result in a forfeit.

Players can only play on one team per league. However, managers may drop players from their roster and the player may join another roster in the same league once per season without penalty. Players wanting to switch in the same league cannot have played in a game (forfeits included) on the same night of the switch. Once a manager has removed a player from their roster, during the season, the player cannot return to that team’s roster. Teams must bring any roster concerns to the complex supervisor’s attention.

F. LEAGUE CLASSIFICATION / HOME RUN LIMIT (also see II, J)

Player’s skill level is both league and tournament level.

Men’s D / Women’s Open / Coed D (2 Home Runs + one up rule)

- Teams consist of experienced and average players.
- Teams may have a maximum of 3 “C” players on the league roster.
  - Coed teams may have a maximum of 2 “C” men & 2 “C” women on the league roster.
• Teams may not have “A”, “B” or Restricted Players on the league roster.

Men’s E + / Coed E + (1 Home Run + one up rule)
• Teams consist of average and experienced players, but are not at the D level.
• Teams may have a maximum of 3 “D” players on the league roster.
  o Coed teams may have a maximum of 2 “D” men & 2 “D” women on the league roster.
• Teams may not have “A”, “B”, “C” or Restricted Players on the league roster.

Men’s E / Coed E (1 Home Run)
• Teams consist of average and inexperienced players.
• Teams may have a maximum of 3 “D” players on the league roster.
  o Coed teams may have a maximum of 2 “D” men & 2 “D” women on the league roster.
• Teams may not have “A”, “B”, “C” or Restricted Players on the league roster.

Men’s Rec / Coed Rec (0 Home Runs)
• Teams consist of average and inexperienced players.
• Teams may have a maximum of 3 “E” or “E+” players on the league roster.
  o Coed teams may have a maximum of 2 “E” or “E+” men & 2 “E” or “E+” women on the league roster.
• Teams may not have “A”, “B”, “C”, “D” or Restricted Players on the league roster.

The City of Aurora makes every effort to have teams play in the appropriate levels and reserves the right to move teams into different levels then registered.

Supervisors can enforce these team waiver/roster rules. Teams do not have to protest this, but must bring it to the staff’s attention before the end of the 2nd inning. Any violation of the above will result in forfeiture, unless noted. Continued violations may result in the team/player(s) being banned from playing in Aurora.

II. PLAYING RULES

A. GOVERNING RULES
1. The City of Aurora Sports Staff is the sole governing body of this softball program. All slow pitch games will be governed by these rules. Please contact the Aurora Sports Office (303-326-8700) for rule clarification or for any rule not covered within.

2. Any situation not covered explicitly in these rules will be acted upon by the complex supervisor and/or the sports staff. In addition, Aurora Softball reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the program.

3. City of Aurora reserves the right to reclassify or move a team at any point during the season in order to maintain a fair balance of competition.

4. City of Aurora also reserves the right to expel any team/participant from the league for reasons of conduct, failure to observe rules, regulations and procedures and/or failure to field a team for two or more games. Written notification of such actions will be provided to the individual and/or team manager.

B. UNIFORMS
Matching jerseys are recommended for league play however it is not required. All players must have a clearly visible jersey number and be dressed appropriately to play softball. Taped numbers are not allowed.
Players must wear shoes that cover the entire foot. Steel or plastic screw on style cleats are prohibited.

Players may wear hats / visors in whichever manner or style they choose.

C. JEWELRY
All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.

D. SHOES
Shoes must be worn by all players. Steel or plastic screw-on style cleats and open toed / heal shoes are prohibited.

E. BANNED BATS
For the complete list for your league, see our web site www.auroragov.org/adultsports.

All bats in all leagues must have the proper “Aurora Softball Certification” sticker on the bat to be considered ready for use. Any person found falsifying this sticker will be suspended for at least one year from all Aurora softball leagues and tournaments.

When a batter enters the batter’s box with, or is discovered using a banned bat or a bat without a proper “Aurora Softball Certification” sticker; the batter / team is warned. Repeat same – game offenses of this rule will result in the player being ejected. In both cases the bat will be removed from the game until legal.

F. NUMBER OF PLAYERS / SUBSTITUTIONS
1. A minimum of eight players can start and finish a game. A team may add players to the bottom of the batting order throughout the game, up to a maximum of fourteen. Any players in the batting order can take any defensive positions throughout the game, provided they stay in the same numeric position in the batting order. If a team is playing shorthanded, they must keep a minimum of three outfielders.

2. If a player is unable to play due to injury and there is no substitute available, the team can finish the game with as few as eight players. The injured player will be scratched with NO “automatic out” for the missing batter. EXCEPTION: See Coed Rules.

3. All ejections will be “automatic outs” and cannot be replaced by a substitute. If any team has three or more players ejected during one game, that game will automatically be forfeited.

4. Any player unable to continue playing due to any other reason besides injury will be recorded as an “automatic out” unless replaced by a legal substitute.

5. Any player may be substituted for and re-enter once, provided they occupy the same numeric position in the batting order. Substitutions must be reported to the umpire and other team.

6. All slow pitch players playing defense must bat.

G. OFFICIAL GAME
1. The pitching rubber shall be at a distance of 55 feet in all leagues, except women’s (50 feet). Pitcher must present the ball for at least 1 second while in contact with pitching rubber before making a pitching motion. Pitchers are allowed 1 pumping motion after presenting the ball. Contact with the pitching rubber must be maintained until release of the ball. Violation – illegal pitch, ball on the batter.

2. Pitch height – 6 foot minimum / 10 foot maximum, from the ground.

3. All leagues will use a 3 ball and 2 strike count. If the batter hits a foul ball after having a strike and they will receive one more strike. If the second strike is called, the batter is out.
4. It is **RECOMMENDED** that pitchers wear protective equipment while pitching.

5. Games will be **55 minutes or 7 innings**, whichever comes first. The clock will start after the pregame meeting. An inning begins when the third out is made in the previous inning.

6. In the event a game is delayed, managers are required to receive instructions from the complex supervisor before leaving. Umpires can only delay games; they are not empowered to cancel games. Only the complex supervisor can cancel games. If your team leaves prior to instructions given by the complex supervisor and games continue, you will be given a forfeit. If the game is suspended, it is the manager’s responsibility to sign and verify the scorecard. Failure to sign/verify the score sheet negates your right to contest the factors being used for resumption of the game.

7. Games are considered official after 4 1/2 (if home team is ahead) or 5 innings. Games started that are delayed before that point will be made up/continued from the last pitch thrown, providing one complete inning has been played.

8. One **Courtesy Runner** is allowed per inning for any player. Runners not following this rule will be called out. The Courtesy Runner must be the last out unless:
   1. No outs exist in the game; theCourtesy Runner will then be the last person to score.
   2. No outs exist in the game and no player has scored, the Courtesy Runner will then be the last batter in the lineup. (1st inning)

   If a team uses a player as a Courtesy Runner and their turn at bat comes up, with them still on base, the batter is out. The exchange of players for the Courtesy Runner must be in a timely manner.

9. An **orange safety base** will be used at first base. When an initial play is made at first, the runner must go to the orange base and the fielder must go to the white base unless either player is avoiding a collision. The umpire can rule the runner out if the runner touches only the white base or safe if the fielder touches only orange.

10. For everyone’s safety, On Deck Batter may not interfere with any play on the field. Retrieving a bat may only be done after time is called.

11. Managers must turn their lineup **listing player with 1st & last names** to the umpire **10 minutes prior** to game time on the game scorecard. Managers are required to **sign the scorecard** at the end of the game. If the manager does not sign, the score will automatically be official when the umpire turns it into the complex supervisor.

**H. RUN / FLIP FLOP / TIE GAME RULES**

1. **Run Rule**: The game will be declared over if a team is ahead:
   - by 20 runs after 3 innings, (2 ½ innings if the home team is ahead)
   - by 15 runs after 4 innings, (3 ½ innings if the home team is ahead)
   - by 10 runs after 5 innings, (4 ½ innings if the home team is ahead) or anytime thereafter

   Flip Flop rule is in effect if visiting team is ahead at the end of the 3rd or 4th innings.

2. **Flip Flop Rule** will be in effect when the **HOME TEAM is losing by**:
   - 15 or more runs at the bottom of the 3rd inning
   - 10 or more runs at the bottom of the 4th inning

   The home team will bat at the Top of the 4th or 5th inning when this rule is in effect.

   If the home team scores enough runs and are not losing by the mercy rule, the game will continue without flipping back.

   **Example**: After the bottom of 4th inning, the home team is losing by 10 runs or more, the home team will bat at the Top of the 5th. After the top of the 5th, if they are still losing by 10 runs or more the game is over. If they are within 10 the game continues without switching back.
3. **Tie Game**: If at the end of allotted time or at the end of 7 innings (whichever comes first) the game is tied, the game will continue as follows:
- **1 PITCH PER BATTER** will be used.
- The batter will either walk, strikeout (or foul out), or take the result of the hit.
- The last batter(s) of the previous inning will be the runner(s) on base.
- The first extra inning, the runner will start on 2nd base.
- If the game is still tied after one full extra inning, runners will start on 2nd and 3rd.
- All subsequent innings the runners will start on 1st, 2nd and 3rd.

**I. FORFEIT PROCEDURE**
1. If you know your team cannot field enough players to play and need to forfeit, please call the sports office (303-326-8700) before 3:30pm so staff can contact the other team.

2. Both teams must have a minimum of eight players present on the field and properly registered or the following will take place:
   - The game clock will start and allow the team with less than 8 players up to ten minutes to get at least eight players. Failure to field a team within these ten minutes will result in a forfeit.
   - The team that has the eight players at game time has the option of being home or visitors. These ten minutes will count toward the game time.

3. If neither team has eight players, the clock will run for ten minutes until one team gets the minimum number of eight players. The first team with eight players has the option of becoming home or visitors and the other team will have the remainder of the ten minutes to get their players. If neither team has eight players present at the end of the ten minutes, the game will be recorded as a double forfeit.
   a. This rule is not in effect when the entire team is completing a game on another field. If your team needs to wait for players from another field, you will automatically be visitors.
   b. Umpires will not officiate forfeited games. Teams will be allowed the use of the field until ten minutes prior to the next scheduled game time or one hour, whichever comes first.

4. If a team has 3 forfeits, the league management has the right to remove the team from the league. No refunds will be given to the removed team.

5. **Administrative Forfeits** are forfeits issued by the sports office for Waiver / Roster violations and can be issued after a game has been played.

**J. HOME RUNS**
- Restrictions are enforced for all batters (men, women and coed).
- Restrictions are for over-the-fence home runs only.
- Any ball that deflects off a fielder in fair territory and clears the fence is a four-base award and does not count toward the home run limits.
- Any batter that hits the ball over the fence (untouched) in excess of the limits is ruled out.
- Home run hitters do not need to run the bases. The batter/runner and all base runners shall proceed directly to their dugout. There is no penalty if they run the bases.
- Teams can end the game on a walk off home run, if within the 1 up rule below.
- Teams that hit home runs must retrieve the softballs and return them to the umpire. The game clock will not stop for lack of softballs due to unreturned home run softballs.

**RESTRICTIONS**
- All “D” levels - Two home runs total + 1-up rule (see below) *
- All “E+” levels - One home run total + 1-up rule (see below) *
- All “E” levels - One home run total (see below) *
- All Recreation levels - No home runs allowed
NOTE:
- The one-up home run rule will be used in all E + and D leagues. Once both teams have reached their home run limit, either team may hit an additional home run. However, no team may ever go more than one home run up on the other team.
- Any additional home runs above the “one-up” will be scored as an out.
- When time has expired or in the bottom of the 7th or later, teams may no longer use the one up rule. Teams can hit a home run to tie the number of “one up” home runs no matter the score of the game or if time has expired. This includes walk off home runs.

EXAMPLE: Both teams have hit their allotted home runs by the bottom of the second inning. In the third inning, the visiting team is now allowed to hit another home run, which they do. In the bottom of the third, the home team can now hit two home runs to go one-up on the visitors, provided the time has not expired.

K. COED RULES
1. Teams must play with a minimum of eight fielders at all times. Additional hitters may be used up to fourteen players.

2. Offensively – General (See rule K 4 & 5 for exceptions)
   a. The batting order must alternate male/female or female/male at all times (unless playing with nine players - one less male or female). (See rule K 5b)
   b. Teams playing with less players, the team will take an out between the back to back players of the same sex. No team can play with less than 4 players of any sex and any time.
   c. Additional hitters may be used (up to fourteen), (See rule K 1). If a male walks, he will go to 2nd after touching 1st. The female batter must bat unless there are 2 outs. If there are 2 outs, the female batter has a choice of batting or walking to first.
   d. If an injury does occur and no substitute is available, the team must drop a player before or after the injured player in the batting order in order for the male/female ratio to stay the same. Exceptions – see rule K 4b.

3. Defensively, players may play in any position.
   a. Teams can have a maximum of four infielders plus a pitcher and catcher.
   b. All outfielders must remain behind the 200-foot arc on any batter until the ball is hit, unless teams are alternating the 11” and 12” balls (Only Coed D league alternate balls).
   c. If an outfielder crosses the arc or an infielder is in the outfield area prior to the ball being hit and fields the ball inside the arc, a delayed dead ball will be signaled. The offense, after being informed of the violation by the umpire, shall have the option of taking the results of the play or awarding the batter first base; runners will advance only if forced. The violation is ignored if the batter reaches first base.

4. When your team has 9 players or less present, the following rules are in effect:
   a. 8 Players / Teams must play with even numbers of male / female players.
   b. 9 Players / Teams can play with one less male or female player. Teams can have one spot in the lineup where males or females bat back to back without receiving an out. Whenever an additional player is available, they need to be added to the lineup in alternate order.

5. When your team has 10 players or more present, the following rules are in effect:
   a. 10 Players / Teams must play with even numbers of male / female players.
   b. 11 Players or any uneven number of players / An out will be called between any back to back players of the same sex. Whenever additional players are available, they must be added to the lineup to maintain the male/female ratio in alternating order.

6. NINE-RUN RULE: Only in Coed Rec, during the first three innings, no team can score more than nine runs in an inning (Exception: in Innings two and three, a team that is behind may score as many runs as it takes to tie and go ahead by nine runs). Once this has occurred, that half inning is over.
7. A “point of no return line” will be chalked thirty feet from home plate toward third base at a ninety-degree angle from the foul line to the fence. Once a runner steps on or past this line, the runner must proceed home or be declared out for returning to third base.

8. All plays at home plate will be treated as a force play once the runner has stepped on or past the point of no return line.

9. A scoring line will be chalked from the edge of the box to the fence. All runners must step on or past the scoring line or will be called out. Any runner that enters the batters boxes or touches home plate will be called out, unless avoiding a collision.

L. LEAGUE STANDINGS/TIE-BREAKERS
1. Final standings will be determined by the following procedures listed by order of priority:
   a. Winning Percentage
   b. Head-to-head
   c. Head to head differential
   d. Total points for
   e. Total points against
   f. Total points differential
   g. Lowest number of forfeits
   h. Coin Toss

The first and second place teams will be emailed their Champ Letter with a choice of awards. A maximum of fourteen individual awards will be given for first place. No team with an Administrative Forfeit is eligible for a Champ Letter.

   No champ letters will be handed out at the field. Champ Letters are sent to the manager on record via email. Call the Sports Office 303-326-8700 if you have any questions.

M. PROTEST POLICY
No “judgment” call can be protested. Protests can be made in regard to rule interpretation or roster protest.

1. Protests concerning rule interpretations must be made immediately before the next pitch or the team loses the right to protest. The manager must verbally notify the home plate umpire and state the cause of the protest. The complex supervisor will then be called to the field, at which time the supervisor will fill out the protest form. Once the form is properly filled out, every attempt will be made to resolve the issue at hand. If the issue is not resolved during this time, the umpire(s), complex supervisor and team managers will then verify the exact conditions on the protest form and the complex supervisor will collect $25 from manager wishing to protest. The game will continue from that point as usual. The protest will then come to the program supervisor for a protest review. If protest is NOT upheld, the final score will be recorded. If the protest is upheld, the game will be replayed from the point of the protest and the $25 will be refunded.

2. SCORE PROTEST: Scores must be challenged prior to the first pitch of the next half inning or the scorecard will stand as correct. Teams must keep a scorebook. If a team only keeps their side’s score or no scorebook, the other team’s book will take precedence. No team can protest the score without keeping a scorebook. Umpire has final decision on score protests. Score sheets are available from Complex Supervisors.

N. CITY CURFEW
The City of Aurora and the various homeowners associations have an agreement that the following time and light restrictions will apply:
1. At Horseshoe Park, the curfew is 10:30. No new inning will start after 10:00.
2. The curfew at Highline, Olympic and the Aurora Sports Park is 11:00.
Speed up rules will be utilized as necessary in order to meet city curfew restrictions or inclement weather/field conditions. The complex supervisor will determine what rules will be utilized (i.e. one and one count, one pitch, game time limits, etc.) to speed up the game.

O. MISCONDUCT/EJECTIONS
The umpire(s) and/or complex supervisor will be empowered to penalize an offending player, coach and/or team as follows:
- warning to player and both teams
- ejection from current game
- recommend suspension from subsequent game(s)
- forfeit of game

Any team having three or more players ejected in one game will automatically forfeit that game.
- Ejected players must leave the complex immediately for the remainder of the day.
- Managers will be notified if their player’s ejection results in a suspension.

*Umpires/Supervisors may issue a post-game ejection for unsporting behavior that occurs after the last out, and before the umpires have left the field. If this does occur normal ejection rules apply.

Ejected Player(s) may not play the next game of a double header.

Players that intentionally hit “up the middle”, verbally state, act in a manner or by attitude cause unsportsmanlike tension; may receive an out, warning and / or be ejected.

Players may not flip or toss bats in a manner that can possibly endanger other players or umpire. The player may receive a warning and / or ejection for this action.

The Sports Staff will enforce suspensions and reserves the right to increase, decrease or overturn all ejections and suspensions.

III. PARK POLICIES (Parks Rules and Regulations Citation #)

A. No alcoholic beverages and/or glass containers are allowed inside the park. (6217, 6218, 6320)

B. No skateboards, bicycles and/or roller blades are allowed inside the park. (6318)

C. No dogs or other pets will be allowed inside the ball field complex. (6227 c)

D. PRE-GAME PRACTICE
All pre-game warm-ups must take place in the designated warm up areas only. No infield or batting practice will be permitted on the infield before the game. Fence pepper is strictly prohibited! (6321)

E. No Urination or defecation in other than designated restrooms. (6252)

F. Disorderly Conduct. It is unlawful to engage in disorderly conduct in any park, open space or reservoir. A person commits disorderly conduct if he or she knowingly or recklessly: (6258)
   a) Addresses abusive language or threats to any person present which creates a clear and present danger of violence.
   b) Fights with another in a public place.

G. FIRST AID
All teams must provide their own first aid kit. No first aid will be given at the park, with the exception of ice packs, which are in the concession stands at Olympic and the Aurora Sports Park. Please notify staff if medical assistance needs to be called. The burden is on the injured party and their manager to report any accidents or injuries to the complex supervisor and properly fill out an accident report.
H. **INJURY WAIVER/INSURANCE**

To participate in league play in the City of Aurora, all players and coaches must agree to the waiver, which appears on the official roster. In addition, any injured player who remains in a game despite being injured assumes all liability for any additional injury or damage that results. Agreeing to the waiver is a condition of signing the roster for participation in the City of Aurora.

The City of Aurora does not provide insurance coverage for players, coaches, spectators, passerby or employees. You are advised to check your coverage with your personal carrier.

I. **CITY OF AURORA SPORTS CODE OF CONDUCT**

The Sports Code of Conduct applies before, during and after the game. A Player is defined as a player, coach, manager, spectator, sponsor or anyone affiliated with the team.

1. **A PLAYER SHALL not** lay a hand upon, push, shove, strike or threaten any umpire or City of Aurora employee.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. The player will automatically be suspended for one year. If the official or employee is struck, the player will draw a lifetime suspension in all City of Aurora leagues.

2. **A PLAYER SHALL not** lay a hand upon, push, shove, strike or threaten another player.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. Player will automatically be suspended for a minimum of one playing season or a maximum of one year in all City of Aurora leagues.

3. **A PLAYER SHALL not** physically attack, as an aggressor, any player, umpire, spectator, or City of Aurora employee.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. Player will automatically be suspended for a minimum of two playing seasons or a maximum of two years in all City of Aurora leagues.

4. **A PLAYER SHALL not** use unnecessarily rough tactics in the play of the game against the body and person of another player.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. Player will automatically be suspended for a minimum of one additional game or a maximum of one year in all City of Aurora leagues.

5. **A PLAYER SHALL not** refuse to abide by an umpire’s decision.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. Player will automatically be suspended for one additional game.

6. **A PLAYER SHALL not** show objectionable demonstrations of dissent at an umpire decision by throwing of gloves, bats, balls, or any other forceful action.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. Player will automatically be suspended for a minimum of one additional game or a maximum of one playing season.

7. **A PLAYER SHALL not** verbally attack any player, umpire, spectator, or City of Aurora employee.
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game. Player will automatically be suspended for one additional game or a maximum of one playing season.

8. **A PLAYER SHALL not** use profane, obscene, or vulgar language in any manner or anytime while in the vicinity of any game.
   **Penalty:** Umpire(s) or the Complex Supervisor will warn the violator and if player continues, he
will be ejected from current game and suspended from the next game.

9. **A PLAYER SHALL not** appear upon the field of play at any time in an intoxicated condition.  
   **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game.

10. **A PLAYER SHALL not** smoke while on the field or coming off the field of play.  
    **Penalty:** Umpire(s) or the Complex Supervisor will warn the violator, and if it continues, the 
    violator will be removed from the game.

11. **A PLAYER SHALL not** engage in “trash talking” in any manner or at any time. The umpires 
    and complex supervisor have the right to determine language which is offensive.  
    **Penalty:** Umpire(s) or the Complex Supervisor will warn the violator, and if it continues, the 
    violator will be removed from the game and may also be suspended for additional games.

12. **A PLAYER SHALL not** intentionally throw a bat or any piece of equipment.  
    **Penalty:** Umpire(s) or the Complex Supervisor will remove the violator from the game.

All ejections will be reported with staff completing an Aurora Sports Incident / Ejection Report. This report 
will be reviewed by the City of Aurora program supervisor and penalties for the violation of the player code 
will be decided on an individual basis. All suspensions carry probations of no less than one season. Players 
violating the Player’s Code of Conduct while on probation will receive the maximum penalty.

Player’s and their Manager’s have a right to appeal their ejection to the program supervisor. Ejected players 
must submit a written letter of appeal to the program supervisor within 24 hours of their ejection. Letter of 
appeal should include the reason for the appeal and a day time phone number to reach the ejected player and 
manager. The final decision of the ejection and suspension will be determined by the program supervisor.

The following **administrative policies** are in effect:

1. The City of Aurora Parks, Recreation & Open Space Department has taken the policy of prosecuting 
   any player, coach or spectator that violates any City of Aurora municipal ordinance.

2. Any player ejected from the game must leave the field, dugout and spectator area. Failure to leave can 
   result in a forfeit. Any further harassing of staff or umpires will result in removal from City property 
   by the police.

3. Anytime a game gets out of hand, the umpires, complex supervisor or any Recreation staff member has 
   the authority to forfeit the game.

4. **All teams are reminded that all glass containers and the drinking of any alcoholic beverages in 
   city parks, including beer, during an athletic event, is prohibited by city ordinance (section 94- 
   313D).**

5. Our enforcement of the alcohol / drug policy is as follows:
   a. Anyone seen in possession of alcohol will be asked by staff to remove the alcoholic beverages 
      from the facility.
   b. If this person refuses or violates this policy again, the violator could be ejected and/or suspended.
   c. Should any person(s) related to a team receive multiple violations and/or it escalates beyond 
      reason, games could be forfeited or teams could be suspended from the league.
   d. Anyone seen in the possession of drugs on City property will be asked to leave. If this person 
      refuses, police will be called. If this person is a participant, they will not be allowed to play.

6. Players are to remain in the dugout or on the playing field while the game is in progress.
11. **Weather Policy**  
   We Take Safety Seriously.

   Our staff monitors the weather. When lightning is detected within 10 miles, outdoor activities are suspended and pools evacuated.

   **Lightning within 10 miles = Take shelter in your vehicle or as directed.**

   Thank you for doing your part in keeping everyone safe.