



Adult Softball

FALL SOFTBALL LEAGUES

8 games \$472 team fee (\$502 after July 28)

Mon	Tues	Wed	Thurs	Fri
Women's R	Men's R	Men's E	Men's E	Coed E
Men's L	Coed R	Men's R	Men's R	Coed R
			Coed R	Coed L

How to determine which league is best for your team:

City League E – Competitive (2 more homeruns than the other team/all others outs)

Highest level of competition offered. Established teams with most players having 5 or more years playing experience.

City League R –Recreational (1 homerun per game, all others out)

Fun and competition, Teams are comprised of players with a broad range of playing experience. Depending on the # of teams, this division will be divided by abilities: R1, R2

City League L – Leisure (no homeruns, the inning is ended)

Lowest level of competition. Teams out for fun with FUN being the name of the game. Teams are comprised mostly of players with some knowledge of the game and little playing experience. Depending on the # of teams, this division will be divided by abilities: L1, L2, etc.

Important Dates

- Mon, Jul 15 Adult softball packets available, registration begins
- Sun, Jul 28 Early-bird registration Deadline
- Mon, Aug 12 Team registration closes
- Fri, Aug 16 Mandatory Team Manager Meeting (6:00-7:00pm, Longmont Recreation Center)**
Attendance required for all teams to at least one meeting per year
- Aug 19 – Oct 18 League play – **8 Games** (all games at Garden Acres Park)
- Team fees: **\$472 if registered by Jul 28 (\$502 after Jul 28)**
- Split-payment option: Pay initial registration fee (50%) when signing up. Includes a \$10 convenience fee.

REGISTER ONLINE <http://www.longmontcolorado.gov/rec> or in person at the LONGMONT RECREATION CENTER, 310 QUAIL RD, LONGMONT

CITY OF LONGMONT RECREATION SERVICES 2019 SOFTBALL LEAGUE

GENERAL ADULT SOFTBALL POLICIES

The Adult Softball Program is sponsored and supervised by the City of Longmont Recreation Services. The City of Longmont reserves the right to change any and all rules, regulations, and policies whenever due cause warrants a change or interpretation (i.e., the letter of the league rules is not designed to preempt the spirit of league rules). When a change is made, all managers of teams affected by such a change will be notified as quickly as possible. **All league rules will be enforced by the program supervisor, field supervisors, umpires, and scorekeepers and interpreted by the Athletics Committee (Program Supervisor, Athletics Specialist and Field Supervisor).**

Recreation Services reserves the right to place teams in leagues to create balanced competition. In order to continue to provide even competition within the leagues, teams finishing 1st or 2nd in their respective league the previous season **may be required** to move up one division when registering for the current season (minimum 5 players from the previous team remain on the team).

All managers/coaches are responsible for the information contained in this manual, as well as any other information that is mailed or distributed by the Athletics Office. Managers/Coaches are responsible for sharing all information in this manual with team participants. Team Managers are held responsible for team fees.

The purpose of the league sponsored by the Longmont Recreation Services is to combine the interest of men's, women's and coed softball teams in the community and to provide friendly competition and clean sportsmanship. Any questions concerning softball schedules, standings, game results, rosters, umpires, rule interpretations, or other concerns not stated here but that have to do with the City of Longmont Adult Softball Program should be directed to the Athletics Office.

All bats must have the USSSA Thumbprint - no exceptions.

(USSSA stickers are not acceptable)



IMPORTANT PHONE NUMBERS

Longmont Recreation Center – (303) 774-4800
Weather Line – (303) 774-4400

RECREATION SERVICES RESPONSIBILITIES

- Provide a schedule of games (regular season and rain-outs).
- Provide game balls and line up cards
- Provide at least one umpire and field supervisor.
- Provide all necessary field/facility maintenance and other duties as needed.
- Keep a record of all games played.
- Handle all misconduct situations within the guidelines stated in the “Code of Conduct”

TEAM MANAGER RESPONSIBILITIES

- All teams registered in City of Longmont adult softball leagues are required to attend the mandatory Team Managers meeting the first season they register to play. If the Team Manager cannot attend they may send a representative to the meeting. If a team is not represented at the meeting the first game on their schedule will be a forfeit.
- Inform all team members of the information contained in this manual or any material provided by the Athletics Office including game times, dates, and locations.
- Insure that all team members are recorded on official roster including changes to team manager’s info
- Monitor roster, including changes and additions throughout the season.
- Inform Athletics Office of any questions, concerns, or comments.
- Provide line-up with names/numbers to the umpire with last name, first initial and numbers.
- Follow all league rules as stated.
- Be responsible for the actions of the team while participating.
- Be responsible for full payment of team fees.
- Be aware of all information posted at the ball fields to include rain-out schedules, tournament information, and league standings.

TEAM ROSTERS:

1. A player must sign the team roster before they are eligible to participate in the league.
2. **A complete team roster is required by all teams.** Roster size is limited to sixteen (16) players. Teams wishing to include more than 16 players on a team roster must pay an additional \$13 per player fee beyond 16 players.
3. **All players must be on a roster.** Information MUST be complete including first and last name of each player, address, phone number, birthdate and signature (NO NICKNAMES). Teams wishing to add, drop or transfer players must use the official add/drop form provided by the Recreation Services office. ROSTERS ARE OPEN UNTIL

the last two weeks of the season. **ROSTERS ARE FROZEN JULY 10** (up to 16 players). Teams with extraordinary issues who need to add players after **JULY 10** must be approved by the Program Supervisor. Players being added to a roster must sign the add form or original roster prior to submission to the Field Supervisor. **After the week of JULY 10 games, teams may only add players in order to avoid forfeits.**

4. **ONE TIME PLAYER ADDITION:** After **JULY 8**, teams wishing to add a player for only one game may do so only to avoid a forfeit or to reach a 10 player limit. Managers must provide signed form and fee to the field supervisor **BEFORE** the start of their game. One time add-ons may only be added after the start of the game to reach the 10 player limit or for injury – they cannot be used to replace an ejection. **Added players cannot currently be playing in the same league of the team they are requesting to play with, nor be playing in any division higher than the request.**
5. **Players must have a photo ID available for identification at all games. Roster checks can be done by field supervisors without notice.** Any team found guilty of playing an illegal player will be charged with a forfeit, if the opposing manager catches the offense. The offending player will be ineligible until they are added to the team roster AND will be suspended for one game. In addition, the offending coach/manager will receive a one game suspension. An illegal player discovered by City staff (before or at the beginning of the game) will have the option of using the one-time add form or forfeiting the game (with the previously stated penalties). A game may be finished if a player is missing their ID pending submission of their ID to the athletics office within 2 business days. Non submission of proof of ID will result in forfeit for the offending team with all previously stated penalties.

ELIGIBILITY RULES:

1. All players must be sixteen (16) years of age by **MAY 6** of the current year.
2. Any player, coach, manager, or spectator who is ejected from a game is automatically ineligible for that team's next game (in the case of a spectator, they are not allowed to attend the next game). Any player, coach, manager or spectator who is ejected from two (2) games will be suspended from all league play (or attendance in the case of a spectator) for the remainder of the season pending review by the athletics rules committee.
3. **Playing on two teams, within a league on the same night of play is not allowed.**
 - a. R league teams may have up to four (4) E league players on their roster. L league teams are not permitted to have any E league players on the roster. Recreation Services reserves the right to rule on this on a case by case basis.
Note: Games will not be held up to accommodate players moving to a different field.

REGISTRATION PROCEDURE

Registration is on a first come, first served basis. Registrations accepted starting **MARCH 18** and will continue until **APRIL 28** or until filled, whichever comes first.

When registering, each team must submit a team entry form indicating league and/or night of play choice AND a team roster listing players, coaches and/or manager. Rosters submitted with registration fees will **require** only names (but can include all information). If needed, rosters can be completed and signed BEFORE GAME TIME at the field. All checks for team fees should be made payable to the **City of Longmont**.

REGISTRATION FEES (no player fees except for teams with more than 16 players)

Team fees for the current season will be \$682 per team if registered by April 15 (\$712 after April 15). Teams may submit partial payment when registering (\$346/\$361). **The second payment is due before games the week of MAY 20.** There is a \$10 convenience cost for teams submitting split-payment. The individual player fee assessed to teams with more than 16 players is \$13 per player. If fees are not paid in full by the deadline, the team will be imposed a forfeit for each game until the balance is paid in full. No team will be accepted into the league until the entry form, team roster and appropriate fees have been received by Recreation Services. It is the sole responsibility of the Team Manager for all team payments and they will not be eligible to play in any City of Longmont Sports league until all fees are paid in full.

Cash or checks will NOT be accepted at the ballfields. You must pay in person at the Longmont Recreation Center or by calling 303-774-4800 with a credit/debit card.

INCLEMENT WEATHER

All games canceled due to inclement weather will be rescheduled on the same league night, if possible. However, make-up games may be scheduled on weekends, or different days if no other time is available. Managers will be notified of the scheduled make-up game.

The decision regarding game status is as follows:

1. Prior to 3:30 pm – Decision made by Athletics Maintenance staff
2. Between 3:30 and 5:30pm – Decision made by Recreation Services staff
3. After 5:30pm – Decision made by Field Supervisor

Please call WEATHER LINE – (303) 774-4400 for latest information

LEAGUE OFFERINGS

The Athletics Office will enforce proper classification of teams and/or player(s). If a facility supervisor notices that a team and/or player(s) is too skilled for the level of play they are at and/or presents a safety hazard, they will notify the Athletics Office. The Program Supervisor may move teams up or down accordingly or remove select players that are obviously in the wrong league. To help determine the proper classification of your team use the following guidelines (this is not intended to be inclusive for determining your level):

- E League – Competitive Highest level of competition.** The team is competitive with most players having 5 or more years playing experience. Established teams.
Home run rule - 2 more homeruns than the other team/all others outs.
- R League – Recreational** Teams out for a fun and competition. New teams or teams are comprised of players with a broad range of playing experience, this league can have a large range of players from beginners to advanced. These leagues will be further divided by skill based of previous season’s record, players, and experience when league numbers allow. Depending on the # of teams, this division will be divided by abilities: R1, R2, etc. (Max 4 E league players permitted on R league roster).
Home run rule - 1 homerun allowed, all other outs
- L League - Lowest level of competition.** Teams out for a fun with **FUN** being the name of the game. Teams are comprised mostly of players with some knowledge of the game and little playing experience. Depending on the # of teams, this division will be divided by abilities: L1, L2, etc. (0 E league players permitted on L league roster).
Home run rule – no home runs allowed, end inning immediately

2019 FALL LEAGUE DIVISIONS

<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
Women’s R	Men’s R	Men’s E	Men’s E	Coed E
Men’s L	Coed R	Men’s R	Men’s R	Coed R
			Coed R	Coed L

UNIFORMS/EQUIPMENT:

- All players should have similar colored jerseys. A t-shirt is an appropriate jersey. If a player does not have a similar colored jersey, they may be subject to an ID check before they can play.
- Tennis shoes, plastic or soft rubber cleats only. Metal cleats, street shoes, boots, sandals, crocs or bare feet are not permitted.
- A safety mask for pitchers and catchers is recommended but not required.
- Equipment (bats, gloves, mitts, catcher’s gear, uniforms, etc.), must be furnished by the team. All bats must comply with USSSA rules regarding legal bats (refer to www.ussa.com).
- Jewelry consisting of earrings, bracelets, necklaces, pins, watches, rings, or any other exposed items that are judged to be hazardous or potentially dangerous by the umpire cannot be worn during the game. A warning shall be given to both teams prior to the beginning of the game (Pre-game). The decision of the umpire is final.
 - If a player shows up in the batter box with jewelry that is deemed hazardous by the umpire, he/she will be asked again to remove the jewelry within 10 seconds.
 - If the jewelry does not get removed within 10 seconds, strike one will be awarded.
 - Another 10 seconds and the player will be called out on strikes.

ADDITIONAL RULES

1. **ZERO TOLERANCE:** Profanity, abusive language, taunting, obscene gestures, and physical violence will not be tolerated. Any player, coach, or spectator using any type of foul language or taunting of any kind to an umpire, supervisor, scorekeeper, or any other player, coach, or spectator, will be ejected from the game and, if necessary, from the league.
2. **ALCOHOL IS NOT PERMITTED in any City park, INCLUDING parking lots.**
3. No smoking allowed in the dugout or on the playing field at any time. Penalty may be forfeit of the game in progress.
4. Glass containers are prohibited in City parks.
5. 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 cannot be left tied and unattended.
6. No hitting into any fences or backstops. This causes damage to fences and will not be tolerated.
7. No infield practice allowed on the dirt portion of the infield before or between games.
8. The supervision of children at the park is the responsibility of the parents. If children are interfering with the game, (i.e., running out onto the playing field, playing with bats and balls in the warm up area, etc.), parents will be asked to remove the children from the area.
9. Any team or individuals of a team misusing the park facilities may result in that team being dropped from the league with no refund of fees.

SPECIFIC GAME RULES - USSSA rules will govern play with the following exceptions:

1. **Game time begins immediately after the coin toss. Game time is forfeit time.**
2. **LINE-UP** - Managers must have line-up card completed and given to umpire at start of game. The line-up should include first and last name. All players in the line-up must bat. There are no limits to where players may be placed defensively.
 - a. At game time, if a team has not turned in a complete and accurate line-up, the opposing team is declared "Home Team" and will take the field to begin the game.
 - b. Any player that arrives late is placed at the end of the line-up (or in the proper position in the case of a coed team).
 - c. If a player is injured or must leave the line-up for any reason, his/her name will be scratched from the line-up, and will remain so for the duration of the game. There will be no out called in this situation for the player who left.
3. **AT-BAT COUNT** - Three ball/two strike count for all batters. The batter shall be declared out after he/she receives a second called strike by the home plate umpire. If the second strike is a foul ball, the batter will receive another pitch. If the next pitch is fouled off or swung at and missed, the batter will be declared out. The batter will receive a base on balls when the third ball is called.
4. **OFFICIAL GAME** - Games will last seven (7) innings or 55 minutes. **No new inning will**

begin after 50 minutes. Umpires are the time keepers. A game will be considered a complete game and no inning will be started if:

- a. at the completion of seven (7) innings (6½ if the home team is ahead) or 50 minutes;
 - b. a team leads by twenty (20) runs after 3 innings (2½ if the home team is ahead) or 35 minutes;
 - c. a team leads by fifteen (15) runs after 4 innings (3½ if the home team is ahead) or 45 minutes;
 - d. a team leads by ten (10) runs after 5 innings (4½ if the home team is ahead) or 50 minutes or any inning thereafter
5. FLIP-FLOP RULE - In the inning when the run rule is exceeded (10, 15 or 20 runs) and the **home team** is losing, the **home team will remain at-bat and become the visiting team**. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.
6. WEATHER - If a game has to be called due to darkness or inclement weather, the game is considered complete after four (4) complete (3½ if the home team is ahead) innings. If a game is postponed before it can be considered a complete game, the game will be made up from the point of suspension. If a game is cancelled before one inning is complete, the game will re-start from the beginning.
7. FORFEIT - A minimum of eight (8) players must be ready to take a defensive position at the beginning of the coin toss or their team will be required to be the visiting team. **If at the conclusion of the first ½ inning the visiting team does not have 8 players, the game will be declared a forfeit.** The plate umpire's decision is final on forfeiture of any game. If a forfeit occurs, the team(s) scheduled for that field may practice until ten minutes before the scheduled start of the next game on the field. Umpires will not be utilized.
8. EXTRA INNINGS - All games tied after the time or inning limit will start the first extra inning with the last player who batted in the previous inning on second base and with no outs.
 - a. If after one full extra inning, the game is still tied, the last player who batted from the previous inning will start on third base. All extra innings following will start with runner on third base.
9. WARM-UPS - Pitchers are allowed five (5) warm up pitches for the first inning only, and one pitch per inning for the remainder of the game unless a pitching change is made.
10. HOME RUNS - All teams must retrieve their own balls that are hit over the home run fence

(whether or not they are an out or inning ending). If a team does not retrieve their home run ball in a reasonable amount of time, the umpire will warn team that their next home run will result in an out regardless of the 2 up rule (or inning over in the case of R leagues).

All home runs can be “hit and sit”. All baserunners must go straight to the dugout when the home run is signaled. The batter does not need to touch first. Home Run Rule:

- a. E - 2 more than the other team, all other balls hit over the fence fair are out.
 - b. R - 1 homerun, all other balls hit over the fence fair are out.
 - c. L - All balls hit over the fence in fair territory will result in the inning ending.
11. RE-ENTRY - All players may re-enter a game, but must remain in the same spot in the batting order. There is no limit to the number of times a player can go out and re-enter a game.
12. COURTESY RUNNER – Teams are allowed one courtesy runner per inning (last out of same sex). If the courtesy runner is on base when it is their turn to bat, it will be considered an out. Exceptions:
- a. If a player must be removed from the game to adhere to the Blood Rule, he/she may have a courtesy runner until that player has met the requirements for re-entry.
 - b. Persons with permanent disabilities will have the opportunity to have a courtesy runner if needed. Notify the field supervisor and umpire before the game begins.
13. BLOOD RULE - Any player who has any visible blood flow must be removed from the game. Before re-entering the game:
- a. the blood flow must be stopped and the wound must be covered and;
 - b. any portion of the uniform that has blood on it must be changed. Replacement jerseys do not have to have a number and do not have to be of similar color.
14. TIE-BREAKER PROCEDURE – Teams forfeiting any game during the season are eliminated from any tie-breaker process. If at the end of league play, teams are tied for seeding, the following tie breakers will be used:
- a. Head to head competition.
 - b. TOTAL RUNS SCORED AGAINST between tied teams only
 - i. If teams played an uneven number of games head to head (three way or more tie), season total of RUNS AGAINST will be next tie-breaker
 - ii. In the case of a three or more way tie, if head to head runs scored against reduces the remaining teams to two, the breaker reverts back to head to head.
 - c. Still tied, duplicate awards will be given.
15. BATTER’S BOX - Digging in batter's box is not be allowed. Digging is defined as pawing, clawing, chicken-scratching or corkscrewing in the batter's box. If in the judgment of the umpire, such an illegal action occurs, the first offense will result in an out and the second offense will result in ejection from the ball game.

16. FAKE TAG - Any player who uses a fake tag will be subject to ejection.
17. THROWN BAT - A player is subject to ejection and charged with an out if he/she flagrantly throws a bat, regardless if it hits a person or not. Any bat that is thrown and hits the fence may result in an automatic ejection.
18. EJECTIONS - If a team is reduced from the starting number of players due to ejection, that players spot will be charged with an out each time it comes up in the order. A team may continue after one ejection with a minimum of 8 players. Any team with two ejections in a game will be declared forfeit.

USSSA PITCHING RULES

The pitcher may pitch from the Pitching plate or from the Pitching Area, an area the width of the Plate and up to six (6) feet behind the Pitcher's Plate.

Preliminary to pitching, the pitcher shall take a position with pivot foot firmly on the ground and in contact with the pitching plate or pitching area. The pivot foot must be in contact with the pitchers plate or pitching area when the ball is released.

After assuming the pitching position on the pitcher's plate or in the pitching area, the pitcher must present the ball in **FRONT OF BODY** (for at least one second) in either one or both hands before starting the delivery motion.

COED RULE ADAPTATIONS:

1. A 12" softball will be used in league play when men are at bat. An 11" softball will be used when a female is at bat. The third base coach will be responsible for rotating balls in and out of play.
2. If a team has 5 males and 4 females they may play with that number by taking an out each time the missing female player's place comes up in the line-up. Whenever a team has 5 & 4, the gender with 5 must bat first. This rule applies only to teams with 9 players.
3. The batting order will alternate male/female or female/male until all males are utilized. Females may bat back to back at the end of the line up if a team is playing more females than males. No rotating or continuous batting order is allowed. **MUST STICK TO LINE UP TURNED IN AT BEGINNING OF GAME – NO ROTATING GENDERS THROUGH BATTING ORDER.**
4. If a male walks, intentionally or otherwise, he goes to second base. The following female in the batting order has the option to walk or bat. If a female walks, intentionally or otherwise, she goes to first base. The following male in the batting order must bat.
5. If a female is injured and cannot be substituted for, the manager has the following options.
 - a. If there are more females batting at the bottom of the order, the last batter is moved up to fill the vacant spot **but only if the alternating order is not disturbed.**
 - b. The batting order can remain as is, removing the female batter and not pulling out the male batter. **An out is recorded each time the injured female's spot comes up in the order.**
 - c. The team may pull one of the male batters either in front or behind the injured female's spot to maintain the alternate batting order with no penalty.
6. **There are no restrictions in positioning of players in the coed division.**
7. All four (4) outfielders must remain behind the 175' line until the ball is hit. All infielders must start on the dirt of the infield until the ball is hit. This applies to both male and female batters. Penalty – batter and any base-runners will be awarded one base.

PROTESTS:

1. A protest should be made only when it is felt that there has been an infringement of the rules. Difference of opinion about the umpire's judgment on a particular play or plays does not constitute grounds for a protest. Incident reports available if you would like to share your experience with the Athletic Office.
2. Teams wishing to register a protest must make the umpires and field supervisor aware of the intent to protest **PRIOR TO THE NEXT PITCH OF THE BALL GAME OR BEFORE TEAMS HAVE LEFT THE FIELD IF THE PROTESTABLE ACTION OCCURS ON THE LAST OUT OF THE GAME.**
3. A formal written protest must be submitted to Recreation Services before 5:00 pm of the next working day after the game (e-mail is acceptable). The Rules Committee, which consists of the on-site Field Supervisor, the Athletic Coordinator, and the Recreation Program Supervisor, will determine protest viability and any action regarding the protest concerning the offending team, player(s), and/or fans. Note: If the protest is upheld and corrected by the Field Supervisor on site, no written protest is necessary.
4. Player Eligibility Protest – Opposing team managers and City of Longmont staff may question a player's eligibility and should request a ruling from the field supervisor. If the player in question is found to be ineligible (not on a team roster or add/drop form) **DURING A GAME**, the offending player and manager will be ejected from that game and suspended from the team's next game and a forfeit loss will also be given to the offending team.

CITY OF LONGMONT RECREATION SERVICES PLAYER CODE OF CONDUCT

DEFINITIONS

Coach – The player designated as team spokesman and the **ONLY** person who may discuss a decision with officials. The coach can be either a player or non-player.

Player – A person, who actively participates in the game, sits on the bench or who is on the roster.

Contest Area – That area which is designated by the Athletics Staff.

Spectator – A person who comes out to watch the games for entertainment with no physical involvement.

City of Longmont Activity – Any event designated or hosted by the City of Longmont Recreation Division.

Program Administrator – The full time employee or designated individual of the City of Longmont Recreation Services directly responsible for the activity.

Abuse – includes but not limited to obscene gestures, heckling, verbally attacking, threatening and/or laying a hand upon, shoving, hitting or striking.

CODE

1. **No player/person shall:** at any time abuse a Recreation employee, player or spectator. In addition, no player shall be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.
2. **No player/person shall:** refuse to abide by an official's decision, nor argue the officials judgment.
3. **No player/person shall:** appear at the contest area under the influence of alcohol or drugs, nor consume alcohol or drugs during play. A player may not smoke while on the field of play.

PENALTY

Minimum penalty: removal (ejection) from further play in the game being played **and** suspension from all games thru the following week.

Maximum penalty: penalty shall be determined by the Program Administrator and/or the Recreation Superintendent. Offenders may be suspended from further league play. Any player striking another player will be subject to a season/year suspension or possibly suspension for life depending on the severity.

Note: If a player or team obtains repeated ejections for unsportsman like behavior in a season or repeated seasons then this individual or team may be subject to prolonged suspension determined by the Athletics staff depending on the severity.

TWO MINUTE CLAUSE shall be in effect. Two minutes will be allowed for an ejected or suspended player(s) to remove him/herself from the designated contest area (including the dugout). If this time limit is not met, the contest may be forfeited to the opponents. Any player continuing to cause a disruption will be asked and required to leave the park

immediately.

ELASTICITY CLAUSE – In order to provide for the recreational enjoyment of players, coaches, and spectators any enforcement procedures which are not stated herein may be provided by the Recreation Division as is deemed necessary.

MISCONDUCT: We believe sponsors are important to the 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.

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