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# CITY OF STERLING

# ADULT SOFTBALL LEAGUE RULES

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MCj02979870000[1]PLEASE ASSIST US IN KEEPING OUR BALLPARK FACILITIES CLEAN AND FREE OF LITTER. THE GROUNDS KEEPERS WILL SPEND MORE TIME ON THE FIELDS IF THEY DON'T HAVE TO SPEND UNNEEDED HOURS PICKING UP TRASH. PLEASE USE THE TRASH CANS PROVIDED THROUGHOUT THE BALLPARK. THANK YOU.

5/6/15

**OBJECTIVES AND PURPOSE**

The objective and purpose of the City of Sterling's Department of Parks, Library and Recreation's Adult Softball Program is to develop, promote, and regulate amateur adult softball within the area of Sterling; to establish rules and regulations governing all participating teams; and to extend sports as wholesome recreational activity.

**FUNCTION OF THE DEPARTMENT OF PARKS, LIBRARY AND RECREATION**

The Recreation Division of the Department of Parks, Library and Recreation shall be responsible for the financial program, the general organization of the league, scheduling, tournament and/or postponed games. The Recreation Program Superintendent is responsible for carrying out these duties.

**The Recreation Division reserves the right to change any and all rules, regulations, policies and schedules whenever due cause warrants a change. When a change is made, all teams affected by such changes will be notified immediately.**

If a question arises on a particular call or ruling by an official and it is not covered in the following rules, the national federation softball rulebook will be consulted for further ruling.

**REFUND POLICY**

A non-refundable registration fee of $5.00 per person will be included in the cost of each program. If a participant/team cancels prior to the publishing of the schedule, they will receive a refund in the amount of the program minus the $5.00 per player fee. If a participant/team cancels their registration after the publishing of the schedule, the entire registration fee will be retained by the Recreation Division.

**TOURNAMENT:** *games could be played any day of the week.*

All men’s leagues will consist of a **10 game season** in order for players to be eligible for tournament they must play in **1 of the first 6 games** of the season. **Co-Rec. leagues a 6 game season** in order for players to be eligible for tournament they must play in **1 of the first 4 games** of the season. (FALL leagues men’s and co-rec., play a 6 game season with a post season double elimination tournament). A plaque and 14 t-shirts will be given to the championship team in each league. We are still embracing the **fun recreation and leisure activity model** throughout our programs. We feel this model will best fit the varying needs of our community.

**COACHES/PLAYER CODE OF CONDUCT/WAIVER**

Must sign the Code of Conduct/Waiver form and turn it into the scorekeeper, *prior to participation!* **Any players 17 years old and younger MUST have a parent guardian on-site to sign the waiver for them, zero exceptions!**

**Consideration for the program and the opposing team by calling the Recreation Division as least 24 hours in advance of the forfeited game will cancel the forfeiture fee.**

**GAME SCHEDULES**

***UNDER NO CIRCUMSTANCES CAN THE SCHEDULE OR GAME LOCATION BE CHANGED!***

**SCHEDULING CONFLICTS/SHORT PLAYERS**

**Do not contact your opposing team if you have a scheduling conflict!** If a scheduling conflict arises, or you will not have a full team*,* you must contact us immediately so we can find another team or remedy the situation.

**LEAGUES & DIVISIONS**

1. The Recreation Division reserves the right to cancel a division due to the lack of participation and will refund all monies.

2. The Recreation Division reserves the right to move teams up or down based on the roster. This will help keep our leagues as fair and as competitive as possible.

3. Teams finishing a season with a .500 record, who have competed in a higher division, will forfeit their option to play in lower division for 1 year with the same roster.

4. A Co-Rec team wanting to go from a higher division to a lower division can compete with only 2 men and 2 women from their higher division roster. The additional players must be Recreational level players.

5. The Recreation Division must approve all rosters, in order to place the team in the correct division, before a team is entered into a league.

6. If a team wins a division, and a higher division is offered, the team will be required to move up a division. (If a team wishes to stay see Rule 4. under Leagues & Divisions)

**IN EXTREME WEATHER CONDITIONS**

**CANCELLATIONS ARE DONE BY**

**MONTY WAITE**

(970) 466-2964.

**CANCELLATION PROCEDURES:**

1. MONTY WILL DECIDE if the weather warrants cancellation for the entire evening.

2. SUPERVISORS WILL MAKE CANCELLATIONS on a game by game basis.

3. MONTY WILL CALL the field supervisors, *Concession Stand*

4. FIELD SUPERVISORS CALL teams. Start with the out of town teams.

5. FIELD SUPERVISORS CALLS radio stations: a) KSTC/KNNG b) KPMX

6. FIELD SUPERVISORS CALL officials, scorekeepers & other supervisors.

**GENERAL INFORMATION, RULES, AND REGULATIONS**

The City of Sterling's Adult Softball leagues are governed by the A.S.A. (Amateur Softball Association of America) rules. Teams are responsible for knowing the rules. All rules and policies listed within supersede any and all A.S.A. rules.

If you practice on the fields during the week, you must be finished by 9:00 a.m. Fields need to be prepared for the games in the evenings. Field gates that will be used for games that evening will be locked up after the field is prepared—DO NOT ENTER FIELDS!!

It was brought to our attention of a safety issue to spectators, players, coaches and vehicles safety When teams are warming up on the 3rd base side of Mason Field, we need you to have your teams warm up further West (down by the restrooms), throwing East and West.

Coaches and players are encouraged to carry their own suitable first-aid kit. It is up to participants in the program to take care of injuries incurred while participating in the City’s Softball Program. There will be first-aid supplies in the announcer’s booth on each field if needed.

**PLAYER ELIGIBILITY**

1. All participants must be **16 years** of age before participating in the Adult Softball Program.
2. A player must fill out a waiver and be added to the roster before participating or the game will be declared a forfeit.
3. PLAYERS CAN PARTICIPATE ON ONLY 1 SLOW PITCH TEAM AND ONLY 1 CO-REC. TEAM.
4. Player eligibility protests must be made prior to the end of the game. (Example: the player is **16** **years old,** the player is participating on two slow pitch teams, etc.).

5. Player roster additions must be equal to, or lower than, the division entered. The Recreation Division will monitor the rosters for impact players.

6. Players in the Co-Rec leagues MUST play in 1 league game within the first 4 games of the season to qualify for tournament play. Players in the Men’s leagues MUST play in 1 league game within the first 4 games of the season to qualify for tournament play. There will be NO additions to the roster at tournament time, to keep the games as fair as possible.

# **ROSTER ADDITIONS**

Scorekeepers have copies of all rosters and will verify player eligibility during each game. If you’re not sure about the status of a player, you can check your roster at the field.

1. Prior to the start of your scheduled game players must sign a waiver form. Forms are available at the scorekeeper’s booth or from the field supervisor.

2. ALL ADD-ONS OR SUBSTITUTES ARE ELIGIBLE TO PARTICIPATE ON ONLY 1 SLOW PITCH TEAM AND ONLY 1 CO-REC. TEAM. It’s your responsibility to ask the add-on or substitute if they have played for any other team in the league!

3. IF TEAMS DO NOT FOLLOW THE ABOVE STEPS PRIOR TO THE START OF THEIR GAME, A FORFEIT MAY RESULT IF AN ILLEGAL PLAYER IS DISCOVERED

DURING THAT GAME.

1. Players cannot be added for the tournament who have not played in the first 4 games of the

season.

1. **Roster size is limited to a maximum of 20.**

**FORFEIT PROCEDURE**

Forfeiting games has increased to the point it is affecting the quality of our programs for **all** players. In order to provide a quality program, a forfeiture fee of $35 per game will be billed to the coach of the team that forfeits the game at the end of the season. Consideration for the program and the opposing team by calling the Recreation Division at least 24 hours in advance of the forfeited game will cancel the forfeiture fee. This is to insure that **all** participants in the program receive the full benefit of the program for which they have paid. Communication is the key to ensuring the success and participant value of the program.

1. **Game time is forfeit time.** All games will start at the scheduled time or as soon as possible if the preceding game runs late. All men's and co-rec. slow pitch games are scheduled 55 minutes apart. The second, third, and fourth games will start 5 minutes after the preceding game ends.

2. Teams must have (7) seven players present (exception: Co-Rec. (8) eight players, four men four women) and properly registered to participate or the game shall be declared a FORFEIT IMMEDIATELY.

3. The team with fewer than 10 players will automatically be designated the visiting team.

4. TEAMS DROPPING OUT OF THE LEAGUE: The City of Sterling reserves the right to replace any team that drops out of the league with a new team. The City will also reschedule as

many games as necessary to ensure the new team plays the same number of games as the other teams in the league are scheduled to play.

**PLAYING TIME**

1. Slow pitch games are 7 innings or 55 Minutes (*no new inning shall begin after 50 minutes),* whichever comes first. If a game is tied after 7 innings of play or if the time limit has expired, the "International Tie Breaker System" will be utilized. The International Tie Breaker System is: The individual batting last during the team's previous at bat will be placed at second base to start the inning. The team will have three outs to try to score this runner and other succeeding runners. If the runner placed on second base is picked off, called out for leaving early, etc., the team will continue to bat without a runner at second base during that inning. At the end of the complete inning the team scoring the most runs will win. If after the completed inning teams are still tied, the same procedure is followed for each successive inning.

2. All men’s and Co-Rec. games are scheduled 55 minutes apart.

3. *No new inning shall begin after 50 minutes for slow pitch*. If an inning is in progress when the time limit is reached, the inning and game shall be finished according to the official rules.

4. Your team lineup should be turned in to the announcer ten minutes prior to scheduled game time and should only list players that are present!

5. If a game begins late because of the preceding game(s), the game will still receive the full time limit.

6. Teams cannot be forced to start earlier than scheduled, but may start earlier only if both teams agree.

7. The scorekeeper or official will conduct a coin toss between two opposing team representatives to determine the home team, unless one team has less than ten players.

8. The scoreboard will be considered the official clock.

9. The game time shall start when the home plate umpire yells, "Play ball!”

10.All batters will assume a count of 1 ball and 1 strike when they start the at bat.

11. If time is remaining when the 3rd out of any inning is made, the next inning will begin and continue until it is completed.

12. If or when a game is canceled while in progress due to inclement weather, rain, lightening,

etc., the game will be made up at a later date in its entirety. A game will be considered a

complete game if 3 full innings (2 ½ innings if home team is ahead) or 40 minutes or more have

been played.

**EQUIPMENT**

1. **JERSEYS**:

Teams are not required to have jerseys with numbers; however, when possible, teams are encouraged to have numbers on jerseys.

2. **FOOTWEAR**:

A. NO Metal cleats are allowed

B. No football cleats with screw on/off type cleats ----- cleats must be one piece molded sole variety.

C. Tennis shoes of any type are legal.

D. Bare feet, sandals, hiking boots, western cowboy or work boots are not allowed.

3. **BATS**: **A.S.A. Rule #3, Section #1 & #2.**

All bats used by team members must follow the above A.S.A Rules. Illegal bat lists are posted on the message board and in the announcer’s booth.

THE FIELD SUPERVISORS DECISION REGARDING EQUIPMENT IS FINAL. ANY QUESTIONS REGARDING EQUIPMENT SHOULD BE BROUGHT TO THE ATTENTION OF THE UMPIRE OR FIELD SUPERVISOR PRIOR TO THE START OF THE GAME.

4. **BLOOD**: **A.S.A. Rule #4, Section #10**

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire’s judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

A. A player cannot play with blood on his/her uniform/clothing. (They will be required to

change clothing.)

B. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.

C. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

5. All ties will be decided, first, by head to head competition, second, by run differential in head to head games, and third, by most runs scored in head to head games, and fourth by most runs scored in all games.

**\*\*STERLING SPECIAL RULES\*\***

1. ARTICLE 1--CITY OF STERLING-- CODE OF CONDUCT

NO PLAYER SHALL: At any time lay a hand upon, shove, strike, or threaten a/the league director, supervisor, official, player, or spectator. Officials/supervisor may suspend the player immediately from further play and report such players to the Recreation Superintendent.

MINIMUM PENALTY: Suspension from three league games. Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from all recreation activities for one year and probation for the following year. In addition, at the beginning of the following year, the case is subject to review by the Recreation Superintendent.

2. Any and all situations not covered explicitly in these rules shall be acted upon by the Field Supervisor/Officials and/or Recreation Division staff. All decisions are final.

3. Umpire assignments for the entire season and tournaments are at the discretion of the Parks, Library and Recreation Department.

4. In the event of a forfeited game, teams can practice on the field for a limited time. The field must be vacated 10 minutes prior to the scheduled start of the next game. Umpires will not officiate forfeited ball games.

5. In the opinion of the umpire, a players’ failure to remove any jewelry, shoes, other potentially hazardous or offending apparel will result in the following actions:

A. Player may NOT participate until the above criteria are met.

B. Player that refuses to comply with the umpire’s decision, (removal of apparel) may be ejected.

6. **RUNNER VS. DEFENSIVE PLAYER** - **A.S.A. Rule #8-7Q** (collisions)**.** When a defensive player has the ball and is waiting for the runner and the runner deliberately, with force, crashes into the defensive player, the runner is declared out, the ball is dead.

A. **All base runners must try to avoid contact with the defensive player.** **(Defensive players must stay clear of the bases when they are not waiting for a throw).**

B. All other runners must return to the last base touched at the time of the collision.

C. The umpire may declare other runner(s) "out" if the collision prevented the defense from completing a play on that runner(s).

D. ARTICLE 5--CITY OF STERLING CODE OF CONDUCT

NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against any opposing player. Officials may suspend players immediately from further play and report such players to the Recreation Superintendent.

MINIMUM PENALTY: Placed on probation for the remainder of season and suspension from that team’s next game.

MAXIMUM PENALTY: Suspension from all recreation activities for one year and probation for the following year.

7. The **DOUBLE FIRST BASE** will be used on all fields of play. The white half of the base is secured in fair territory and the orange half is secured in foul territory. The following rules apply to the double base:

A. A batted ball that hits the white portion is fair, and a batted ball hitting the orange portion is foul.

B. The batter/runner must use the orange base if a play is being made on him/her, and the defensive player must use the white base when making a play.

C. If the ball is hit to right field and a throw is made to first base to retire the batter/runner he must also run to the orange base.

D. Therefore, any time an initial play is being made on the batter-runner, he/she must run to the orange base.

E. If part of a player’s foot lands on both the orange and white bases, the batter/runner is considered to have touched the orange base and would be declared safe.

F. If the batter-runner touches only the white portion on the initial play, he/she will be ruled out.

G. When a batter/runner rounds the base on a hit or tags up on a fly, he/she must return to the white base.

8. If a player is injured and is unable to complete a game, he or she shall be substituted for by another team member. If the team does not have another team member to fill the vacancy when the injured person should bat, they will be skipped in the batting order. The team will not

be charged an out. Exception: If a player is ejected from the game, each time that player comes

to bat, it will be declared an out.

9. Players may be added to the bottom of the batting order at any time during the game (i.e., when a player shows up late for a game).

10. Re-Entry Rule

A. If a player skips an at-bat due to an injury, the player is then ineligible to re-enter the game. Exception: In co-rec., teams must maintain the male/female batting order or will be charged an out.

B. Any of the starting players, including the AP may be withdrawn and re-entered once; provided the players occupy the same batting positions whenever in the lineup (defensive positioning may change).

C. If a substitute player is removed from the game and the same substitute re-enters the game a second time, this is considered an illegal re-entry. PENALTY: Violation of the re-entry rule results in the ejection of both the coach and the illegal substitute when

the violation is brought to the attention of the umpire by the opposing team.

**\*\*SLOW PITCH ONLY\*\***

1. Men's and Co-Rec. base distance is 65 feet and the pitching distance is 50 feet.

2. The minimum pitching arc is 6 feet from the ground and the maximum is 10 feet.

3. WARM-UP PITCHES: The pitcher is allowed five (5) pitches to start each game. Between innings, the pitcher is allowed one (1) pitch or one minute from the last out in the previous half inning, whichever comes first.

4. The batter is declared "out" if he/she hits a foul ball after two strikes.

5. ADDITIONAL PLAYERS (AP) A team may list up to 14 batters in its lineup. The batting order must remain the same; however, any 10 players, regardless of their position in the lineup, may play the field. The option to use additional hitters belongs to each team.

6. The 10 run rule will take effect at the end of five (5) innings, 4 1/2 if the home team is ahead, or any time thereafter.

7. The 15 run rule will take effect at the end of four (4) innings, 3 ½ if the home team is ahead, or

any time thereafter.

8. The 20 run rule will take effect at the end of three (3) innings, 2 1/2 if the home team is ahead or anytime thereafter.

**\*\*MEN’S LEAGUES ONLY\*\***

1. HOME RUN LIMIT- Each team is allowed to hit five (5) home runs per game. Any additional

balls hit over the fence in fair territory will result in the batter being declared OUT. The home run limit only applies to balls hit over the fence

**\*\*CO-REC. LEAGUES ONLY\*\***

1. Teams must have a minimum of 8 fielders (4 men and 4 women) to start the game.

2. Teams may list up to 14 batters in the order.

3. The batting order for Co-Rec. softball must alternate male-female-male-female etc. Coaches can put either a male or female in the 1st batting position. Teams may play with an uneven number of males and females (i.e. 5 men and 4 women). However, in order to maintain the male, female, male, female, etc. batting order, an out will be recorded in the position where the fifth female would have batted.

4. HOME RUN LIMIT- Each team is allowed to hit three (3) home runs per game. Any additional

balls hit over the fence in fair territory, will result in the batter being declared out. The home

run limit only applies to balls hit over the fence.

5. ***If a male batter walks, he automatically advances to second base; he should follow the base path, all players should touch bases in proper order. The female batter following - has a choice of walking or hitting prior to the first pitch.***

6. Defensive positioning shall be as follows:

A. 3 males and 3 females in the infield

B. 2 males and 2 females in the outfield

7. All outfielders must remain behind the 175' arc until the ball is hit. If an outfielder crosses the arc prior to the ball being hit, a delayed dead ball will be signaled. The offense will then have the choice to take the result of the play or have the batter hit again.

**SPECIAL NOTE**

1. The coach is the **only** team representative who should discuss a decision with the officials.

2. Any player on probation for the remainder of the season and is reported again for a violation of the “Code of Conduct” may be suspended for the remainder of the season.

3. Any player ejected from a game must leave the park or school facility immediately. Failure to do so carries a maximum penalty of suspension for the remainder of the season.

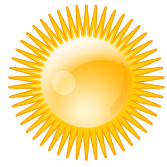
4. Any player or coach ejected from a game is automatically ineligible for that team’s next game. Depending on the severity of the infraction, the suspension may extend for additional games.

5. Any player or coach ejected from two games may be suspended from all league competition, including tournaments. Any player or coach deemed detrimental to the function of the league may be barred from the league.

6. Any player or coach guilty of #5 above is automatically put on athletic probation in all recreational programs for one year. Further problems with the same individual throughout this probation may result in suspension from all recreational programs for one (1) year.

7. Any person on probation who violates the “Code of Conduct” may be placed on suspension for the remainder of the season.

8. Any team having 3 or more team members (players and coaches) ejected from a game shall be penalized with a FORFEIT.

 Summer softball information will be available in early March.

Fall softball information will be available early July.  MC900051044[1]

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**CITY OF STERLING**

**CODE OF CONDUCT**

**FOR PLAYERS, COACHES AND SPECTATORS**

**DEFINITIONS**

RECREATION PPROGRAM SUPERINTENDENT – Onsite supervisor. Organizes, implements and supervises recreation programs.

RECREATION ADIMINISTRATIVE ASSISTANT – Organizes resources for recreational programs and can be reached at the Recreation Program Office, 970-522-9700, Monday - Friday. 8:00 a.m. - 5:00 p.m.

FIELD SUPERVISOR – A person assigned by the Department of Parks, Library and Recreation administration to oversee a recreation program.

OFFICIAL - People on the court/field to administer the official rules.

COACH - A person designated as team spokesman. Can be a player or non-player.

PLAYER - A person who actively participates in the game (even if sitting on the bench) and listed is on the roster.

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

PARTICIPATION - Any involvement in the Department of Parks, Library and Recreation activities such as spectating, playing, coaching, registering for classes, or attending any non-sporting event.

RECREATION ACTIVITY - Any class or event sponsored by the Department of Parks, Library and Recreation.

ARTICLE 1

NO PLAYER SHALL: At any time lay a hand upon, shove, strike, or threaten a/the league director, supervisor, official, player, or spectator. Officials/supervisor will suspend the player immediately from further play and report such players to the Recreation Superintendent.

MINIMUM PENALTY: Suspension from three league games. Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from all recreation activities for one year and probation for the following year. In addition, at the beginning of the following year, the case is subject to review by the Recreation Superintendent.

ARTICLE 2

NO PLAYER SHALL: Refuse to abide by an official’s or supervisor’s decision. Officials/supervisors may suspend players immediately from further play and report such player to the Recreation Superintendent.

MINIMUM PENALTY: Placed on probation for remainder of season and suspended from that team’s next game.

MAXIMUM PENALTY: Suspension for two league games; placed on probation for remainder of the season.

ARTICLE 3

NO PLAYER SHALL: Be guilty of obscene gestures or objectionable demonstrations of dissent at an official’s decision. Penalty: The degree of infraction of this tenet of good sportsmanship shall, in the official’s judgment draw.

MINIMUM PENALTY: A warning by the official.

MAXIMUM PENALTY: Removal from the game, and a one game suspension.

ARTICLE 4

NO PLAYER SHALL: Discuss with an official/supervisor in any manner the decision reached by such official except for the manager or captain. Penalty: The degree of infraction of this tenet of good sportsmanship shall, in the official’s judgment, draw.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

ARTICLE 5

NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against any opposing player. Officials may suspend players immediately from further play and report such players to the Recreation Superintendent.

MINIMUM PENALTY: Placed on probation for the remainder of season and suspension from that team’s next game.

MAXIMUM PENALTY: Suspension from all recreation activities for one year and probation for the following year.

ARTICLE 6

NO PLAYER SHALL: Be guilty of an abusive verbal attack upon any player, official, spectator, or administrator. Officials may suspend players immediately from further play and report such players to the Recreation Superintendent.

MINIMUM PENALTY: Removed from the game, placed on probation for the remainder of the season and suspension from that team’s next game.

MAXIMUM PENALTY: Suspension from two league games and placed on probation for the remainder of the season.

ARTICLE 7

NO PLAYER SHALL: Appear on the field/court to play under the influence of alcohol in such a manner as to not have control of his faculties to the extent that he is inclined to hurt himself or another player.

MINIMUM PENALTY: Suspension from two league games and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

ARTICLE 8

NO PLAYER SHALL: Smoke while coming off or going on to the field/court of play, or while on the field/court of play.

MINIMUM PENALTY: Warning from official.

MAXIMUM PENALTY: Removal from the game.