

CITY OF LONGMONT RECREATION SERVICES

2012 Spring Adult Softball Manual



COMMUNITY SERVICES
RECREATION SERVICES
GET MORE FROM LIFE

Important Phone Numbers

St. Vrain Memorial Building - 303-651-8404

Longmont Recreation Center 303-774-4800

Rain-out Line- 303-774-4400

REGISTRATIONS WILL ONLY BE ACCEPTED AT THE LONGMONT RECREATION CENTER

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| Monday, February 6 | Packets available at the Longmont Recreation Center, St. Vrain Memorial Building and On-Line. Registration begins for all teams on a space available basis. |
| Sunday, March 11 | All team registration closes |
| Thursday, March 15 | Managers may pick up schedules and pay final fees at the Longmont Recreation Center starting at 6:00 pm. Athletics staff will be available from 6-7 pm to answer questions. |
| March 19-Late April | League play – 6 Games (games at Garden Acres Park) |

CITY OF LONGMONT RECREATION SERVICES

2012 SPRING CITY LEAGUE SOFTBALL

GENERAL INFORMATION

The Adult City 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 (ie. - 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(s)).**

Recreation Services reserves the right to place teams in leagues where there will be equalization of competition. In order to continue to provide the upward progression of competition within the leagues, teams finishing 1st or 2nd in their respective 2011 Fall Spring or Summer Divisions may be required to move up one Division when registering for the 2012 Spring season if at least 5 players from the previous team remain on the 2012 Spring registering 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.

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.

Recreation Services Responsibilities

- Provide a schedule of games (regular season and rain-outs).
- Provide game balls, line-up cards, and score sheets.
- Provide at least one umpire, scorekeeper, and field supervisor.
- Provide all necessary personnel to handle 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"

Manager's Responsibilities

- 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.
- Monitor roster, including changes and additions throughout the season.
- Inform Athletics Office of any questions, concerns, or comments.
- Be responsible for the actions of your team while participating.
- Notify the Athletics Office of any changes of team manager information.
- Be aware of all information posted at the ball fields to include rain-out schedules, tournament information, and league standings.
- Follow all league rules as stated.
- See that the line-up with names and numbers is turned in to the scorekeeper ten minutes before game time with last name, first initial and numbers.

TEAM ROSTERS:

- A. Before a player is eligible to participate in the league, he/she must officially be listed on the team roster.
- B. 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 gain approval of Recreation Services prior to submitting the roster and must pay an additional \$10 per player fee beyond 16 players.
- C. Team roster additions, deletions and transfers are subject to approval of the Recreation Services staff. Teams wishing to add, drop or transfer players must use the official add/drop form provided by the Recreation Services office. A player being added because of a drop can only be completed for no fee for the first three weeks of the season (through Apr. 1). **ROSTERS ARE OPEN BEFORE APRIL 1 (up to 16 players) AND FROZEN AFTER.** Teams with extraordinary issues who need to add players after April 1 must be approved by the Program Supervisor. All non-monetary add/drops will be addressed at the field. Players being added to a roster must sign the add form prior to submission to the Field Supervisor. After April 1 teams may only add players in order to avoid forfeits.
- D. **ONE TIME PLAYER ADDITION:** After April 1 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. The cost is \$5 per player. Forms can be obtained from the field supervisor. Managers must present the 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, not to replace an ejection. **Players added for this purpose may not be currently playing in the same league of the team they are requesting to play with, nor be playing in any division higher than what they are requesting.**
- E. **Players should always have a photo I.D available for identification at all games. Roster checks may be done by field supervisors without notice.** Any team found guilty of playing an illegal player will be charged with a forfeit if brought up by the opposing manager. The offending player will be ineligible until they are added to the team roster and will be suspended for one game. The offending coach will also be suspended for one game. An illegal player discovered by City staff will have the option of paying the \$5 player game add fee 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 March 19 of the current year.
- 2. Before a player is eligible to participate in the league, he/she must be officially listed on the team roster.
- 3. 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.

4. Playing on two teams, within a league on the same night of play is not allowed. Players may play “up” or “down” **one** division but not both. No more than **four (4)** players from the same team may play “down” together. 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 and begins February 6 and will continue until March 11 or until filled, whichever comes first.

When registering, each team must submit a complete team roster listing **all** players, coaches, and/or manager. Rosters with registration will only **require** names (but can include all information). Rosters will be completed and signed the first night of games at the field (if needed). All checks for team fees should be made payable to the **City of Longmont**. Along with a completed roster with player first and last names, each team must complete the attached entry form and list league choices and a team name.

ENTRY FEES (there are no longer player fees except for teams with more than 16 players)

Team fees for the 2012 season will be \$350 per team. Teams may submit partial payment when initially registering (\$180) with the second payment (\$180) due by April 4 at 5 pm at the Recreation Center (1/2 way through the season). There is a \$10 premium figured into the fee for teams submitting partial payment to cover the additional administrative costs. Individual player fees are no longer needed unless a team has more than 16 players in which case each additional player over 16 will be \$10 per player. No team will be accepted into the league until the entry form, team roster and appropriate fees have been accepted by Recreation Services.

INCLEMENT WEATHER:

All games canceled due to inclement weather will be made up on the same league night, either during the season when time allows or at the end of the season, if possible. However, make-up games may be scheduled on weekends, or different days if no other time is available. Managers will be notified within two weeks of the scheduled make-up game as to the make-up date and time of the rain-out. The decision regarding game status is as follows:

1. Prior to 4:00pm – the Parks Manager on site has the responsibility to make the decision
2. Between 4:00 and 5:30pm – it is the responsibility of Recreation Services;
3. After 5:30pm – it is the decision of the Field Supervisor.

Please do not call the Recreation Service Offices regarding rainouts

RAIN-OUT INFORMATION LINE – 303-774-4400

LEAGUE OFFERINGS

The Athletics Office will enforce 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 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):

- City League D – **Competitive (2 more homeruns than the other team/all others out)**. The majority of the team has 5 or more years playing experience. Established teams.
- City League E – **Recreation (2 more homeruns than the other team/all others out)**. The team is a balance of newer players and those with 5 or more years playing experience. Some established teams.
- City League EE – **Leisure (no homeruns, the inning is ended)**. Teams out for a little fun and exercise. New teams or teams with the majority of players who are new to the game.

Additional Coed Guidelines:

D – Competitive teams. Teams that have 4 or more players who play in City League D.

E – Recreation teams. Teams that have 4 or more players who play in City League E level.

EE – Leisure teams. Teams that have 4 or more players who play in City League EE level

Monday

Men's E

Women's EE

Wednesday

Men's D

Men's E

Men's EE

Women's E

Coed E

Thursday

Men's E

Men's EE

Coed EE

Friday

Coed E

Coed EE

UNIFORMS/EQUIPMENT:

- A. All players should have similar colored jerseys with clearly visible 6(six) inch number on the back. 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.
- 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, boots (cowboy, steel toed, work), crocs or similar footwear is not allowed.
- C. A catcher's mask is recommended but not required.
- D. Equipment – bats, gloves, mitts, catcher's gear, uniforms, etc., must be furnished by the team. All bats must comply with 2012 USSSA rules regarding legal bats (list available on-line at www.ussa.com). This means no bat can exceed 1.20 BPF and must have a legible identification marking.
- E. Jewelry – 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.

FACILITY RULES

1. Zero Tolerance Rule: 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. (See Player Code of Conduct.)
2. **Alcohol is not permitted in any City park, which includes the parking lots.**
3. There is 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 must not be left tied and unattended.
6. There is no hitting into any fences or backstops. This causes severe 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 will be 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., the parents will be asked to remove the children from the area.
9. Any team or individual of a team misusing the park facilities may result in that team being dropped from the league with no refund of fees.
10. Players must use the designated warm-up cage at Garden Acres when playing at that site.

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

1. Games are scheduled to begin at 6:15, 7:15, 8:15 and 9:15 p.m. **Game time begins immediately after the coin toss! Game time is forfeit time.**
2. Games will last seven (7) innings or 55 minutes for slow pitch games. No new innings will begin after 55 minutes. Game time is forfeit time.
3. The scorekeeper/umpire will be the time keepers.
4. Managers must turn in line-ups to the scorekeeper 10 minutes before game is scheduled to start. Line-up should include first and last name and shirt number. 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).

5. The three ball two strike rule will apply to all slow pitch leagues. 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.
6. Game will be considered a complete game and no inning will be started when:
 - at the completion of seven (7) innings or 55 minutes and the game is not tied, (6 ½ innings if the home team is ahead)
 - Or**
 - one team leads the other by fifteen (15) runs after 4 innings or 45 minutes, (3 ½ innings if the home team is ahead)
 - Or**
 - one team leads the other by ten (10) runs after 5 innings or 50 minutes or any inning thereafter, (4 ½ innings if the home team is ahead.)
7. Flip/Flop Rule: In the inning when the run rule is exceeded (10 run and 15 run) 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.
8. If a game has to be called due to darkness or inclement weather, games will be considered complete after four (4) complete or 3 1/2 innings if the home team is ahead. 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 be re-started from the beginning.
9. Forfeits: 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.
10. All extra inning games and games tied after the time limit will start the first extra inning with the last player who batted in the previous inning on second base with no outs. 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 innings after this will start with the runner on third base. The plate umpires decision will be 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 and scorekeepers will not be utilized.
11. 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.
12. A coin toss will determine home team. Game times begin immediately after the coin toss.
13. At game time, if a team has not turned in a complete and accurate line-up, the opposing team will be declared “Home Team” and will take the field to begin the game. Game time will be started.
14. Home Run Rule: No exceptions.

- D- 2 more than the other team – all other balls hit over the fence in fair territory are out.
- E- 2 more than the other team – all other balls hit over the fence in fair territory are out.
- EE-All balls hit over the fence in fair territory will result in the inning ending.

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 them that their next home run will result in an out regardless of the 2 up rule (or inning over in the case of EE leagues). Umpires may stop a game to make a team retrieve their home run balls if necessary.

15. Re-entry rule: All players may re-enter a game, but must do so 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.
16. Additional Hitter/Player Rule: A team may insert an additional hitter into the line up prior to the start of the game. The batting order must stay constant throughout the game including the additional hitter. Any ten (10) players may take a defensive position on the field. A team may continue a game with a minimum of eight (8) players in cases of injury or illness. However, 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. It is not mandatory that a team use a AH/AP but failure to declare such a player prior to the start of the game to both the scorekeeper and the home plate umpire will preclude the use of such a player for that game.
17. Courtesy Runner Rule: The courtesy runner rule will be allowed in the following situation: If a player is injured during his/her time at bat, and must leave the game, a courtesy runner (last out of same sex) may finish the inning upon umpire approval. This rule is extended only once per player per game and the injured player must be able to participate by his/her next at-bat or be substituted. Exceptions:
 - 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.
 - Persons with permanent disabilities will have the opportunity to have a courtesy runner if needed. Notify the umpire and scorekeepers before the game begins.
18. Blood Rule: Any player who has any visible blood flow must be removed from the game. Before re-entering the game:
 - the blood flow must be stopped and the wound must be covered
 - 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.
19. Tie breaker procedure: If at the end of league play, teams are tied for first or second place, the following tie breakers will be used:
 - Head to head competition.
 - Head to head runs scored **against**. (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)
 - Total runs scored **against** (tied teams only).
 - Still tied, duplicate awards will be given.
20. Everyone bats rule: In **all** classifications, all players may be listed on the team line-up and will bat in that order, whether or not they are playing a defensive position or not. The team manager sets the defensive line-up, and may make changes without restriction within reasonable limits. Players arriving late will be added to the end of the line-up (or placed in the appropriate position

if coed). 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.

21. Digging in batter's box will not be allowed. Digging is defined as pawing, clawing, chicken scratching or corkscrewing in the batter's box. If such an illegal action by a player, in the judgment of the umpire, occurs the first offense will result in an out and the second offense will result in ejection from the ball game.
22. Fake Tag: Any player who uses a fake tag will be immediately ejected from the game. A warning will not be given.
23. Thrown bat: 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. Any bat that is thrown and hits the fence may result in an automatic ejection.
24. In order to be considered a legal substitute a player's name must be on the line-up card. Late players must be added immediately upon arrival. Late players may not check-in following an ejection that creates a forfeit situation.
25. Ejection situations: A team may continue with one ejection with an out taken in that position in the line-up each time it comes up (to a minimum of 8 players). Any team with two ejections in a game will be declared forfeit.

USSSA 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 his/her 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 HIS BODY** (for at least one second) in either one or both hands before starting the delivery motion.

COED RULES:

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.

1. Teams must start with eight (8) players; **at least** four must be females. A team may play with more females than males. If the AH/AP is utilized the team must use one (1) male and one (1) female in order to maintain the alternating batting order rule. **EXCEPTION - 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.**
2. The batting order will alternate male/female or female/male until all males are utilized. Females may bat back to back if a team is playing more females than males.
3. 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.

4. If a female is injured and cannot be substituted for, the manager has the following options.
 - 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.**
 - 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.**
 - 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.
5. **There are no restrictions in positioning of players in the coed division.**
6. 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:

- A. 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. Fill out an incident report if you have a positive or negative experience you would like to share with the Athletic Office.
- B. Teams wishing to register a protest must make the umpires and scorekeeper 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.**
- C. 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 Specialist, 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.
- D. 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) **BEFORE or 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 Sports Program Supervisor.

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 is not limited to, obscene gestures, heckling, verbally attacking, threatening and/or laying a hand upon, shoving, striking, hitting or punching.

CODE

1. **No player 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 shall:** refuse to abide by an official's decision, nor argue the officials judgment.
3. **No player 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 the next scheduled game.

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 or year suspension or possibly for life 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.

**CITY OF LONGMONT RECREATION SERVICES
TEAM ENTRY FORM –2012 SPRING SOFTBALL**

TEAM NAME (required): _____

Manager: _____

Primary Phone: _____ Secondary Phone: _____

Address: _____

Street Address

City State Zip

E-Mail: _____

Assistant Manager: _____

Day Phone: _____ Night Phone: _____

Address: _____

Street Address

City State Zip

E-Mail: _____

SOFTBALL LEAGUE CHOICE

Monday

Men's E
Women's EE

Wednesday

Men's D
Men's E
Men's EE
Women's E
Coed E

Thursday

Men's E
Men's EE
Coed EE

Friday

Coed E
Coed EE

***Games will be played at Garden Acres Park ***

List 1st, 2nd and 3rd choice below:

Night/League	Night/League	Night/League
1. _____	2. _____	3. _____

This form must be completed and submitted along with the entry fee to be considered officially registered. I understand that the entry fee **will not** be refunded if I fail to enter a team in the above mentioned league.

Signature

Date

LEAGUE FEE: \$350 \$ _____
OR PARTIAL FEE: \$180 \$ _____
ADDITIONAL FEE (beyond \$180): \$ _____
Player Fees(17+) X \$10= \$ _____
TOTAL PAID \$ _____

DATE RECEIVED: _____

RECEIVED BY: _____