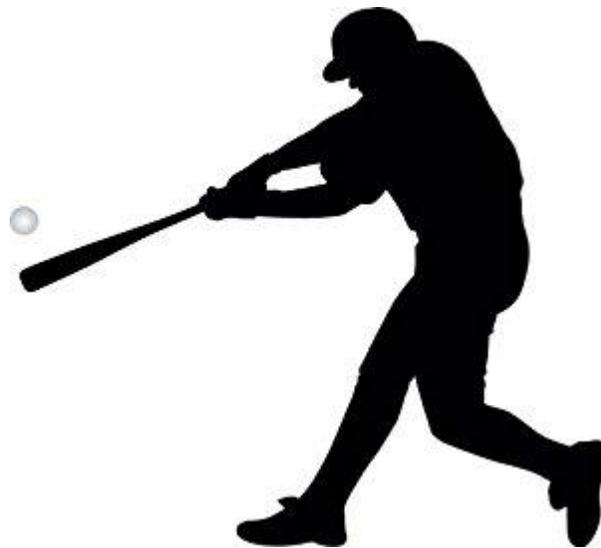




2018 Adult Softball League Rules and Guidelines



City of White Settlement Parks & Recreation Softball Guidelines

League Description

- TAAF sanctioned league.
- Awards package for first place (T-shirts).
- Days of Play/Leagues:
 - Men's E Rec (American) & (National) Leagues - Sunday, Monday, Tuesday, Thursday and Friday
 - Men's D Competitive Leagues – Monday, Tuesday, Thursday
 - Coed E Rec (American) & (National) Leagues – Sunday, and Friday
 - Coed D Competitive Leagues - Wednesday and Thursday
 - Men's 35 and Older League – Thursday
 - Men's Church League – Monday, Wednesday and Sunday

Contact Numbers

- Update and rainout number: 817-880-7868
- Athletic Coordinator: 817-757-3631 cell,
- Recreation Center: 817- 246-5012 or recreationcenter@wstx.us

Veterans Park Rules and Guidelines:

- Refer to Coaches Pack for guidance and direction
- Veterans Park Rules and Guidelines will take precedence over any and all T.A.A.F. and U.S.S.S.A. rules
- Whatever is not stated in the City of White Settlement guidelines refer back to T.A.A.F. and U.S.S.S.A. rule book.
- A copy of the following forms can be found at <http://www.wstx.us/parksandrec/> under softball links tab:
 - 2018 League Rules and Guidelines (Coaches Packet)
 - 2018 Team Roster
 - Line Up Card
 - T.A.A.F. Rules
 - U.S.S.S.A. Rules

Affiliations and Registration

- All teams will be required to be registered with the Texas Amateur Athletic Federation (T.A.A.F.) for the 2018 season.
- The 2018 TAAF sanction fee is \$10/team/classification in addition to the league registration fee, and is good for the entire 2018 calendar year.
- The 2018 TAAF sanction fee must be paid through the Recreation Center or online registration at wstx.us/parksandrec
- If for any reason a registered team wants to change their team name and/or classification they will be required to pay an additional \$10.00 TAAF sanction fee.
- Teams will be eligible to compete in T.A.A.F. tournaments.
- Tournament entry fees and travel to tournaments will be the responsibility of the team(s).

Payment and Registration:

- Payment is due by registration deadline (see registration form).
- Payment can be made at the White Settlement Recreation Center located at 8213 White Settlement Rd, by telephone with a credit card or online at <https://apm.activecommunities.com/WSPARD>
- No partial payment will be accepted.
- All special scheduling request(s) will be an additional \$50.00 (special game times, dates of play, field location, etc...). Parks Staff will make every effort to accommodate your request; however, if we cannot work the request into the schedule a refund will be issued for \$50.00.
- The individual that pays will be registered as the team coach/manager, and will be the sole contact person with the city.

Team Classification Policy:

- To help substantiate parity, player safety and the betterment of the league, the City of White Settlement reserves the right to re-classify teams based on current or previous league performance. This can also be decided once league play has begun but no later than the end of the second game will any actions be taken.
- Team Classification Definitions:
 - Men's E Recreational (American) Teams - A league for entry level teams with no higher classified player bumps
 - Men's E Competitive (National) Teams - A league for seasoned/established teams with 3 - (D) classified player bumps
 - Men's D Competitive Teams - Competitive or registered USSSA D teams with 3 - (C) classified player bumps
 - Coed E Recreational (American) Teams - A league for entry level teams with no higher classified player bumps
 - Coed E Competitive (National) Teams - A league for seasoned/established teams with 3 - (D) classified women only player bumps (no men player bumps allowed)
 - Coed D Competitive Teams - Competitive or registered USSSA D teams with 3 - (C) classified women only player bumps (no men player bumps allowed)

Scheduling/Schedules:

- If you have not paid for a special request and noted it on the registration form, Parks Staff will schedule your team as it deems necessary.
- All scheduling is done through Active Software to ensure uniformity and consistency.
- All games will be played as scheduled.
- The City of White Settlement will schedule one certified umpire for all games.
- Schedules/Standings will be posted on line at www.wstx.us/parksandrec/
- Schedules will be available to view at the kiosk located at the concession stand at Veterans Park, or ask Park Staff.
- In the event a team drops, scheduled league play will not change once distributed.
- Teams may not request umpires (to be used or not), opponent team selection to play or not play.

Combined League Policy:

- The City of White Settlement reserves the right to combine leagues as necessary to ensure a league night will not be cancelled.

Refunds

- No refunds will be given for league fees after the league registration deadline, no exceptions.
- Annual T.A.A.F. Sanction Fees will not be refunded.

Inclement Weather:

- Rainouts will be decided at least 2 hours prior to first game time for that game day/evening.
- Inclement weather events after that point will be decided by City Staff and/or umpire officials as needed
- Call rainout line updates, (817) 880-7868 or (817) 757-3631 or online at www.wstx.us/parksandrec/
- Free app available at www.wstx.us/parksandrec website (Rain Out Line Tab).
- For safety, games may be cancelled, postponed and/or rescheduled as determined by City Staff for the following:
 - In the event of lightning as determined by lightning meter and/or City Staff.
 - once the meter has detected no lightning activity for 20 minutes play will resume; otherwise, play will be postponed for an additional 15 minutes, if lightning activity continues all play will be cancelled.
 - All games will be cancelled in wind events in excess of 55mph.
 - All games will be cancelled when the emergency warning sirens are sounded.
 - All games will be cancelled in heavy rain/hail events.
 - Inclement weather as determined by City Staff.

Rainouts and Make-Up Games

- The coach or team manager will be the contact person with the City for the game schedule.
- Staff will notify teams of makeup schedules with minimum notice of one (1) week.
- Staff will schedule make up games as deemed necessary to stay on schedule:
 - Schedule make up games for the end of the season and the remaining schedule will be played as scheduled whenever possible.
 - Schedule game start times earlier.
 - Schedule more than two games on a given day/night.
 - Schedule make-up games on a different day/night and/or weekend.

League Softballs:

- Must be optic yellow
- Game ball must be visibly marked with USSSA or TAAF Stamp
- Game ball(s) must be approved by the umpire(s)
- The City does not provide game balls for teams, this includes equipment
- The City may have softballs available for sale. If softballs are in stock, they are **\$8.00** each, or **\$80.00** per dozen for Men and **\$7.00** each or **\$65.00** per dozen for Women (prices subject to change).

City of White Settlement Parks & Recreation Softball Guidelines

- The pitcher must notify umpire of any softball that is questionable prior to play.

Softballs for Men's Slow-Pitch and Coed Male Batters

- 12 inch (30.0cm)
- Must have optic yellow cover
- Classic M Blue Stitch (Core .40 or less softballs)
- Classic Plus Softballs will be allowed (Core up to .52 or less)

Softballs for Women's Slow Pitch and Coed Female Batters

- 11 inch (27.0 cm)
- Must have optic yellow cover
- Classic W Blue Stitch (Core .44 or less softballs)

League Bats:

- All bats must be stamped with official USSSA mark and be located on the taper part of the bat.



- Bats shall not exceed 34 inches in length, 31 ounces in weight (including tape & grip additions to the bat), and 2 ¼ inches in diameter. The Bat Performance Factor (BPF) shall be 1.20 or less.
- The bat must bear the USSSA certification mark OR the bat must be included on a list of approved bat models published by the USSSA National Offices found on the respective websites.
- Miken Ultra/Ultra II's as well as any senior league bats are not allowed in league play (unless a senior league is formed and only that senior league will be permitted to use the senior league bats).
- Each team will place his/her bat on the provided bat racks located **OUTSIDE** of the dugout. Each umpire will inspect each bat to ensure they bear the USSSA stamp before the game starts. Write down on the scorecard how many bats each team has.
- No bats can be added once the game has started. If player arrives late he/she may enter game but his/her bat cannot.
- If at any time an additional bat appears on the rack (more than the umpire wrote down) the coach will be called to home plate and will take a deadball out and the bat/bats that were added will be removed.
- If any player takes his/her bat into the dugout after the count or before the game is over that bat will be removed from play for the remainder of that game (umpire will adjust bat count on scorecard accordingly).
- Any bat may be subject U.S.S.S.A Bat Testing Policy during League Play.

Bat Testing Policy:

- See attached bat testing policy and testing form at the back of the packet.

Umpires:

- One umpire will be assigned to each field, or as deemed necessary by the city.
- Each coach/manager will be responsible to pay the umpire \$10.00 cash at the coin flip per game.
- **The coach/manager is responsible to have the correct change at game time. City Staff, Umpires, and/or the concession vendor do not carry change.**

Game Times:

- Week day game times are 7:00 p.m., 8:00 p.m., 9:00 p.m. and 10:00 p.m. or as scheduled by the City.
- Sunday early league game times are 1pm, 2pm, 3pm, 4pm or as scheduled by the City.
- Sunday evening league game times are 5:00pm, 6:00pm, 7:00pm, 8:00pm, 9:00pm or as scheduled by the City.
- City Ordinance #977-91, no games will play past 11:00 p.m., no exceptions
- GAME TIME IS FORFEIT TIME unless indicated otherwise by the city official on duty. In the event a team(s) is/are not ready to play at the scheduled time, a forfeit shall be declared.
- A legal game will consist of three and one-half (3 1/2) innings, if the home team is ahead: or four (4) complete innings if the visiting team is ahead.
- A coin flip by the umpire will determine home and visitor assignments for each game.

Batters Boxes:

- A no dig rule will be enforced by the umpire during all games ... there will be no digging in the batters boxes. The 1st time is a warning, 2nd time is a called strike and the 3rd time and on will be an out.

Eligibility:

- The minimum age to be allowed to participate is 16 years of age at the time of the 1st game.
- All Players must be in possession a Driver's License or a valid state issued picture I.D. at all times during game. For your convenience, a clear/legible picture of your entire state issued photo identification card on your cell phone will be accepted.
- All players must be listed on the team roster to be eligible.
- "Pick up" players are not allowed. Any team using a player not on their team roster will be subject to a forfeit or protest by the other team which will result in a forfeit. A valid picture identification (such as a driver's license) of the player in question and the league roster will determine the result of the protest. All eligibility protests must occur before the last out.
- A player can play on two teams; however, it is the responsibility of the player to determine what team they will be playing with on a given day/night. Games will not delay start in order to allow a player(s) to get to the field. Game time is game time (no exceptions).
- The dugout is considered the "field of play"; therefore, anyone **not** on the roster may not be in the dugout at any time during the game (spouses, children, etc...). Noncompliance will result in forfeiture and is not protestable.

Eligibility for the Church League:

- All Church League team participants are required to attend church services of the church represented on a regular basis in order to be eligible to participate in the Men's Church Softball League. Participants are not required to be members of the sponsoring church.

Minimum/Maximum Number of Players:

- Game time is forfeit time. A minimum of eight (8) players on the team's roster are required to be present at game time for each team to avoid forfeiting. There are no automatic outs assessed for the open positions in the lineup for team who start the game with less than ten players.
- Coed teams are required to have a minimum of four players of each gender to start the game.
- The maximum number of players on any roster (Men/Women or Coed) is twenty (20).
- If a team loses a player due to an ejection and does not have a substitute rostered player, the game will continue with an automatic out recorded each time that the vacant position in the lineup is scheduled to bat.
- Teams must finish the game with a minimum of eight players, regardless of the reason for losing a player during the game or they will be required to forfeit the game. Teams may not play with less than eight players for any reason.
- Teams will have the option of using two additional hitters for men's league or four additional hitters for coed leagues, which means teams may bat twelve players in men's leagues or fourteen batters for coed leagues, while playing ten players in the field.

Rosters:

- A roster will be made available at the time of registration, and online at <http://www.wstx.us/parksandrec/>.
- Each coach is responsible to obtain and submit his/her completed roster (8 player minimum) by the start of the 1st game (no exceptions).
- Failure to do so will be declared a forfeit for each game the roster is not turned into staff, and the team will be dropped from the league after the end of the fourth game and the league fee will not be subject for a refund.
- Rosters must include name (first & last), signature, drivers' license number and date of birth, and player number of all team members.
- Staff will hold on file all team rosters. Teams may add players to their team roster until fourth game (usually the end of the second day/night of play) and the roster will be frozen.

Lineup Cards:

- The City will provide lineup cards to each team, one per game.
- Lineup cards must include name (first and last name), player number, team name, and date, and coach's signature at the bottom of the card.
- Lineup cards must be given to the umpire official before each game begins (two per night).
- A game may start with a minimum of 8 players no automatic outs assessed; you may add your 9th and 10th player at any time. You may not add your 11th, 12th players after the game has started.

Scorecards/Standings:

- It is the responsibility at the end of each game for the team manager/coach to verify the score and initial the score card of each umpire official (beside your team name) at the end of each game.
- The scorecard will be the final determination of the game score.
- The scorecards are not subject to protest.
- League standings are always posted online at: www.wstx.us/parksandrec/

Uniforms:

- All players on a team must wear matching or “like colored” color jersey/shirts throughout the entire game.
- Failure to do so will be declared a forfeit at game time by the umpire or city staff.
- Any action(s) of a player(s) not having a proper jersey/shirt on during the course of the game will result in a forfeit (I.E. wearing the shirt under a jacket, removal. Etc...)
- The Umpire will be responsible for ensuring that jersey/shirts meet proper standards as declared, and a uniform forfeit(s) may not be protested.
- Numerals of 6” or larger are required on the back of all team jersey/shirts.
- All jersey/shirts must have permanently affixed 6” numerals on the back. No taped, pinned or handwritten numerals will be allowed. The numeral must be a contrasting color from the base color of the jersey/shirt and the umpires must also determine the numeral to be visible.
- Numerals must be one or two digit (0 – 99) whole numbers (no decimals or fractions).
- Two players on the same team may not have the same numeral. For example, numerals # 1 and # 01 are considered the same numeral.

Attire:

- No exposed jewelry will be allowed.
- No metal cleats will be allowed.
- Medical bracelets are allowed.
- No sandals, open toed shoes, or work boots (steel toe) will be allowed.
- Rings or earrings may be allowed if they are covered by tape.
- All equipment must be determined safe by the umpire or city staff or it cannot be worn.

Forfeits:

- If a team forfeits a game, the opposing team must pay the umpire the \$10.00 umpire fee to receive the forfeit win and will be scored 7-0 in favor of the opposing team. If the opposing team chooses not to pay the \$10.00 umpire fee, the game will be declared a double forfeit and both teams will incur a loss (scored 0 – 0).
- Forfeits are final as noted on the scorecard by the umpire.
- Forfeited games will not be rescheduled.
- A scheduling error is not a forfeit as determined by the City.
- In the event of a forfeit due to a dropped team, the game schedule will not be changed.
- As a matter of courtesy to the other teams, please contact Staff if you plan to forfeit in advance.
- Forfeiture of three (3) games, whether consecutive or not, by any one (1) team will result in an automatic suspension of said team for the remainder of the season. Suspended teams will be subject to review prior to admittance the following season.

Starting Count:

- All batters will begin with one ball and one strike (1-1 count). A second (2nd) foul ball with two (2) strikes is an out. For example: When you come up to bat you have 1 ball and 1 strike, if you hit a foul ball it is Strike 2, another foul ball is strike 3 you're out.

Courtesy Runners:

- One courtesy runner per inning (one time) may be used. The courtesy runner can be any player in the lineup. If the courtesy runner is still on base at the time his/her turn at bat comes up, that spot in the batting order will be an out. In the Mixed Program, any male player in the lineup can run for any male, and any female player in the lineup can run for any female.

Halo Rule/Middle Rule:

Protecting the pitcher rules will be enforced as follows:

- Any ball hit on a line back at the pitcher position within the width of the lines and is between the top of the pitcher's shoe and 1' above the pitchers cap, will be declared a dead ball and the batter will be called out. This ruling will be determined from the pitching rubber – back. This is a judgment call and is instituted for Safety reasons and is not protestable. No play shall continue and all runners must return to the last base occupied prior to the infraction.
- Any player called for a halo twice in the same game will be offensively disqualified for the remainder of the game. Any team who violates the Middle Rule three times in the course of the game, beginning with that player, he/she will be offensively disqualified. Each subsequent Middle rule violation will result in the batters offensive disqualification
- If the pitcher vacates the rubber, the middle will remain protected but the pitcher will not. A Pitcher cannot expand the area protected by moving from outside the lines.

“Hit and Sit” Rule:

- Players are not required to advance to the next base after a ball is ruled an over the fence home run. This is at the discretion of the runner.

Run Rules for All Leagues:

- 15 runs after 3 innings
- 12 runs after 4 innings
- 10 runs after 5 innings
- The City of White Settlement Parks & Recreation Department will not utilize the U.S.S.A. “flip flop” rule for run rules.

Home Runs Classifications:

- Men's E Recreational (American) teams are allowed one (1) total over the fence home run with the “one up” rule.

City of White Settlement Parks & Recreation Softball Guidelines

- Coed E Recreational (American) teams are allowed one (1) total over the fence home run with the “one up” rule.
- Men’s E Competitive (National) teams are allowed three (3) total over the fence home run with the “one up” rule.
- Coed E Competitive (National) teams are allowed three (3) total over the fence home run with the “one up” rule.
- Men’s D teams are allowed three (3) total over the fence home run with the “one up” rule.
- Coed D teams are allowed three (3) total over the fence home runs with the “one up” rule.
- The "one up" rule is after a team hits the allowed home runs (1, 3, or 4) they will not be allowed to hit more than one home run advantage over the opposing team. Additional home runs will be an "out".
- Coaches may not agree at the plate to increase or change the home run limit prior to the start of the game... No negotiating at the plate.

Ejections:

- It will be the responsibility of the umpire(s) to manage the game and will have the authority to eject a Player(s) and/or Team(s) as deemed necessary.
- Ejections are not subject to protest.
- Any player that is ejected from the game will be removed from the entire property of The Park (including parking lots and park land surrounding the complex), and not allowed to play for the remainder of games on that particular day/night.
- If a team has a player ejected from the game, the team with the ejected player must have a substitute that is on the current roster available to play in order to avoid having an automatic out. Teams must take an automatic out each time that the vacant position for the ejected player comes up in the batting order if a replacement is not available. However, teams may never play with less than eight players because of an ejection or injury.
- Any player or coach who has been ejected two times or more in a season may be suspended from all park activity (leagues and/or tournaments) for the rest of the current season. If an ejection occurs on the final night of league play, suspensions may be carried over until the next season that the ejected player or coach participates.
- If necessary, the game will be temporarily stopped and/or ended completely until the umpire can restore order to the game field. Law enforcement will be used if necessary.

Conduct:

- Teams are responsible for their own conduct and the conduct of their spectators.
- Unsportsmanlike conduct will not be accepted from players, coaches, fans, family members, etc.
- Any participant who verbally or physically abuses a player, official, staff member or spectator before, during, and/or after a game set or is involved in actions that are considered detrimental to the league and City, will be subject to suspension at the City staff’s discretion.
- Umpire officials and/or staff can eject individuals(s) from the park.
- Law enforcement will be used when it is necessary.
- Persons or teams ejected for unsportsmanlike conduct may be suspended from play for any period time deemed appropriate for the misconduct. Physical violence and threats of physical violence will be disciplined severely.

City of White Settlement Parks & Recreation Softball Guidelines

- Any player who is ejected from the Park by umpires and/or park staff and does not leave the premises immediately will be subject to an additional suspension.
- An individual and/or team may be suspended from the park for up to five years and may be subject to being suspended from play through TAAF and/or USSSA.

Protests:

- There are four items listed below that will be considered for a protest:
 - Misinterpretation of a playing rule
 - Failure of an official to apply a correct rule in a given situation
 - Failure to impose the correct penalty for a given violation, i.e. player eligibility
 - Bats
- Judgment calls are not subject to protest.
- A protest of rule interpretations must be made before the next legal or illegal pitch.
- If there is protest, a \$50.00 cash protest fee must be presented to the umpire at the time of the requested protest no exceptions. Includes all protestable items.
- Only a coach or team manager may file a protest.
- Player eligibility may be protested before the last out of the game
- The Parks Staff will make every effort to settle eligibility and bat protest(s) at the field.
 - For all other protest issues a formal written protest by the team manager or head coach must be filed with the City of White Settlement (Attn: Athletic Coordinator) within forty-eight (48) hours after the game in question (excluding Saturdays, Sundays, and holidays). A formal protest by the team manager or head coach **MUST** include the following:
 - a) The time, date and place of the game.
 - b) The name of the officials
 - c) The rule and section of the official rules or policies under which the protest is being made.
 - d) The decision and condition surrounding the making of the
 - e) All essential facts involved in the matter protested.
- The umpire’s judgment decisions are final (including score) and not subject to protest review.
- The decision(s) of the protest board (where applicable) shall be final.
- Any protest that is upheld will be resumed at the point of the game that the protest was recorded.
- Any protest after the game has been completed will not be considered.

PROTEST RESPONSIBILITIES		
COACH/MANAGER	UMPIRE	CITY PARK STAFF
KNOW RULES	ACKNOWLEDGE PROTEST	COLLECT PROTEST FEE
KNOW WHAT IS PROTESTABLE	STOP GAME, MARK SCORECARD	PROVIDE BACKUP INFORMATION, DATA
DECLARE PROTEST TO UMPIRE	GET STAFF	ENFORCE THE CALL
PRESENT \$50 CASH TO UMPIRE	MAKE THE CALL	ENFORCE CONTROL
CONTROL YOUR TEAM	CONTROL THE FIELD	REFUND PROTEST FEE (IF APPLICABLE)

Injury Procedures:

- 911 services will be used for medical emergencies.
- The City is not responsible for the transportation of injured players.

City of White Settlement Parks & Recreation Softball Guidelines

- The City does not stock, issue, and/or distribute ingestible type medications and/or medicines nor extend medical attention to park patrons.
- At the discretion of City staff, personal vehicles may be used to remove injured player.
- In the event of an injury, the player or coach must fill out an injury report the day/night of the injury/incident.
- In the event of an injury the umpires will allow a 2 minute recovery time before stopping the clock. If more time is needed the umpire will stop the clock and inform both coaches/teams not to leave the dugout area as the clock will resume as soon as injured player is removed.
- At the discretion of the umpire any player on the field with an active bleeding sore/cut/lesion/wound will be required to cover it with a bandage before continuing or may be removed from the game entirely. If removed a substitute must be available or an out will be taken in the removed players spot.
- No out will be taken if an injured player does not have a substitute. However if that injured player drops the team to seven players then the game will be declared a forfeit.

Tie Games After Seven Innings or After the Time Limit Has Expired:

- Any game in which the time limit has expired (55 minutes) or seven innings have been played and there is a tie score, all extra innings will be played under the “3-2 Count” rule. The “3-2” Count” rule specifies that all batters will come to the plate in all extra innings with a 3 balls and 2 strike count with no foul available.

League Champion:

- League champion will be team with the best record as determined by the score cards.
- In the event of a tie, the City will reserve the right to use one of the following method(s) to determine the champion:
 - A. Head-to-Head Competition (wins and losses between the teams tied)
 - B. Margin of Victory (Head to Head)
 - C. Margin of victory, In all league games
 - D. Play-off game

Lost and Found:

- City staff will clean dugouts at the end of each night of play. All found items will be placed in the lost-n-found container at the complex office. All lost-n-found items will be kept for the remainder of the season and/or up to 6 months. Please call the White Settlement Recreation Center at 817-246-5012.

Theft and/or Vandalism:

- In the event you have been subject to a theft, vandalism, or criminal activity while at the park, please follow these procedures:
 - 1) Immediately file a police report!
 - 2) Call the White Settlement Police Dept. non-emergency number at 817-246-7070. Dial 0 to reach dispatch
 - 3) Give park staff a copy the police report #.
 - 4) Contact the City Secretary Monday – Friday 8am – 5pm at 817-246-4971 to file a damage claim form.

Insurance:

1. User agrees to indemnify and hold the City of White Settlement, its officers, agents and employees safe and harmless from any and all claims from damages, injury or death to property or persons arising out of or resulting from the use of premises by the user. The renting party agrees to provide proof of financial responsibility of liability insurance for any type of legal action resulting from this tournament. User shall be responsible for conducting all activities in a safe manner so as to avoid any damages or injuries to property or person.
2. All injury/incident claims are to be filled with the City Secretary and processed through the City offices located at 214 Meadow Park Drive, White Settlement 76108, 817-246-4971. Accident/Damage claim forms can be found on the city website at wstx.us on the bottom right-hand side of the home page under the quick links “City Forms”.

Outside Food and Drink Policy:

Please understand the ball park concessions are contracted out to a private company, and it is their intentions to serve the patrons in the ball complex for a profit.

- All outside food and drinks are prohibited inside the complex!
- Law enforcement will be used if necessary.
- Anyone who does not comply will be ejected from the park for failure to comply with park rules.
- Teams that do not comply will forfeit games for that particular night of play.
- No coolers/ice chests.

Park Rules:

- **No outside food or drinks are allowed.** Ice water and cups will be provided in the dugouts.
- Alcoholic beverages are not allowed anywhere in Veteran’s Park. (City Ordinance #488, maximum \$200.00 fine)
- Any player, manager or coach possessing/consuming alcoholic beverages on park property, that team will forfeit all games on that day/night of play. City staff will contact the coach/manager to discuss the severity of the penalty.
- Vending on park property is not allowed. (City Ordinance #874-87)
- No tobacco products are allowed inside the complex (City Ordinance #2414-11 sec. 28.92)
- No bikes, scooters, roller blades, skateboard, motorcycles, or pets allowed inside the complex
- Dugouts are to be used by players and team members only whose names appear on that team’s roster. Children under 16 years of age, and/or spectators of any age are not allowed in the dugouts.
- For safety reasons teams scheduled for play on fields must restrict warm-up activities to the designated warm-up area. Failure to warm-up in the designated areas may result in a forfeit. **The main entrance of the park is not a designated warm-up area. Designated warm up areas are located between the red and blue field, yellow and green field and green and red field.**

City of White Settlement Parks & Recreation Softball Guidelines

2018 Bat Compression Testing Policy

If the middle rule is invoked or if any additional over the fence home runs are hit over the allowed limit, the bat involved will be pulled and given to the tournament director to be tested. In addition at parks using the “bucket” system, the tournament director has the right to make random bat checks of any bat being used in a game at any time. With all the new bats being used, the new standard for a bat ‘failing’ a compression test is now 220 or below. It is YOUR responsibility to make sure the bat you swing is a LEGAL and an APPROVED bat for USSSA play. All bats being tested will be documented by the make and model of the bat as well as the owner/user of the bat. If the bat fails the compression test, the player has the following three (3) options: Refer to the bat testing form for options.

**2018 North Texas USSSA
Bat Compression Testing Permission Form**

() I, _____ have been informed that my bat failed the compression test (PSI 220 or below) or is otherwise suspicious. I give permission to have my bat destroyed. If the bat is given up to be destroyed, no infraction will take place. No part of the destroyed bat will be returned.

() I, _____ have been informed that my bat failed the compression test (PSI 220 or below) I give permission to have my bat sent to the manufacturer along with the bat’s warranty and \$10.00 to cover postage for further testing. I will supply the warranty within seven (7) days. If I fail to produce the warranty within seven (7) days, the bat will be destroyed.

If the bat comes back altered, I understand I will be suspended for two (2) years from all USSSA activity, both league and tournament play. If the bat is determined not to be altered, the bat will be given back to me or a replacement bat may be provided by the manufacturer.

() I, _____ have been informed that my bat has passed the bat compression test (PSI 220 or higher) but shows cracks and/or the decals are worn and can no longer be read, I understand that the bat is being returned to me, documented and is no longer allowed to be used in any USSSA activity both league and tournament play. I also understand that I face immediate suspension of one (1) year if the bat is used again.

If a player/owner of a bat for any reason refuses to give his bat to a USSSA official for testing, the player/owner will immediately be given a two (2) year suspension from all USSSA activity both league and tournament play.

Date: _____

Type of Bat: _____

Bat’s Serial #: _____

Players Team: _____

Driver’s License Number: _____

Player Address: _____

Players Phone Number: _____

Players Email Address: _____

Players Signature: _____