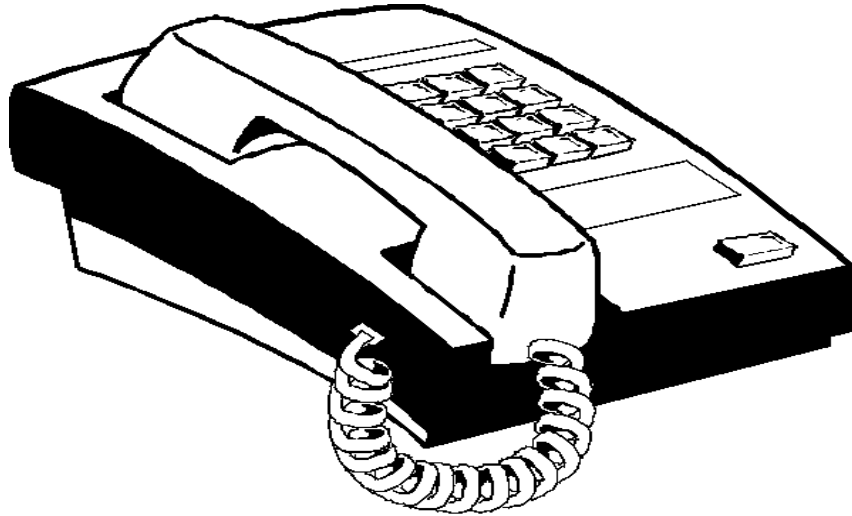




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IMPORTANT PHONE NUMBERS

Slow Pitch Director – Jake Raynolds (970) 568-7410

RAIN-OUT UPDATES - TOWN LINE(970) 568-1219

Like us on Facebook to receive updates on recreation programs (www.facebook.com/towrec).



I. General Information

All managers/coaches are responsible for the information contained in this manual as well as any information that is mailed or distributed by the Sports staff. Managers/Coaches must share all information in this manual with team participants.

- A. Rules and regulations not contained in this manual will be governed by the appropriate rule books (USSSA for slow pitch).
- B. **ELASTIC CLAUSE:** The League Director shall have complete charge of the Adult Softball League. Any and all situations not specifically covered by these rules shall be acted upon by the League Director and all actions by the League Director **will be FINAL.**
- C. The League Director reserves the right to change or amend any of the rules or regulations contained in this manual. Any questions concerning softball schedules, standings, game results, rosters, umpires, rule interpretations, or any other concerns not stated here but that have to do with the Town of Wellington Adult Softball program, should be directed to:

**Adult Sports Office
PO Box 127
Wellington, CO 80549
(970) 568-7410**

II. Purpose of League Play

The purpose of the league sponsored by Wellington Parks and Recreation is to combine the interest of both men's and women's softball teams in the community towards **friendly competition and clean sportsmanship.**

III. Recreation Division's Responsibilities

- A. Provide a schedule of games.
- B. Provide game balls and scoreboards.
- C. Schedule all staff required to play game.
- D. Provide at least one umpire.
- E. Provide a scorekeeper.
- F. Keep a record of all games played.
- G. Provide all necessary personnel to handle maintenance and other duties as needed.
- H. Handle any misconduct situations with the guidelines stated in the "Code of Conduct."



- I. **Awards will be given for first place teams in each league.** Winners will be decided by **1)** Overall standings, **2)** Head to head records, **3)** All three way ties will be broken by the league directors to determine the league champion.

IV. **Manager's Responsibilities**

- A. Inform all team members of the information contained in this manual or any printed material provided by the League Director.
- B. Inform all team members of game times, dates and locations.
- C. Insure and monitor that all team members are recorded on official roster, including changes and additions throughout the season.
- D. Make sure all participants are of the appropriate age: 14 for Leisure, 16 for Recreation, 18 for Competitive.
- E. Inform Parks and Recreation in a timely manner of any difficulties that may occur.
- F. Be responsible for the actions of your team while participating.
- G. Notify the Adult Sports office of any changes in team manager or team manager's address or phone number(s).
- H. Be aware of all information posted at the ball fields to include rain-out schedules, tournament information and league standings.
- I. Adhere to all league rules as stated.
- J. See that the line-up is turned in to the scorekeeper **at least ten minutes before game time, with last names, first initials, numbers, and gender. Team name should also be on lineup.** An official line-up lists batting order and legal substitutes for that game. Any player on a team's roster is eligible to be placed on a line-up as a batter or a substitute.

V. **Before the Season Starts**

- A. If there are any changes in reference to the contact person for the team (change of manager, change of manager's address, phone number, etc.), the Sports office must be notified immediately. The appropriate "change form" must be completed; failure to do so may result in your team not being notified of schedule changes, revisions, etc.
- B. **Field Reservations** - Fields may be reserved at the Recreation Office (8700 Third Street). All fields must be reserved in person at the Recreation Office and the fee paid at the time of reservation. **Early in the year, some fields will be going through renovation and conditions may vary.**



- C. **Special Scheduling Requests** - No special requests for early or late games. A team may postpone a game in the case of an emergency. The judgment of the League Director shall prevail in determining an emergency. If the other team cannot make up the game the game will be declared a forfeit.

NOT ALL GAMES ARE GUARANTEED TO BE RESCHEDULED!

- D. **Player List** - If you need players, the Sports office has a list of players (men and women) looking for teams to play on. Call (970) 568-7410.

VI. Rain-Outs

- A. If **weather interrupts** a game and it has not gone five innings (or 4 ½ if the home team is ahead), if it is rescheduled it will resume from the point that it originally ended.
- B. **Special scheduling for these games cannot be guaranteed. If the rain-out is to be made up**, the rain out schedules will be posted on line at www.townofwellington.com . If you cannot locate your rain out, please call the Sports Office at (970) 568-7410. We will not make up games that you do not show up for. **It is not guaranteed that rain-outs will be made up on your team's normal league night.**

VII. Determination of Wet Ground

On weekdays prior to 4:00 P.M., the determination will be made by the Parks and Recreation staff. After 4:00 P.M. or on weekends or holidays, the field supervisor will determine when grounds are too wet to play. On questionable days, call **Town Line at (970) 568-1219 between 4:00 and 5:00 P.M.** for determination of playing conditions. **Please, only the coach/manager calls in for conditions.** We cancel games due to safety factors. If, in our minds, we feel someone could be injured due to field conditions we will postpone play.

VIII. Team Classifications

The Town Sports staff is strictly enforcing proper classification of teams and/or player(s). If a supervisor notices that a team and/or player(s) are too skilled for the level of play that they are at, the supervisor will notify the Sports office. The Sports staff will determine whether or not to remove select players that are obviously in the wrong league. Teams that receive the number one seed for the tournament and/ or win the tournament two years in a row will be required to move up to the next level of play. The Town Sports Staff reserves the right to place teams in a division other than that which they registered for. If Staff requires a team to move once the season has begun that team shall at least receive the minimum number of games promised at the time of registration. This means a team may lose some of the games originally scheduled.

A. Coed, Men's, Women's:

Competitive/Upper Rec: Teams consisting of average to above average athletes who generally play consistent offense and defense. Team has a good mixture of power and speed. These teams probably participate in tournaments and have scheduled practices. Minimum age 18 for Comp and age 16 for Upper Rec. Over the fence home runs allowed (one-up rule used).

Recreational: Teams have some power and speed, but are not as well balanced and lack the consistency of competitive teams. Several players may only be average to below average on defense



and/or offense. Ages 16 and up may participate. One over-the-fence homerun per team allowed.

Leisure: Teams generally are made up of inexperienced players. Teams lack power and overall defensive skills. Players participate for exercise and enjoyment of the sport. Ages 14 and up may participate. No over-the-fence homeruns allowed.

B. Rosters

All team rosters are unlimited. There is a separate section on the roster for minors (players under the age of eighteen). Minors are to sign along with their parent or legal guardian. In addition, there is a separate consent form that must be signed by the minor player and the parent or legal guardian in the presence of the field supervisor who will witness the signing. **NO EXCEPTIONS! If a player(s) is found to be under the minimum age allowed for the appropriate league, all games that player(s) participated in will be forfeited.**

C. Players may participate on multiple Town league slow pitch teams as long as they are not in the same league and must play only in the same division or one division up or down. Any player found playing on more than one Town League slow pitch teams on the same night and in the same league or more than one division up or down, will be suspended for a minimum of two (2) games. Players dropping from one team after playing one or more games must wait two (2) games before playing on another team in the same league. Notification must be made in writing to the league directors so a filing date can be made.

D. Players must have a photo I.D. available for identification at all games. Any team found guilty of playing a person under an assumed name will be charged with a forfeit and the appropriate \$25.00 forfeit fee must be paid. That player will also be ineligible to participate in the league for the remainder of the season. The coach may also be ineligible for one game, depending on the circumstances.

E. Players may be added to rosters at any time during the season. Please contact your field supervisor to add players.

F. Roster checks: Random roster checks will be made by field supervisors and Sports staff without notice. Any participant found playing that is not on the roster will be immediately suspended.

X. League Play Begins / Conflicting Dates

League play for the summer season will begin during the month of May.

Several leagues will be affected by holidays and other field conflicts. Look over your schedule carefully for field changes or non-scheduled dates.

XI. At the Fields

A. Alcohol - No alcoholic beverages are allowed in Town Parks. No player, manager, coach, or team representative is allowed to drink alcoholic beverages before or during a game. Violation of this rule will result in that person being unable to participate in the game or ejection from the game. The Larimer



County Sheriff Department is enforcing the open container ordinance. **No open alcoholic containers at the ball fields.**

The Town of Wellington has an “Open Container” law that states: It is unlawful to have open containers of alcoholic beverages in any Town park or ball field.

Alcohol Policy: In a continued effort to have participants abide by the Town Ordinance of “No Open Containers of Alcoholic Beverages” in any Town park or facility, the Larimer County Sheriff Officers will continue to issue citations. In cooperation, the Town Sports Division will suspend participants from league play in the following manner:

First Offense - Two league game suspension and a letter sent to the coach/manager informing the team of the offense and suspension.

Second Offense - League suspension for one full year from the date of offense and a one game suspension for the entire team. A letter to the team sponsor informing them of the violation and suspension.

Glass bottles - According to Town Ordinance, no person shall bring any glass containers or have possession of it while in the Town’s parks. This is for your own and others safety.

- B. **Dogs** – Ball fields are no place for dogs. Players and spectators are requested to refrain from bringing their dogs to the ball fields. No dogs shall be left unattended or without a leash. Dogs must not be tied and left unattended.

- C. **Soft Toss** - There is no hitting allowed into any fences or backstops. This causes severe damage to fences and will not be tolerated. Violators will be charged for damages.

XII. Misconduct’s and Ejection’s

In order to prevent injuries and/or riots, the following rules will be strictly enforced:

- A. **Casual Profanity:** The umpire has the authority to assess ONE OUT against the offending team for the use of casual profanity which shall be defined as expletives (vulgar or profane language) not directed at umpire or opposing players, uttered by a player, manager/coach, or individual within the dugout, involved with the play of the team, frustrated with themselves, a teammate or fan. All outs will be assessed against the offending team during their term at bat. The casual profanity penalty out will be assessed as a team out and will not affect any batter or base runner.
Only ONE “Casual Profanity” out may be assessed per play with a maximum of two per term at bat. Incidents of vulgar or profane language exceeding these limits will be considered beyond casual and will subject the individuals responsible to ejection from the game for unsportsmanlike conduct.

- B. **Zero Tolerance Rule:** The Town of Wellington has adopted a “ZERO TOLERANCE RULE” towards foul language and taunting. Any player using any type of FOUL LANGUAGE or TAUNTING of any kind will be removed from the game without warning.
A warning shall be given to both teams prior to the beginning of the game (in pre-game). This means the umpires will go to both dugouts and give the warning so all players are aware. After the warning, all instances of FOUL LANGUAGE or TAUNTING heard by an umpire will result in a player ejection. If a team does not have a substitute listed on their batting order to replace the ejected player the game will be declared a forfeit.



Any FOUL LANGUAGE voiced in a manner loud enough to be heard by other players or fans and umpire(s) will be dealt with immediately. Any gestures or phrases directed at the opposing team, umpires, staff or fans that are considered inciting, will be dealt with immediately. Such gestures or phrases would include, but are not limited to:

- Saying derogatory comments to umpires, staff, fans or players
- Flipping people off
- Tossing or throwing a ball, glove, bat or other object at a player, staff, fan or umpire

B. **Fake Tag:** Any player who uses a fake tag will receive an immediate ejection from the game. A warning will not be given.

C. **Thrown bat rule:** A player will be ejected immediately and charged with an out if he/she flagrantly throws a bat, regardless if it hits a person or not.

D. **Ejection's:** Any player, coach, manager, fan or participant ejected from a game **must leave the complex and not return that same evening/day**. If the person does not leave within a reasonable amount of time (**2 minutes**) the game will be declared a forfeit. Any participant who is ejected from a game will be suspended from the current game immediately as well as the next scheduled game (minimum suspension).

E. **Misconduct:** We believe sponsors are important to the softball program. When deemed necessary, a letter will be sent to the teams sponsor(s) informing them of player, coach, manager or fan misconduct or poor sportsmanship. Please refer to the player code of conduct at the end of this manual. Misconduct's will be handled by the League Director and Misconduct Committee and their decision is final.

XIII. Uniforms and Equipment

A. **Uniforms**

Like-colored shirts are suggested. Minimum of 6-inch numbers is required on the back of shirts. No identical numbers! Matching uniforms are not required. The numbers are required for our scorekeepers to keep accurate records.

B. **Footwear:**

- Shoes must be worn at all times (no bare feet).
- Softball shoes for slow pitch: Any plastic spike or molded sole will be acceptable. No metal is to show on the bottom of the shoe.
- Tennis shoes of any type are legal.
- Sandals, hiking boots, western cowboy boots, work boots or similar footwear are not allowed.

C. **Miscellaneous:**

- **Equipment** - Bats, gloves, mitts, catcher's gear, uniforms, etc., must be furnished by the team.
- **Helmets** – Are optional and maybe worn by any player. Helmets may have a mask.
- **Jewelry** – Jewelry that is deemed hazardous by an umpire or field supervisor shall be removed,



covered, or taped. This is a judgment call and is not open to protest.

- **Hats** - Are optional and may be worn forward or backwards.

XIV. Communicable Disease Rule (Blood Rule)

- A. Whenever a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped immediately.
- B. The player will be removed from the game until the bleeding is stopped and the wound is adequately covered.
- C. If a legal substitute is available, they will replace the injured player and play will continue.
- D. If no substitute is available, the game clock will be stopped for a reasonable length of time (3 to 5 minutes) to enable the injured player time to dress his/her wound.
- E. The player may re-enter the game only with the umpire's approval. This means bleeding must be stopped and/or wound covered. Any article of clothing that is saturated with blood must be removed and replaced. Replacement jerseys not required to have numbers.

Reminder: This means each team is responsible for supplying their own replacement clothing and first aid supplies. PLEASE COME PREPARED.

XV. The Game

****LEAGUES ARE NOT SANCTIONED BY U.S.S.S.A.****

- A. **Official Game:** All games will be seven (7) innings or 55 minutes for slow pitch. If the game is tied, extra innings will be played using one pitch format with the "International Tie-Breaker Rule" used until a winner is decided.
- B. **Number of Players:** A minimum of 6 Players (minimum 3 females) can start a game. Once there are at least 4 females there can be at most 1 more male than females for both offense and defense. For Leisure when playing defense, there can be at most two male infielders. Infielders are defined at the traditional positions of 1st base, 2nd base, 3rd base, and short stop (midfield). Pitcher and catcher are not considered infielders.
- C. **The Ball:** An 11 inch softball will be used when a female is batting and a 12 inch softball will be used when a male is batting. Optic yellow balls will be used for all leagues.



- D. **Walks:** When a male batter receives a base on balls or intentional walk, he will be awarded first *and* second base, when the next batter is female she will have the option to walk or bat. **NOTE:** When batting two males back to back and the first male receives a walk he will be awarded first base only, the second male batter must bat.
- E. **Safety Bases:** Safety bases will be used for all slow pitch leagues. If a player is rounding first (i.e. there is no play at first) then they may touch the white part of the base, on all other plays the player must touch the orange part of the base or be called out. Defense must touch the white base for the force out. If a defender touches the orange base for a force out the runner shall be declared safe.
- F. **International Tie-Breaker Rule:** After the completion of seven (7) innings or the time has expired and the score is tied, the "International Tie-Breaker Rule" will be in effect: The last legal batter in the preceding inning shall be placed on second base to begin the next inning and each succeeding inning until the tie is broken. All extra innings shall be conducted using one pitch format.
- G. **Run Rule:** A slow pitch team ahead ten (10) runs at the end of five (5) complete innings (or 4 ½ innings if home team is ahead) or fifteen (15) runs after four (4) innings (or 3 ½ innings if home team is ahead) or twenty (20) runs at the end of three (3) innings (or 2 ½ innings if home team is ahead) shall be the winner.
- H. **Time Limit:** No new inning shall begin after 55 minutes of play for slow pitch games. If an inning is in progress when the time limit is reached, the inning and game shall be finished according to the official rules.
- I. **Warm-up:** No infield practice will be allowed. Teams should use the warm-up area located outside of the playing field. Absolutely no play on the field if any maintenance is being performed.
- J. **Game Time:** A coin toss will determine home team. Game time begins with the coin toss. **At game time, if a team has not turned in a complete and correct line -up, the opposing team will be given the option of "Home or Visiting Team" (no coin toss and game time is started)!** If neither team has turned in a complete and correct line-up, a coin toss will determine the home team, game clock will start on time. Teams will have 60 seconds to be ready to play ball. An offensive team reporting late will receive one strike every ten seconds the correct batter is not in the batter's box. When a defensive team is not ready, offensive team will receive a ball every five seconds. After four consecutive walks have been awarded the game will be called with the offensive team receiving a win by forfeit (score as 7-0). A team that receives consecutive delay penalties for both offense and defense will forfeit the game (opponent wins 7-0). If it is deemed that both teams are intentionally delaying the game, the game will be declared a double forfeit and will immediately end. A forfeit will count as a game played for scheduling purposes.
- K. **Forfeits:** If at the starting time as per schedule, one team does not have enough players (at least 6), that game will be a forfeit. Game time is forfeit time. The plate umpire's decision will be final on forfeiture of any game. **EXCEPTION:** This forfeiture rule does not apply if the preceding game has been delayed.
1. If a team has a full squad, ten (10) players for slow pitch, that team must start the game with a full team.
 2. **If a team has more than one player ejected for any reason, that team must have a legal substitute for each player ejected and maintain the number of players they started with or the**



game will become a forfeit. **Example: If a team starts with 12 players on their lineup and two players get ejected, that team must replace both players with a legal substitute to maintain 12 players. A legal substitute must be listed on a team's lineup prior to an ejection.**

3. If a forfeit occurs, the team(s) scheduled for that field may practice until fifteen minutes before the scheduled start of the next game on that field. Under no circumstances will umpires or scorekeeper be utilized.

L. **Forfeit Fee:** A team shall be ineligible to continue this program after forfeiting one game unless they pay the league **\$25.00** for each game they forfeited. Reinstatement fee must be paid prior to their next scheduled game. A team that forfeits three games in a season will be dropped from the league without compensation.

M. **Protest:** A \$50.00 (cash) fee will be charged at the time of the protest. If the protest is upheld, the fee will be refunded. Protests can only be made on interpretation of rules or player eligibility. In the case of a protest for player ineligibility, \$50.00 per player will be charged. The protest must be made at the time of the infraction during the game and before the next legal pitch, accompanied with the \$50.00 protest fee. If the protest involves an underage player and the protest is upheld, the game will result in a forfeit. If the protest is for a player not being on the roster and it can be determined at the field that the protest is valid, that player is removed from the game and the game continues without that player. It is not a forfeit unless that player played under an assumed name on the line-up. If a protest cannot be settled at the field, notation will be made at the time of protest and the game will continue. The Sports staff will determine the fate of that game.

N. **Homerun Rules: Competitive/Upper Rec-** One up rule will be used: over the fence homeruns allowed until team is "one up", each homerun hit when team is "one up" will count as a foul ball. **Recreation-** (1) One over-the-fence homerun per game per team. Each over-the-fence homerun after 1 will be an out. Any over-the-fence homeruns in all **other divisions will automatically end that half of the inning. NO Exceptions!** On an over-the-fence homerun all base runners shall score a run, with no appeals allowed. All base runners shall run the bases. **YOU HIT IT, YOU GET IT! Clock will run and umpires will not retrieve balls hit out of play.**

O. **Ball and Strike Count:** All Town slow pitch league games will start with a count of 0 and 0. This means three (3) balls you walk and two (2) strikes you're out. Batters will receive one "free" foul ball after a strike has been earned. All foul balls after the free foul shall count as strikes. **A strike zone mat shall be used. The mat will be placed behind home plate. Any legal pitch that hits the mat shall be ruled a strike (home plate is not part of the strike zone). Any legal pitch that hits home plate or does not hit the mat shall be ruled a ball. Players are not allowed to move or adjust the mat. If the offense is in violation of moving the mat a strike shall be called. If the defense moves the mat a ball shall be called. A player who repeatedly violates this rule will be ejected for unsportsmanlike conduct.**

P. **Pitching Arc Limit:** The arc limit will be a minimum 6' from the ground to a maximum of 12' from the ground.

Q. **Pitching Area:** The pitching area is a rectangular area extending six feet behind the pitching



rubber. A legal pitch may be delivered with the pitchers pivot foot in contact with the ground anywhere within the pitching area.

- R. **Re-entry rule:** All starting players may re-enter a game, but must do so in the same batting order. There is no limit to the number of times a starting player can go out and re-enter a game.
- S. **No Courtesy Runner:** If a player is injured, he/she can be removed from the game without an out taken. If a player is safe on a play, but injured and has to leave the game, the player just leaves the field of play and no out is taken and the base is just left unoccupied. That player may not re-enter the game. If the player wants additional time to rest, but wants to stay in or re-enter the game, an out will be taken at the base. The player or coach involved will be given the option. **Again, NO Courtesy Runners Allowed**
- T. **Batting Order:** Male and female players must alternate in the batting order. NOTE: If a team starts the game with an odd number of batters a female player must occupy the first position in the batting order.
- U. **Late Arrivals:** If you have a line-up of less than ten (10) players at game time, you may add additional players upon their arrival up to ten (10), into the game at the bottom of the line-up. Once ten (10) players are reached, all additional players must be used as **substitutes only**. Do not list players on your line-up that are not present.
- V. **Retiring from play:** If a player comes out of a game and does not bat: (*exception-injury on the field* - **note:** an illness is not an injury). If ten (10) players or less - no automatic out is taken when this player would come to bat. If eleven (11) players or more - an automatic out will be taken when this player would come to bat, unless a substitute player was inserted for the retired player.

If a player is ejected an out will be recorded when that player would be up to bat, regardless of the number of players starting the game. For tournament play a legal substitute must take the ejected players spot or the game shall be declared a forfeit.

- W. **200' Line:** A 200' line will be painted in the outfield. All outfielders must be behind this line when a female batter is up. Touching or crossing the 200' line before the ball is hit is a dead ball, ground rule double. Any player with at least one foot touching the grass will be defined as an outfielder. Upper Rec/Comp will not use this rule.
- X. **Commitment Line:** There will be a perpendicular line drawn in foul territory two thirds of the way from Third base to Home plate. Once a runner touches the ground on or beyond the commitment line the runner is committed to Home plate and may not return to third base. A committed runner that touches third shall be out. The play at home becomes a force out. If there is an attempt by the defensive team to tag the runner, the runner shall be called safe and a run scored. This is not a dead ball play.
- Y. **Scoring a Run:** An orange scoring base will be placed at least six feet behind home plate along the extension of the First Base foul line. In order to score a run a base runner shall touch the orange scoring base. Any runner touching the white home plate or entering a batter's box will be counted as



an out. Base runners called out do not score a run. All base runners are required to possess First, Second, and Third base in order, to be eligible to score a run.

Z. **Flip Flop Rule:** The flip flop rule will not be used.

AA. **One Pitch Format:** Wellington Recreation's softball fields are not lighted. With this in mind the following procedures will be implemented for game play when lack of daylight may affect game play. All extra innings will be played using the international tiebreaker rule and one pitch format. When, in the official's judgment, game play may be affected by lack of daylight game play will be conducted using one-pitch format. Officials shall announce format change to team representatives and game play shall continue. One pitch rules may be used to begin a game. If at any time an official deems it unsafe to play with current lighting, game may be called. It will be considered a complete game if five innings have been completed (or 4 ½ innings if the home team is ahead). Incomplete games, if rescheduled, shall resume at the point where they were suspended. One-pitch format shall be conducted as follows:

All batters start with a full count and one foul. Batters will receive one pitch and will accept the result of the pitch whether the ball is hit, taken for as a walk, or is a strike out (a foul ball shall be considered a strike out).

At the beginning of all innings conducted using One Pitch Format, teams will have 60 seconds to be ready to play ball. An offensive team reporting late will receive one strike (i.e. an out) every five seconds the correct batter is not in the batter's box. When a defensive team is not ready, offensive team will receive a walk every five seconds. After four consecutive walks have been awarded the game will be called with the offensive team receiving a win by forfeit (score as 7-0). A team that receives consecutive delay penalties for both offense and defense will forfeit the game (opponent wins 7-0). If it is deemed that both teams are intentionally delaying the game, the game will be declared a double forfeit and will immediately end. A forfeit will count as a game played for scheduling purposes.

With exception to one pitch rules listed here, game play shall be conducted as described in managers manual.

**REMEMBER, THESE RULES APPLY TO TOWN LEAGUE GAMES, NOT NECESSARILY TOURNAMENTS!
All other rules not contained in this manual are governed by Colorado U.S.S.A.**



TOWN OF WELLINGTON SPORTS CODE OF CONDUCT

Applicability

The Sports Code of Conduct applies to all sports organized by the Town of Wellington Recreation Department, whether taking place on Town-owned property, or on any other property that the Town has arranged to use. "Sports" include any and all activities or events listed under the category of "sports" in the most current catalog of the Recreation Departments offerings. The Town may add or delete activities from this category in the Town's discretion.

Definitions:

Town: The Town of Wellington

Coach: The person designated as a team's spokesman. This person may be either a player or non-player.

Field of Play: The part of a court, field, ring or other sports venue that is considered within the boundaries of regulation play of a particular sport.

Field Supervisor: A Town employee in charge of the operation and staff of a scheduled sports game, match, or event, as well as this code of conduct.

Coordinator: The Town's Recreation Coordinator/Sports or such other person as head of the Recreation Department may specify.

Official: A person who the Town has arranged to be present at a sports venue for the purpose of administering the rule of the game, match or event, as well as this Code of Conduct.

Parent: The legal guardian or other family member responsible for a child who is under the age of eighteen and is participating in a sport sponsored by the Recreation Department.

Participant: Any coach, player, parent, spectator, official or any other person involved in any way with any sport sponsored by the Recreation Department.

Participation: Any involvement in a Recreation Department sport, including spectating, officiating, playing, coaching, or attending a sporting event.

Player: A person who physically participates in a sport or is on the roster of the team or group participation in the sport.

Probation: A period of time during which a person who has previously violated the Sport Code of Conduct may have not further violations.

Recreation Department: The Town of Wellington's Recreation Department.

Sport: Any Recreation Department organized activity or event that is listed under the category of "sports" in the most recent catalog of offerings or a new yet to be advertised activity that is run by a recreation staff member who is specifically designated by organizational chart as a member of the sports team.

Spectator: A person who watches a sport for entertainment with no physical involvement.

Sportsmanship: Conduct, such as fairness, respect for one's opponent and officials, and graciousness in winning or losing, that are appropriate to one participating in a sport.

Sports Venue: An area improved with fencing, buildings, bleachers, goals, turf or other landscaping, lines or other markings or any other facilities intended for use by players, officials, spectators or anyone else participating in a sport. Examples of sports venues include fields, courts, tracks, gymnasiums or field houses, arenas, pools, ice rinks and bowling alleys.

Suspension: Loss of the privilege to participate in any manner in a Recreation Department sport.

Unsportsmanlike: Exhibiting poor behavior through negative, disruptive or inappropriate actions.



Prohibited Acts:

No participant shall:

1. Physically attack any other participant or any Town staff person. This includes but is not limited to striking, shoving, kicking or otherwise touching or subjecting another person to physical contact in a threatening or alarming manner.
2. Refuse to abide by an official's decision and/or contest such decision in an unsportsmanlike manner.
3. Use obscene language or gestures, harassing, insulting, taunting, or challenging language, racial, ethnic, sexual slurs, or unsportsmanlike demonstrations of dissent concerning an official's decision.
4. Use unnecessary roughness in the play of a game against an opposing player.
5. Throw or cause to be deposited any object onto the field of play.
6. Violate the Town of Wellington's open container ordinance, or other state or local alcohol or drug laws, while at a sports venue, or enter the field of play while under the influence of drugs or alcohol.
7. Smoke on any indoor sports venue, or while coming off or going on the field of play, or while on the field of play, whether indoors or outdoors.
8. Display other unsportsmanlike conduct before or after games or events, or while at a sports venue during a scheduled activity, game, match or event.

Enforcement:

The minimum penalty for smoking shall be a warning, and the maximum penalty shall be ejection from the game. For all other violations, the penalties shall be as follows:

1. **Minimum Penalties:** Ejection from the current sports activity or event and suspension from the next scheduled game, activity, or event. Any participant who is ejected must leave the sports venue immediately. This means going far enough away that he or she cannot be seen or heard by any participant within the sports venue. Minimum penalties may be imposed onsite by an official or field supervisor.
2. **Medium Penalties:** Suspension for up to the remainder of the scheduled season of up to one year, and one or more years on probation. After review of the alleged violation by Recreation Department staff, medium penalties may be imposed if 1) another infraction has occurred by the individual resulting in a penalty within the past calendar year; 2) the individual violated more than one section of this Code during the current incident; and/or 3) in the judgment of staff, the severity of the infraction justifies penalty beyond the minimum but not to the maximum level. Medium penalties may be imposed in addition to minimum penalties.
3. **Maximum Penalties:** Suspension for one to five years. Maximum penalties may be imposed if, after review of the alleged violation by Recreation Department staff, it is determined that the severity of the violation justifies the maximum penalty, based on negative impact to the program, other participants, spectators, and/or staff. Maximum penalties may be imposed in addition to minimum and/or medium penalties.
4. Any behavior that is also a violation of law may result in criminal charges.
5. Any participant who engages in three or more of the prohibited acts described above during any twelve-month period shall be suspended for up to five years, followed by two years of probation.
6. Any participant who engages in a prohibited act while on probation shall be suspended for one to five years.

Appeals:

Appeals of any enforcement decision may be made by submitting a written statement of appeal to the Recreation Coordinator within fifteen (15) calendar days of the issuance of the decision to be appealed. If an enforcement decision is not appealed within fifteen days of issuance, it shall be considered final.

The statement of appeal shall include a description of the decision in question and related events, and the basis for the appeal. The appealing party may provide any additional information he or she believes is relevant in support of the appeal.

The Coordinator will conduct such investigation as he or she determines to be appropriate, given the basis of the appeal and the related facts, and may conduct an informal hearing on the matter in his or her discretion. In the alternative, the Coordinator may convene an Appeals Board made up of Town staff whom have no personal involvement in the decision being appealed, and such board shall conduct an appropriate investigation.

The Coordinator or Appeals Board, if one is convened, shall issue a written decision on the appeal within thirty (30) days from the filing of the appeal. The written decision shall include an explanation of the basis for the conclusion reached.