

WEST BLOOMFIELD PARKS
MEN'S SOFTBALL RULES AND
REGULATIONS



Weather Hotline
(248) 451-1919
After 5:00pm

www.quickscores.com/wbparks

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West Bloomfield Parks
MEN'S ADULT SLOW PITCH SOFTBALL
RULES, REGULATIONS & PROCEDURES

SUMMER LEAGUES & FEES

○ Wednesday Keith Sports Park	Men's "D" League-Single Game League \$675	10 Games
○ Wednesday Keith Sports Park	Men's "E" League-Single Game League \$675	10 Games
○ Thursday Drake Sports Park	Men's "D" League- Single Game League \$675	10 Games
○ Thursday Drake Sports Park	Men's "C" League- Single Game League \$675	10 Games

FALL LEAGUES & FEES

○ Tuesday Drake Sports Park	Men's "D" League - Doubleheader league \$675	10 games
○ Thursday Drake Sports Park	Men's "C" League - Doubleheader league \$675	10 games

Unless otherwise stated, Top Six teams will be eligible to participate in a single elimination tournament at the conclusion of your season.

To better balance the leagues, any team having won both their league championship and playoff championship for three consecutive years will be asked to move to a higher league. For C league teams, the softball coordinator will meet with the team manager to discuss their options.

ADDITIONAL FEES

UMPIRE FEES:

Each team will be responsible for paying the umpire \$25.00 cash prior to each game.

FORFEIT FEES: In addition to the team entry fee a forfeit fee of \$180.00 will be collected at the beginning of the season. For teams forfeiting a game during the season or playoffs a \$60.00 fee will be taken. For teams forfeiting a second game during the season the remaining money will be taken. For teams forfeiting a third game during the season they

forfeit out of the league.

CANCELLATION FEE:

If a team registers for a league and then must cancel after the registration deadline for any reason a \$10 processing fee will be assessed.

NOTE: *The current years' Official Softball Rules of USA Softball, and these rules, regulations and procedures shall govern play in the West Bloomfield and Recreation Commissions adult softball program <https://www.teamusa.org/USA-Softball>.*

PLAYER ELIGIBILITY

1. All players wishing to compete in this program **MUST** have completed the proper information on the WB Parks team roster (Player Accident Waiver, Release of Liability Indemnity/Hold Harmless Agreement). Proper player information must be on-file before participants are allowed to participate. **Teams discovered using players during a game not signed up on the Player Accident Waiver, Release of Liability Indemnity/Hold Harmless Agreement will be issued a forfeit and the game will be terminated.**
2. **If a team does not turn in the league roster with at least 9 players with proper information on-file the night of the team's first game, that team will receive a loss and the teams forfeit account will be charged \$60.00.**
3. Team rosters must be filled out completely and clearly before being accepted. If any falsified information appears, the player, manager and team may be subjected to possible suspension or removal from the program.
4. Players may be added up to the completion of the 6th game played in the 10 game leagues. Players can register at the field prior to playing. A copy of the roster will be made at the conclusion of the 6th game and that copy will be the official one on file.
5. Team rosters (Player Accident Waiver, Release of Liability Indemnity/Hold Harmless Agreement) can be turned into the softball supervisor the night of your team's first game. Please, remember that the participants on the roster must be the individual that signs this form. If there is a protest of player eligibility on the field, the player must sign the score sheet. If the signatures don't match the roster that team will receive a forfeit.
6. Team may have a maximum of 20 players on their roster at any one time. Please note: only players eligible for playoffs on the championship team will receive T-shirts.
7. Players must have played in four regular season games to be eligible to play in the playoffs.
8. No players may be added once 6 games are played in the 10 game leagues. In extenuating circumstances, players may be replaced after the deadline if approved by the Recreation Programmer. Roster must fall below 15 players before this will be considered. These requests must be in writing in advance before consideration is given. For every player added after the deadline, a

player must be dropped. Players cannot be added under extenuating circumstances to cover vacations, business trips, etc. Teams must plan for such occurrences by carrying enough players on the roster prior to the deadline.

9. Players must be 18 years of age to be eligible to play in this program.
10. Players may not play on multiple teams within the same league per evening.
11. Any player wishing to be released from a team and added to another team must have the manager complete a player release form. For the player to be added to another team, the player must be added to the team roster. (**NOTE: Players wishing to switch teams must still abide by the deadline for adding players.**)
12. In extenuating circumstances, a player may be released from a team without a manager's approval if approved by the Recreation Programmer. These requests must be in writing before consideration is given.
13. Players can only switch teams once during the season.
14. Players must be able to produce proof of identification if they protest during a playoff game to decide a league champion or the end of the season single elimination tournament.
15. **Please be advised that if a team uses players that are not signed up on the roster and it is discovered by the opposing team, umpire or WB Parks staff, the game will be terminated at that point. The offending team will be issued a forfeit loss. If the player is on another team in the WB Parks' program they will be suspended for the remainder of the season.**

NOTE: It is the manager's responsibility to confirm their player's information is complete, correct and legible on the team roster. Any player violation(s) or eligibility concerns may result in a team forfeit or suspension from the program.

SUSPENSIONS/EJECTIONS

The player code of conduct and decorum expected of managers is as follows:

1. Unsportsmanlike conduct or any derogatory acts on or off the playing field are unacceptable.
2. Any falsified information on a team roster (Player Accident Waiver, Release of Liability Indemnity/Hold Harmless Agreement) may subject the player, manager and team to possible suspension or removal from the program.
3. Any manager using a player who is not on the team roster (Player Accident Waiver, Release of Liability Indemnity/Hold Harmless Agreement) may subject the player and the manager to possible suspension or removal from the program.
4. A player, manager or individual ejected from a game must leave the ball field area. An umpire has the right to request that the ejected participant

- leave the park, if deemed necessary. (*NOTE: An umpire has the right to forfeit a contest if a player, manager, individual or team does not comply with the rules and regulations regarding ejections.*)
5. Any player, manager, or individual ejected from a game is automatically suspended for a minimum of two games (*the next scheduled games*), even if that game is a game in the single elimination tournament. Any player, manager or individual on suspension cannot be in the team or bench area during a suspension. Written documentation must be signed off by the Manager before leaving the field. Written documentation must include an updated address and phone number of the player.
 - A. The umpire has the authority to remove any player or manager from the game at any time. The umpire will then determine if the player should be permitted to play the next game or be suspended for a minimum of 2 games.
 - B. Verbal or physical contact with an umpire or league official will result in an indefinite and likely permanent suspension from the program.
 6. Any player, manager or individual suspended for a second time in a season will risk suspension from the program. This suspension would include playoff games and the single elimination tournament.
 7. A fake tag is considered obstruction and the base runner will be awarded bases according to the situation. Any player using a fake tag will be ejected from the game. This is your warning!
 8. West Bloomfield Parks' definition of fighting is throwing a punch, even in retaliation! Any violation will result in an indefinite and likely permanent suspension from the program.
 9. Profanity will not be tolerated. Anyone using profanity will be ejected from the game and will result in at least a two-game suspension.
 10. Physical contact with an umpire or league official will result in an indefinite and likely a permanent suspension from the program. This player's name and the reported action will be forwarded to the USA Softball Association Board of Directors.
 11. Any action deemed serious enough by representatives of the WB Parks (this includes umpires and field supervisors), said individual will result in an indefinite suspension pending a hearing to determine the extent of the suspension.
 12. Any manager or player may request a hearing on a suspension, apart from automatic two (2) game suspensions. These requests must be in writing before consideration is given.
 13. Any individual under the influence of alcohol or drugs on the premises (all WB Parks' property and grounds of Keith Elementary School) will be prohibited from participation or removed from the game. Any team discovered having alcoholic beverages in the dugout area will have their game terminated at the point of discovery and be issued a forfeit. WB Parks' staff and officials have the right to inspect a team's area anytime during the game.

14. All suspended players must pay a \$20.00 suspension fee to WB Parks' office prior to returning to play.
15. Games suspended because of physical altercations on the field will result in the game being forfeited by the offending team. If it is determined that both teams are at fault both teams may receive a forfeit.

EQUIPMENT

1. All players must wear shoes. Soles may either be smooth or have soft or hard rubber cleats. Shoes having metal cleats are not allowed.
2. Ball caps, helmets, visors, cloth headbands are the only headwear items allowed. Batters, base runners and catchers may wear helmets. Headwear is optional, but if worn it must be worn properly. During cold weather knit hats or headbands that cover the ears will be permitted.
3. Uniforms and clothing must be family appropriate. Players found in violation will be asked to change/remove the item or be removed from the game. Second offenses will receive an automatic two game suspension.
4. Casts, any exposed jewelry (including wristwatches, large rings, earrings, bracelets and necklaces), will not be allowed on the playing field. Also, any other item deemed dangerous by the umpire may not be worn during the game. If said item is unable to be removed, it must be taped to the body before the player is allowed to play. If a player refuses to remove or tape said item, that player will be removed from the game. *(NOTE: medical alert bracelets and necklaces are not considered jewelry but, if worn, must be taped.)*
5. Only official softball bats may be used. All bats must meet USA Standards. Bats must bear the 2000, 2004 or 2018 (**2013**on USA website) certification mark **and must be listed on an USA Softball APPROVED list**. Please see USA Softball website for further information: <https://www.teamusa.org/usa-softball/>
6. Only USA Softball approved batting warm-up devices may be used. *(Note: Bat donuts will not be allowed.)*
7. Softballs for this program will be the 12-inch, limited flight ball with an MSP core of with a compression of 52/300. WB Parks will provide softballs for all games. *NOTE: All balls will meet USA Softball standards.*

MANAGER MEETING RULE

1. The pre-season managers meeting must have their team's manager or a team representative receive an automatic win to start the season.
2. Team packets will be available at the scheduled managers meeting.
3. Managers are responsible for relaying all rules and information on their teams.

PLAYING RULES

4. A double first base will be used in all games.
5. **Commitment line:** Drawn perpendicular to the third base foul line halfway between 3rd base and home.
6. **Commitment line:** Once a runner's foot touches the ground or past this line, they must continue to the scoring line. A runner re-crossing the line to return to 3rd base is out.
7. **Scoring line:** Drawn perpendicular 20 feet from the third base foul line and even with the top corner of home plate. The end of the scoring line farthest from home plate shall be clearly visible to a runner attempting to score and to the umpire. All outs at home plate will be force out. If the fielder is in possession of the ball and standing on home plate before any part of the runner is on the ground past the Scoring line an out will be called. Runners are to run at the line not home plate. Runners attempting to score at home plate when a play is being made will be called out.
8. Teams will be allowed one (1) courtesy runner per inning. Any eligible player on the official roster including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. The courtesy runner is in the game when reported to the plate umpire. A courtesy runner whose turn at bat comes while on base will be called out. 2) They will be removed from the base and take their turn at bat. 3) A second courtesy runner is not permitted currently.
 - A. **Wednesday E LEAGUE ONLY courtesy runner:** Will be allowed to have two courtesy runners in each inning. All other rules regarding courtesy runners will follow the above rules.
9. A fielder in possession of the ball cannot tag a runner out once they have crossed the commitment line.
10. **LEAGUE HOME RUN LIMITS:**
 - A. These limits are for any ball hit over the outfield fence UNTOUCHED.

i.	Wednesday D	Two (2) Homeruns per game.
ii.	Wednesday E	Zero (0) Homeruns per game.
iii.	Thursday D	Two (2) Homeruns per game
iv.	Thursday C	Three (3) Homeruns per game
v.	Fall Tuesday D	Two (2) Homeruns per game
vi.	Fall Thursday C	Three (3) Homeruns per game
 - B. Any untouched homeruns hit exceeding these limits will result in the batter being called out and all runners returning to the base they occupied prior to the pitch.
 - C. Home Runs hit over the fence. The batter is awarded four bases and need not run the bases.

GAME TIMES, LENGTH & WEATHER

1. Games are 70 minutes long. Game times at Keith Sports Park are 6:30 pm and

- 7:45 pm. *Keith Only*: Teams scheduled for the 7:45 PM game should arrive by 7:30 PM. If the 6:30 PM game finishes early, the 7:45 PM game will begin as soon as possible to help prevent running out of daylight.
2. Game times at Drake are 6:45 pm, 8 pm and 9:15 pm. *Drake Only*: For the first game each evening teams will have a 10-minute grace period to get nine (9) players to start play. The amount of time used to get a legal team will be cut from your game time. Please note: Depending on the number of teams for each league, the league may play at the same time each week due to umpire scheduling.
 3. No new inning will start after a 1 hour and 10-minute time limit has been reached. For consistency when the last out of an inning has been made the next inning will start.
 4. **TIE GAMES:** If a game is tied after seven innings or less and the time limit has expired, the game will be recorded as a tie game
 5. **MERCY RULE:** Fifteen (15) runs ahead will be in effect upon the losing team completing five innings at bat. Twelve (12) runs ahead will be in effect upon the losing team completing six innings at bat.
 6. **FLIP FLOP RULE:** If the visiting team is ahead by fifteen (15) or more runs after four (4) innings of play the teams will “Flip Flop” and the losing team becomes the visiting team. The “new” visiting team bats in the top of the fifth in an attempt to score enough runs to eliminate the fifteen-run differential. The game is over if the “new” home team still has the required runs for a mercy after the other team has batted in the top of the fifth inning. The game will continue if the run differential is below fifteen.
 7. Any game cancelled before the losing team has completed five innings at bat will be replayed in their entirety.
 8. Any game cancelled after the losing team has completed five innings at bat will be considered a complete game.
 9. Games suspended prior to the time limit expiring because of darkness will be played later in the year from the point the game was stopped.
 10. Weather, Natural and Manmade Disasters and State of Emergency
 - A. When games are postponed due to inclement weather conditions, a notification will be sent out through the Quick Scores App. Managers may also call the Weather Hotline 248-451-1919 after 5:00 pm. **Do not call WB Parks office, call the weather hotline.** If games are not postponed by 5:00 pm, teams and umpires are required to report to the fields. Umpires and the site supervisor will then make decisions based on weather and playing conditions.
 - B. Games will be played during a thunderstorm or tornado watch. Games will be postponed immediately if there is a thunderstorm or tornado WARNING.
 - C. It may become necessary to cancel or postpone softball games if there should be an occurrence of a disaster either manmade or natural with or

without prior notification.

- D. All games will be suspended if thunder is heard, or lightning is seen. Games in progress will be cancelled at this point. At this time the umpire and field supervisor will leave the field as well as instruct all participants and spectators to do the same. All remaining games will be played 30 minutes after the last thunder is heard or lightning is seen provided there will be a proper amount of time to complete the remaining games. This decision will be made by the field supervisor on site.

PRE-GAME MEETING

1. Prior to each game, umpires will conduct a pre-game meeting with representatives of both teams.
 - A. At this time team representatives will hand the umpire a written list of the batting order to be used in that game. Information will include team name at the top, the date and game time. Player's first and last names in the order they will come to bat. If starting with less than 10 players, a player may be added in the tenth spot when they arrive.
 - B. Each team representative will pay the umpire \$20.00 cash fee during this meeting.
2. Umpires will check all bats to be used prior to the game to assure that they are on the USA Softball Approved list <https://www.teamusa.org/usa-softball/certified-equipment>.

GROUND RULES

1. Teams cannot take infield and batting practice on the field. Warmups should be done in the outfield prior to the games.
2. On enclosed diamonds, the ball will be considered in play if it stays inside the fenced area (i.e. overthrows).
3. On open diamonds, the ball will be considered in play if it stays inside a determined line from the side fence parallel with the baseline.

LINEUPS AND SUBSTITUTIONS

1. Teams must have nine eligible players in the team area to start the game. When a tenth player arrives, he will be placed in the tenth batting spot. Teams may bat as many players as they wish. If a team has elected to bat all players present at the start of the game, they will be permitted to add any player arriving after the start of the game to the bottom of the lineup. The manager must let the umpire and opposing team know when you add anyone to the

lineup. If a team does not bat all players present at the start of the game any player arriving after the game is started must be used as a substitute. (NOTE: Failure to notify will result in a batting out of order penalty if noticed by the opposing team.)

2. If a team has a lineup of more than nine players and for any reason loses a player(s) during the game, and a legal substitute is not available, that team will be allowed to continue playing. When that batting spot comes up the remainder of the game an automatic **out** will be called. If a runner is on base and must leave the game, and a legal substitute is not available, an **out** will be called.
3. Teams that are not batting all their players may substitute players into the lineup. A starting player may be substituted and re-entered back into the game, provided the player occupies the same batting position in the lineup. A substitute player (a player not in the starting lineup) on a team may enter, leave, and re-enter, provided the player occupies the same batting position upon re-entering the game. (NOTE: It is conceivable that more than one substitute could be used in the same batting position.)
4. Teams that do not have the minimum number of players to take the field at game time will lose the game by forfeit and the opposing team will receive a winning score of seven runs. Any team that is issued a forfeit will lose \$60.00 from their forfeit fee. Teams will be allowed two forfeits during the season. If at any time during the season a team forfeits a third game, that team will be dropped from the league. If a team is dropped from the league, all remaining games will be awarded to their opponents. No refund will be provided for teams involved.
5. The shorthanded rule does not apply when a team drops below nine players in the lineup and does not have a legal substitute to enter the game. The game will be concluded, and the opposing team will be given a win.

PITCHING RULES - No Screen.

** indicates same rule for both set of rules

1. **Pitchers will have one (1) minute to deliver their warm-up pitches.
2. **Pitchers will have three (3) warm-up pitches per inning, time permitting.
3. **All new pitchers will have five (5) warm-up pitches when they enter the game, time permitting.
4. **Pitchers must be in contact with the pitching box (2'x6') when starting the forward motion to deliver the ball.
5. **Batters will have a 3 Ball 2 Strike count. Batter will start with 1 ball and 1 strike count. A batter will be allowed to hit one (1) foul ball when they have a 2-strike count.
6. **A STRIKE will follow the definition in the current Official USA Softball Rules. A ball must hit any portion of the mat located behind home plate to be considered a call strike.

7. "Up the Middle Rule" - If the batter hits a ball within the length of the pitching rubber (umpires' discretion) so hard that the pitcher does not have time to react to make a defensive play on the batted ball, a batter will be called out and the runners must return to their base. Regardless of whether the batted ball hits the pitcher or not. Once a pitcher leaves the pitching rubber area, this rule no longer applies.
8. If a pitcher is hit directly from a hit ball in play and injured the bat will be confiscated and it will be tested. If the bat is illegal, the batter and the coach/manager will be ejected from the game and suspension from the league will be considered. Refusal to allow the bat to be tested will result in immediate ejection from the game and potential league suspension.

Pitching Rules - With Screen

1. The pitching screen can be adjusted so the foot of the screen is located at the center of the rubber and can be up to 3 feet in front of the rubber.
2. Any batted ball that contacts the pitching screen is a deadball strike. Runners must return to the occupied base they started at prior to the play (if batter has none to waste, they are out).
3. Pitchers must stay behind the net at all times. If pitcher is hit by batted ball, play is live. Note: Please use the screen and stay behind the screen for your safety.
4. Net can be moved to avoid a throw from across the diamond or in from the outfield.
5. If the opposing team does not want the screen, the team using it is required to move the screen on and off the field.

MISCELLANEOUS

1. NO SMOKING OF CONTROLLED SUBSTANCES is allowed on the playing field or in the team area. This includes the use of cigarettes, cigars, e-cigarettes, vapes or joints.
2. Drinking or the possession of ALCOHOLIC BEVERAGES by a player, coach, manager or spectator is not allowed at any property administered by or adjacent to West Bloomfield Parks and Recreation Commission property. This covers all park property and Keith Elementary School parking lot and property. Any team with a player found in possession of alcoholic beverages will receive an automatic forfeit. A \$60 fee will be taken from your forfeit fees balance.
3. **COLLISIONS:** Umpires have been instructed to watch for collisions, particularly at home plate and second base. Base runners must make every effort to avoid collisions with fielders. Anyone intentionally colliding with a fielder may result in ejection.
4. Standings and schedule will be available through the Quick Scores App or on a web link via the Department's website: www.wbarks.org/softball.

5. Any agreement made between team managers and umpires because the playing conditions or rules have been altered must be indicated on the game score sheet in writing and signed by all parties.
6. Players using a bat that does not have the proper year's sticker attached will result in that half inning being terminated. Using is defined as stepping into the batter's box area with the bat.
7. Regarding complaints, the Manager (or designated team representative if the manager was not at the game) should be the only person contacting WB Parks.
8. Foul, racist, or abusive language will not be tolerated. This is your warning!
9. WB Parks will not provide scorekeepers; however, will provide a portable scoreboard (runner crossing the plate to move number). The home team will be the official scorebook. However, each team should keep track of the score and check with the umpires every inning.
10. Any player that is injured with a batted ball, the umpire will retrieve the bat and present it to the site supervisor. At that time, the bat will be retested. If it does not pass the inspection, it will be deemed illegal and unable to be used. Bat and player information will be notated. May subject the player and the manager to possible suspension or removal from the program.
11. WB Parks reserves the right to make any decision that is for the best interest and safety of the program.

PROTESTS

1. A manager wishing to make a formal protest on a rule interpretation should use the following procedure:
 - A. Notify the home plate umpire you are protesting the game before the next pitch, play or before the infielders have left fair territory after the 3rd out.
 - B. Follow Rule 9 Section 6 or reference the current Official Rules of USA Softball.
 - C. The written protest should contain the following information:
 - a) The date, time and place of the game.
 - b) The names of the umpires and scorers.
 - c) The rules and section of the official rules or local rules under which the protest is made.
 - d) The information, details and conditions relevant to the decision to protest.
 - e) All essential facts concerning the matter protested.

- D. All protest must be in writing and turned into the WB Parks' office by 4:30 pm the next working day. All protests must be complied with a \$25.00 fee, which is paid to WB Parks.
 - E. If the department supports a protest the \$25.00 fee will be returned to the team, and the appropriate action will be taken. If the protest is disallowed, WB Parks will deposit the fee.
2. Protest on player eligibility will be handled at the field. Please always carry your identification with you. This will alleviate any problems regarding player eligibility.

RESCHEDULED GAMES

- 1. Any postponed games that are required to be rescheduled will be after league play is completed or when field space is available. Every attempt will be made to schedule make-up games on the normal league playing night. If more than one cancellation occurs, teams should be prepared to play on any night or on the weekend.
- 2. The team manager will be notified of make-up games within one (1) week of the postponed games. They will be notified via email and through the Quick Scores app.

LEAGUE CHAMPIONS

- 1. **The team with the best record in each league will be considered league champions. If two or more teams tie for first place in the regular season seeding for the playoffs will be as follows:**
 - A. Head-to-Head records among teams tied
 - B. Least runs allowed among teams tied
 - C. Most runs scored among teams tied
 - D. Least runs allowed for the season
 - E. Most runs scored for the season
 - F. Coin flip
- 2. If there is a tie for any other place, the following criteria will be used to determine second place:
 - A. Head-to-Head record among teams tied
 - B. Least runs allowed among teams tied
 - C. Most runs scored among teams tied
 - D. Least runs allowed for the season
 - E. Most runs scored for the season
 - F. Coin flip
- 3. League champions will receive a trophy and individual championship apparel.

SINGLE GAME ELIMINATION TOURNAMENT

1. After completion of the regular season the top six teams will participate in a single game elimination tournament. Seeding for the tournament will be determined by the regular season standings.
2. All rules that apply to the league will be used with the following exceptions:
 - A. The time limit will not be imposed for games that are tied. Tie games will be played until a winner is determined. Note: Time Limit is still imposed for games that are not tied.
 - B. **The Championship game will still have a time limit. The mercy rule will still apply.**
Please note: Lights turn off at 10:45pm
 - C. All protests will be handled on the field at the time of the protest. There will still be a \$25.00 fee, but it need not be in writing.
3. Tournament champions will receive a trophy and individual championship apparel.

BLOODBORNE PATHOGEN PROCEGURES

1. The umpire will stop the game at the time a body fluid exposure is recognized. The game clock will stop at the same time.
2. The player will be allowed ample time to stop the flow of the body fluid (i. e bandaging). It is the team's responsibility to administer first aid. Ample time is determined by the size of the body fluid exposure and the effort put forth by the team to handle the body fluid exposure. Umpires will not resort to a substitution situation unless it is necessary.
3. The player cannot return to the game until, in the umpire's judgment, the body fluid flow is stopped or sufficiently protected.
4. If a garment is soiled with body fluid, the player cannot return to the game unless a clean (*unsoiled with a body fluid*) garment is used.

AMERICANS WITH DISABILITIES ACT SUPPORT AND COMPLIANCE

The West Bloomfield Parks and Recreation Commission are committed to supporting and complying with the Americans with Disabilities Act. **NOTE: Please see Rule 4, Section 2 of the Official Softball Rules of the USA Softball.** If someone associated with your team requires special assistance to participate or enjoy the program, please contact WB Parks.

USA SOFTBALL OF METRO DETROIT

Upon payment of your team registration fee, your team is automatically registered with USA Softball. This makes you eligible for competition in appropriate USA Softball of Metro Detroit tournaments. These tournaments include National qualifiers and State tournaments. If you would like more information please visit the Metro Detroit USA website <http://usasoftballofmetrodetroit.org/> .

PLAYER SUSPENSION

Indefinite Suspension

Ricky Naimi
Wade Evans
Nick Dallas
Greg Robbins

ADDITIONAL INFORMATION

- All bats used in West Bloomfield Parks current softball program will be tested prior to being used.
- During the managers' meeting prior to the season bats will be tested at the meeting location. Other bats may be tested each evening prior to games being played.
- Once a bat is tested and approved it will have a sticker placed on the bat indicating that that bat has passed the test criteria.
- Only bats that have the current year sticker attached will be allowed for use in the games.
- Players using a bat that does not have the proper year's sticker attached will result in that half inning being terminated. (Using is defined as stepping into the batter's box area with the bat.)
- Any bat that has a sticker will still be subject to the procedures below regarding rechecking bats.

The following procedure will be used for retesting bats during the season.

- A bat can be questioned by any of the following: Umpire working the game; Umpire in Chief; Softball Supervisor; Softball Coordinator; Opposing Team.
- Any bat that is questioned will be removed from the game at that point by the umpire and given to the softball supervisor. Teams failing to allow the bat to be taken will forfeit the game.
- The softball supervisor will test the bat. If the bat does not pass the test, it will be returned to the team at that point. The sticker will be removed at that time.

Good luck this season!