
Adult Softball



Glenwood Springs Recreation Division
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WELCOME

THANK YOU FOR JOINING US FOR THE UPCOMING SOFTBALL SEASON

Athletic Schedules & League Information: <https://www.GlenwoodRecSports.com>

Sign up for Text Alerts & League Information Emails: <https://bit.ly/RecTextAlerts>

“WE TAKE FUN SERIOUSLY”

- **Competitive Co-ed Division:** This division has been developed for teams who are average to above average athletically. This league is appropriate for teams who have players participating in Men’s, Women’s, or Co-ed USSSA Tournaments or equivalent programming. Athletes who do not match this competitive level of play may be asked, by the League Supervisor, to move to a more appropriate level.
- **Recreational Co-ed Division:** This division has been developed for novice teams who are average and below average athletes intending to participate for leisure purposes. Teams in this league should not have USSSA tournament level players or athletes participating in equivalent level programs. Athletes who do not match this novice level of play may be asked, by the League Supervisor, to move to a more appropriate level.
- **Men’s Competitive Division:** This division has been developed for men’s teams who are average to above average athletically. This league is appropriate for teams who have players who have robust defensive & offensive softball skills. Any athlete participating in USSSA tournaments or equivalent programs must compete at the Competitive level. Athletes may be asked to play at another appropriate level at League Supervisor’s professional discretion.

Rules, Policies & Procedures

I. Purpose of League Play

The purpose of the Glenwood Springs Adult Softball League, coordinated by the Glenwood Springs Parks and Recreation Department, is to combine the interest of men's, women's, and co-ed slow pitch softball, the spirit of the community in wholesome recreation, and clean sportsmanship.

II. General Information

- The league governing body will be the Glenwood Springs Parks and Recreation Department.
- The League Supervisor will be the Athletic Supervisor
- Rules and regulations not contained in this manual will be governed by the most current USSSA rulebook.
- **ELASTIC CLAUSE:** The League Directors shall have complete charge of the Glenwood Springs Adult Softball League. All situations not specifically covered by these rules shall be acted upon by the League Supervisor and all actions taken by the League Supervisor will be final.
- The League Supervisor reserves the right to change or amend any of the rules or regulations contained in this manual.
- Amendments to any section of this manual may be made through evaluation by team managers, umpires, field supervisors, etc., as deemed necessary by Glenwood Springs Parks and Recreation Department. If you have questions, ideas, or need information on the Adult Softball League, please call our office at (970) 384-6318.

II. Definitions

- **Participant:** Any coach, player, spectator, or any other person involved in any way with any class, sporting or non-sporting event sponsored by Glenwood Springs Parks and Recreation.
- **Manager:** A person designated as a team spokesperson. One who is either a player or a non-player.
- **Coach:** A person designated as a team spokesperson. One who is either a player or a non-player.
- **Player:** A person who physically participates in the game or is on the roster.
- **Spectator:** A person who watches the game for entertainment with no physical involvement.
- **Official:** A person on the field or court responsible for administering the rules.
- **Staff:** A person employed by the Glenwood Springs Parks and Recreation Department.
- **Field Supervisor:** A Glenwood Springs Parks and Recreation Department employee responsible for the operation and staff of a scheduled game, match, or event.
- **Recreation Employee:** A Glenwood Springs Parks and Recreation Department employee responsible for providing maintenance and services to fields, parks, courts, or events.
- **League Supervisor:** The Parks and Recreation employees designated to organize or supervise an activity.
- **Participation:** Any involvement in Glenwood Springs Parks and Recreation activities such as spectating, officiating, playing, coaching, registering for a class or attending a sporting or non-sporting event.
- **Recreation Activities:** Any class, sporting or non-sporting event sponsored by Glenwood Springs Parks and Recreation.

III. Glenwood Springs Recreation Division Functions and Responsibilities

- Recreation Division shall be responsible for the financial aspects of the program.
- Responsible for the general organization of the adult softball program.
- Responsible for the scheduling of dates and leagues.
- Responsible for registration, collection of player application and liability forms, and maintenance of team rosters.
- Provide a schedule of games at www.glenwoodrecsports.com
- Provide one new game ball for each game.
- Schedule all staff required to run the game.

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- Provide a **minimum of one (1)** umpire.
 - Keep a record of all games played.
 - Results from games and team standings will be posted on www.glenwoodrecsports.com
 - Provide all necessary personnel to oversee maintenance of the facilities and other duties as needed.
 - Handle and report any misconduct situations in accordance with the guidelines stated in the “Code of Conduct.”

IV. Team Managers’/Coaches’ Functions and Responsibilities

- Responsible for the registration of respective team, obtaining and turning in all player application and liability waiver forms, serving as the contact person for all notifications or correspondence related to the adult softball program, and assisting with retrieving/obtaining pertinent information upon request.
- All managers/coaches are responsible for acquiring and possessing a thorough knowledge and understanding of the information contained in this manual, as well as any material that is emailed or distributed by the Glenwood Springs Adult Softball League staff.
- Managers/coaches are responsible for informing all team members and respective participants of the information contained in this manual, as well as any material that is emailed or distributed by the Glenwood Springs Adult Softball League staff.
- Inform all team members of game times, dates, and locations.
- Monitor official team roster. Ensure and monitor that all team members are recorded on the official roster, including changes and additions throughout the season.
- Make sure all participants are at least sixteen (16) years of age.
- Inform the Parks and Recreation staff in a timely manner of any difficulties that may occur.
- Be responsible for the actions of your team while participating in any Glenwood Springs Adult Softball League activity.
- Ensure all trash is discarded and other items removed from the team dugout following games.
- Notify the Athletic Supervisor of any changes in the team manager or team manager’s address or phone number(s).
- Be aware of all information posted including rainout schedules, tournament information, and league standings.
- Adhere to all league rules as stated.
- Ensure that a line-up that includes last names, first initials and uniform numbers of players is turned into the umpire or facility staff **ten (10) minutes before game time**.
- Notify the League Supervisor of a potential or planned forfeit of a league game as soon as it is determined, so that the League Supervisor can notify the opposing team of the game cancellation.

VI. Field Reservations

- Fields may be reserved by inquiring with the Athletics Supervisor or other Parks and Recreation staff.

VII. Scheduling Requests

- To maintain fairness and equity of game scheduling among all teams, **NO** special requests for game scheduling will be taken.

VIII. Rainouts and Forfeits

- If weather conditions interrupt a game the game will be considered complete if it has played four innings (or 3 ½ if the home team is ahead)
- Every reasonable effort will be made to reschedule rainout games. Teams will be contacted individually if a league guarantee is not met.
- It cannot be guaranteed that rainouts will be made up on your team’s normal league night. If a rainout game is to be made up, the team managers will be notified, by telephone, or email of the rainout schedules.
- The Parks and Recreation Department will not schedule make-up games that you do not show up for and have forfeited.

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- Team managers must notify the League Supervisor of a potential or planned forfeit of a league game as soon as it is determined, so that the League Supervisor can notify the opposing team of the game cancellation.
 - Tie-breakers criterion is used to determine league results and tournament seeding. Standings sorted by the following:
 - Winning Percentage
 - Head-to-Head
 - Head-to-Head Differential
 - Total Runs For
 - Total Runs Against
 - Total Run Differential
 - Lowest Number of Forfeits
 - Coin Toss

IX. Weather Cancellations & Field Closures

- In the event of weather or field closures, Glenwood Springs Parks and Recreation staff will always attempt to decide prior to the start of games. If weather issues begin after games for an evening have started, participants can be notified in the following ways:
 - Sign up for Teamsideline Text & Email Alerts: <https://bit.ly/RecTextAlerts>
 - Visit our Athletic website at www.glenwoodrecports.com
 - Call our Athletic Weather Hotline (970-384-6340)

Please keep in mind that safety is a priority of the Glenwood Springs Parks and Recreation Department, and if it is determined that a participant could be jeopardized due to field conditions, play will be postponed.

X. Team Classifications

- The Glenwood Springs Parks and Recreation Department staff will strictly enforce and make every effort to insure proper classification of teams and/or player(s). If a staff notices that a team and/or player(s) are too skilled for the level of play that they are at, the staff will notify the League Supervisor. To achieve an “equitable playing field”, the League Supervisor may determine whether or not to remove select players that are playing in an incorrect league. Additionally, to equitably manage the playing level among teams within a given league, the League Supervisor may resolve to put into effect the “Equalization Rule” pertaining to runs, which will be applied to teams determined to be of a higher classification level than other teams in the respective league.
- Refer to reference page 2 for list of available leagues.

XI. Registration, Rosters, Transfers, and New Players

- Registration and payment of fees can be completed at the Community Center or online at www.glenwoodrec.com
- Managers/Coaches will be contacted prior to the season’s first game to ensure all participants register online through GlenwoodRecSports.com. This includes completing the liability release form. Only players rostered though the online process will be permitted to participate.
- The number of players a team may have on its roster is 18.
- All players are required to complete the team consent and liability release form prior to playing in any adult softball game.
- Players may be added to team rosters any time during the regular season for regular season league play. For a player to be eligible for the post season league tournament, a player must be added to the team roster waiver form prior to the last league game being played. All player additions must be made online at GlenwoodRecSports.com. Official rosters will be provided to each team prior to the game.
- The first team a player plays on becomes their official team.
- Players may only participate for one team in the Glenwood Springs Adult Softball Men League. Any player found playing on more than one team within these leagues may result in a team forfeit.

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- Players are permitted to play for a Co-ed team in addition to their Men's team. Any player found playing on more than any two teams within the Glenwood Springs Adult Softball Leagues may result in team forfeits and the player may be suspended from league play for a minimum of two games.
 - Players dropping from a team after playing one or more games must wait two games before transferring and playing on another team. Notification must be made immediately and in writing to the League Supervisor so a filing date and updates to the official team rosters can be made.
 - All players must have a photo I.D. available for identification at all games. Any team found guilty of playing a person under an assumed name will be charged with a forfeit. Additionally, the player and team manager/coach may be considered ineligible to participate in the league for the remainder of the season, depending upon the circumstances.
 - Any participant found playing that is not on the roster may be subject to disciplinary actions.
 - All changes to team rosters, including additions or transfers, are subject to the approval of the League Supervisor. The League Directors will make the final decision regarding player eligibility.

XII. Free Agent Player List

The Glenwood Springs Parks and Recreation Department will maintain and provide a list of available people interested in playing adult softball and looking for teams to play on. If you are aware of an individual(s) interested in participating, or have a team in need of additional players, please visit <https://www.glenwoodrecsports.com>.

XIII. Activities and Conduct at the Fields

- Alcohol is permitted at Two Rivers, however irresponsible use causing safety or behavior issues can lead to participant ejection, team discipline and/or league expulsion.
- Please be mindful that all team rosters include individual players' name and age information. If there is suspected underage drinking, it is the responsibility of team representatives and the adult softball league staff to notify the police immediately.
- Alcoholic beverages are not allowed in the dugouts before, during or after games. Violation of this rule may result in that person being unable to participate or ejection from the game.
- Glass containers of any kind are not permitted in Glenwood Springs parks and facilities. No person shall bring any glass containers or have possession of same while on these premises. This is for the safety of all players, spectators, officials, staff, and other participants.
- Dogs should remain home. Ball fields are no place for dogs. Out of consideration for all adult softball program participants and their children, players and spectators are encouraged and requested to refrain from bringing their dogs to the ball fields. No dogs shall be left unattended or without a leash! Dogs must not be tied to any parks or recreation equipment including fences or bleachers. Dog owners must clean up after their dog!
- Soft-toss is not permitted against parks or recreation facilities and equipment. There is no hitting allowed into any fence or backstops. This causes severe damage to fences and will not be tolerated. Violators will be charged for damages.
- Warm-up prior to games should occur in the outfield or sideline areas around the field. Warm-up should not occur on the infield.
- All managers, coaches, players, and spectators must clean up after themselves. Several trash containers are provided for the convenience of all participants. Please help to maintain a healthy and clean facility.

XIV. Misconduct and Ejections

To prevent injuries and maintain a wholesome recreational environment, the following rules will be strictly enforced.

- A **"Zero Tolerance Rule"** has been adopted by Glenwood Springs Parks and Recreation regarding foul language, taunting and fighting. Any player using any type of foul language, taunting, or fighting of any kind will be removed immediately from the game without warning and must leave the facility/premises immediately. Ejected players that do not leave the premises immediately may receive additional suspensions and/or penalties.

- A pre-game warning shall be issued to both teams prior to the beginning of the game. This means the umpires will go to both dugouts and give the warning, so all players are aware. After the warning, all instances of foul language, fighting, and/or taunting heard by an umpire will result in a player ejection. If the ejection results in a team having less than the allotted number of eligible players required to continue the game, then the game will be declared a forfeit. A team may not solicit a player(s) to be added to its roster or originally submitted lineup once game time has commenced, especially for the purpose of avoiding a forfeit due to the team not having a legal substitute in the case of a player ejection.
- Any foul language voiced in a manner loud enough to be heard by other players, spectators or umpire(s) will be dealt with immediately. Such gestures or phrases would include, but are not limited to:
 - Saying derogatory comments to umpires, staff, fans, or players.
 - Flipping people off or making other derogatory gestures.
 - Tossing or throwing a ball, glove, bat, or other object at a player, staff, fan, fence, or umpire.
- Any participant who is ejected from a game will be immediately suspended from the current game as well as the proceeding scheduled game. Any participant who violates sections 1 & 7 of the Sports Codes of Conduct will be suspended from the current game and will remain suspended until further notice by the League Supervisor. Participants who are ejected from a game must leave the facility immediately. Ejected players that do not leave the facility/premises immediately may receive additional suspensions and/or penalties.
- Any participant who is ejected from a tournament game will be immediately suspended from the current game as well as **all proceeding tournament games**. Participants who are ejected from a tournament game must leave the facility/premises immediately. Ejected players that do not leave the premises immediately may receive additional suspension and/or penalties.
- Fake Tag: Any player who uses a fake tag will receive an immediate ejection from the game. A warning will not be given.
- Thrown bat rule: A player will be ejected immediately and charged with an out if he/she flagrantly throws a bat, regardless of if it hits a person or not. Additionally, a player may be ejected if he/she throws a bat unintentionally, particularly if the player has been warned and/or if the official deems it necessary for the safety of the participants.
- Ejections: Any player, coach, manager, spectator, or other participant ejected from a game may be asked to leave the premises (park, complex, facility, etc.) immediately and not return that same evening. If the person does not leave within the designated two-minute time limit, the game will be declared a forfeit.

XV. Protests

- Protests may only be made relating to player eligibility and rule interpretations, not on umpire judgments. Protests require a \$30.00 cash fee and **must be made prior to the next legal pitch** before the protest will be heard and dealt with.
- In the case a protest is made, the umpire will draw make note on the score card indicating the inning, count on the batter, outs, and position of any runners on base, at time of protest. The umpire will also note the amount of time remaining in the game. The game will then continue, and the protest paperwork can be filed with the Recreation staff. A successful protest will have all funds refunded.

XVI. Appeals

- Appeals of any decision may be made in writing to the Athletics Supervisor by submission of a written statement of appeal within fifteen calendar days of the issuance of the decision to be appealed.
- The written statement of appeal should include a description of the decision in question, related events, and the basis of the appeal. The appealing party may provide additional information in support of the appeal.
- The Athletics Supervisor will conduct such investigation as he or she determines to be appropriate, given the basis of the appeal and the related facts, and may conduct an informal hearing on the matter at his/her discretion. A written decision on the appeal shall include an explanation of the basis for the conclusion reached and shall be provided within thirty days of the filing of the appeal unless the Supervisor determines that additional time is required to properly obtain, review, and consider information relevant to the appeal.

XVII. Safety

- Safety is everyone's responsibility. Participants often do not take their own safety and the safety of others into consideration when having fun. It is our priority as public servants to be safety-conscious and to take precautions to help protect the players, spectators, officials, and employees from injury. Please be observant and aware of unsafe situations or hazards and correct them yourself or immediately notify the field supervisor on duty.
- Glenwood Springs Recreation Division has a Lightning Safety protocol for athletics. In cases of lightening players managers, coaches, spectators, and staff will be directed leave the fields and dugouts, and seek safe shelter if lightning is observed. Lightning's behavior is random and unpredictable. Preparedness and quick response are the best defenses toward lightning hazards.
- Game officials will announce that play is suspended until lightning is no longer visible. If the suspension of play is such that it results in the next scheduled game being delayed 30 minutes or more, and the present game has not yet completed 4 innings (or 3 ½ innings if the home team is ahead), the game will end and be rescheduled if possible. When and if a game is rescheduled, it will resume from the point that it originally ended. GSPR strongly recommends and encourages all players, managers, coaches, participants, spectators, officials, and staff to adhere to the following guidelines. At the first signs of lightning or thunder, leave the ball field. No place is absolutely safe from lightning; however, some places are much safer than others. Go to your vehicle and take shelter there with the windows rolled up. In other words, "if you can hear it (thunder), clear it (suspend activities)." AVOID the rain and sun shelters and the dugout areas. These are not safe from lightning. AVOID going underneath trees. Trees "attract" lightning. AVOID metal bleachers, benches, fences, gates, and tall light poles and power poles. Game officials will signal a resumption of activities.

XVIII. Communicable Disease Rule (Blood Rule)

- Whenever a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped immediately.
- The player will be removed from the game until the bleeding is stopped and the wound is adequately covered.
- If a legal substitute is available, they will replace the injured player and play will continue.
- If no substitute is available, the game clock will be stopped for a reasonable length of time (3-to-5 minutes) to enable the injured player time to dress his/her wound.
- The player may re-enter the game only with the umpire's approval. This means bleeding must be stopped and/or wound covered. Any article of clothing that is saturated with blood must be removed and replaced.

XIX. Injury/Accident Reports

An accident/incident report must be completed for each injury or accident that occurs, particularly in the case of an injury on the premises. This report **MUST** be completed, regardless of how trivial an injury or accident may seem. It is necessary that individuals and witnesses involved, including managers/coaches, cooperate with staff to provide critical information such as full names, phone numbers, addresses, and witness accounts of the injury/accident.

XX. Incident Reports

An incident is any activity that is not an accident. This includes, but is not limited to thefts, misconducts, fighting, vandalism, etc. Please be observant and aware of the environment around you and activities that are inappropriate, illegal, or not consistent with the policies and procedures set forth, and immediately report such incidents to the field supervisor. An incident report **MUST** be completed. In the event that an incident occurs that involves a player or spectator from the respective team, managers/coaches will be expected to cooperate with staff in order to provide all critical information such as full names, phone numbers, addresses, and witness accounts of the incident.

XXI. Uniforms and Equipment

A. Uniforms

1. Matching uniforms are strongly encouraged and recommended.

B. Footwear

1. Closed-toed shoes must be worn by all participants at all times (no bare feet).
2. Softball/baseball shoes constructed with any plastic spike or molded sole are acceptable. No metal is to show on the bottom of the shoe (metal cleats are not permitted).
3. Tennis shoes of any type are legal.
4. Sandals, hiking boots, western cowboy boots, work boots, or similar footwear is not allowed.

C. Miscellaneous Equipment

1. Softball gear: Bats, gloves, mitts, catcher's gear, uniforms, etc., must be furnished by the team. The Parks and Recreation Department does not provide this equipment.
2. Jewelry: No earrings, bracelets, necklaces, pins, or any other exposed items that are judged to be hazardous or potentially dangerous by the umpire can be worn during the game.
3. Caps: Caps are optional and may be worn forward or backwards.
4. Bats: All bats must meet current USSSA sanctioned rules as described by USSSA for the current year.

XXII. The Game

All slow pitch leagues will utilize U.S.S.A rules along with Glenwood Springs modifications.

- A. Official Game:** All games will be seven (7) innings, or 55 minutes. If the game is tied, extra innings will be played with the modified version of the "International Tie-Breaker Rule" used until a winner is decided.
- B. Home Team:** For league games home teams are designated on the schedule. For tournament games, the home team shall be the higher seed.
- C. International Tie Breaker Rule (Modified Version):** After the completion of seven (7) innings or time has expired and the score is tied, a modified version of the "International Tie-Breaker Rule" will be in effect. The last legal batter in the preceding inning shall be placed on second base to begin the next inning. If the score remains a tie at the end of the first overtime/extra inning, the last legal batter in the preceding inning shall be placed on third base to begin the second overtime inning and each succeeding inning until the tie is broken. The modified version of the International Tie Breaker Rule will be applied for all league and tournament plays.
- D. Run Rule:** A team ahead ten (10) runs at the end of five (5) or more complete innings (or 4 ½ innings, if home team is ahead), fifteen (15) runs after four (4) innings (or 3 ½ innings, if home team is ahead), or twenty (20) runs after three (3) innings (or 2 ½ innings if home team is ahead) shall be the winner. The run rule will be in effect for all league and tournament games, including championship games.
- E. Flip-Flop Rule:** The USSSA Flip-Flop Rule will be used for all league and tournament games.
- F. Time Limit:** No new inning shall begin after 55 minutes of play. If an inning is in progress when the time limit is reached, the inning and game shall be finished according to the official rules.
- G. Forfeits:** If at the scheduled starting time, one team does not have enough players (at least 8), that game will be recorded as a forfeit.
- H. Ball and Strike Count:** All leagues will start with a count of one-one (1-1). This means if a player receives three (3) balls he/she will receive a base on balls (a walk), and if a player receives two (2) strikes he/she will be called out.
- I. Bat through Line-up:** Teams may choose to use a bat through line-up including a maximum of 16 players. If a team starts with a bat through line-up, they must finish with one. If an ejection occurs while a team is utilizing a bat through line-up that team will then be forced to forfeit. If an injury occurs while utilizing a "bat through line-up" and the injured player is not replaced by a legal substitute, the injured player will be forced to take an out each time he/she would come up to bat. Upon injury of a player during a game in the Coed League, the injured player's team will not be required to remove the additional male/female player, since they have already received the penalty of losing the injured player. This rule supersedes the USSSA injured player rule. To begin a Coed League game, Coed teams must have at least eight (8) players with the proper male/female ratio. **EXCEPTION:** teams can have more female players than male players, with a minimum of three (3) male players to start the game.

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- J. **Outs Declared for less than 10 players:** Teams may start the game with 8 players. However, an out shall be declared when the 9th and 10th positions in the line-up are scheduled to bat. **Co-Ed teams** may play with an odd number of players; however, there must be more female players than males and at least 3 males at the start of the game. In this situation, attention to the batting order must be given to prevent 2 males from batting consecutively.
- K. **Re-entry rule:** If a team does not use a bat through line-up to start the game, they cannot finish with one. All starting players may re-enter a game but must do so in the same batting order. There is no limit to the number of times a starting player can go out and re-enter a game.
- L. **Number of Batters: If not using bat through line-up,** in all leagues an additional hitter (A.H) may be inserted into the line-up. If an A.H. is used the team must finish with 11 players in all leagues except Co-ed. In Co-ed two additional hitters may be inserted into the line-up. In Co-ed if a two A.H. is used, the team must finish with 12 players.
- M. **Injured-on-the-Play Courtesy Runner ONLY:** Defer to USSSA Sanctioned Rule
- N. **Late Arrivals:** Teams may add additional players upon their arrival at the bottom of the line-up as long as the team does not have 10 or more batters in its lineup, and it has not gone through the batting order. Do not list players on your line-up that are not present. If a team has gone through the entire batting order (lineup), the player arriving late must enter the game as a substitute only.
- O. **Retiring from play:** If a player comes out of a game and does not bat (exception – injury on the field – note: an illness is not an injury) and no legal substitute is available, then an out will be recorded when this player would come to bat.
- P. **Equalization Rule:** When combining divisions in league play, the lower division team will receive one run per inning for a total of seven innings, resulting in a total of seven runs if the run rule has not gone into effect. If at seven innings, a game is tied and the International Tie Breaker Rule must be applied, the lower division team will not receive runs past the 7th inning. Teams cannot bypass this rule. Upper-level teams should be mindful that the use of the equalization rule is an effort to provide participating teams with an equal or comparable playing field with regard to playing ability. Upper-level teams are not expected or guaranteed to win.
- R. **Batting Order:** Lineups should never veer from its original lineup order. Substitutes must bat in the same order as the player they are substituting for. Original players may re-enter, but must do so in the same position in the batting order as they original were in.

Sports Codes of Conduct

Actions & Consequences

- 1. No Participant Shall:** Be guilty of physical attack upon any player, coach, spectator, official or staff. This includes but is not limited to: laying a hand upon, shoving, striking or touching in a threatening manner.
Minimum Penalty: Removal from the current game and suspension for the remainder of the season. This participant will also be placed on probation for the year.
Maximum Penalty: Suspension from any City of Glenwood Springs sponsored recreational activities and events for up to five years.
- 2. No Participant Shall:** Refuse to abide by an official's decision and/or discuss in an unsportsmanlike manner, the decision reached by such an official.
Minimum Penalty: Removal from the current game and suspension from the proceeding scheduled game. This participant will also be placed on probation for the remainder of the season.
Maximum Penalty: Suspension from all recreational activities for one year.
- 3. No Participant Shall:** Use unsportsmanlike conduct in the form of obscene language, verbal attacks, or objectionable demonstrations of dissent concerning an official's decision or towards another player, spectator, or staff.
Minimum Penalty: Removal from the current game and suspension from the proceeding scheduled game. This participant will also be placed on probation for the remainder of the season.
Maximum Penalty: Suspension from all recreational activities for one year.
- 4. No Participant Shall:** Use unnecessary roughness in the play of a game against an opposing player.
Minimum Penalty: Removal from the current game and suspension from the proceeding scheduled game. This participant will also be placed on probation for the remainder of the season.
Maximum Penalty: Suspension from all recreational activities for one year.
- 5. No Participant Shall:** Be cited in violation of the Glenwood Springs open container or other alcohol/drug laws.
Minimum Penalty: Removal from the current game and suspension from the proceeding scheduled game. This player, manager or coach will also be placed on probation for the remainder of the season.
Maximum Penalty: Suspension from all recreational activities for one year.
- 6. No Participant Shall:** Smoke while in any park facility used for recreational programs.
Minimum Penalty: Warning by the official or staff.
Maximum Penalty: Removal from the game
- 7. No Participant Shall:** Be in violation of any three of the above conduct rules. Three violations in any class, sporting or non-sporting event sponsored by the Glenwood Springs Parks and Recreation will result in the following:
Minimum Penalty: Suspension from all Glenwood Springs Recreational sponsored event or activities for one full year and two-year probation.
Maximum Penalty: Suspension from all Glenwood Springs Recreation sponsored event or activities for up to five full years.