

City of Dublin

Parks and Community Services Department Adult Softball Player Handbook

2019

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ADULT SOFTBALL RULES AND REGULATIONS

INTRODUCTION

This publication provides standard softball regulations for the Adult Softball Leagues conducted by the City of Dublin. All leagues will be conducted according to USA Rules and Regulations unless modified in these house rules. The City of Dublin is a participating agency in the Sports Association of Northern California Recreation Agencies (SANCRA).

LEAGUE ADMINISTRATION

1. Team managers will be responsible to see that all their players know and abide by the rules as stated in these rules and regulations. Furthermore, managers are responsible for their players and spectators knowing and abiding by the SANCRA "Team and Player Code of Conduct". (see pages 11 &12)
2. The City has the option of moving or dropping complete teams or individual players to create a balanced program in the best interest of the league.
3. The City may because of unforeseen conditions, change or revise the league schedules.
4. After the first regularly scheduled game, all teams forfeit the right to their registration fee unless the entire league is disbanded, whereby all teams will be refunded the registration fee minus all costs of the league to that point.
5. The City reserves the right to establish or suspend regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by City staff as deemed necessary to ensure a smooth and consistent program.
6. **League Awards:** The Championship/Upper Division finals winner will receive a maximum of 15 individual awards to eligible players. A Championship Business team may request a plaque for their sponsor in lieu of individual awards.

LEAGUE STANDINGS

If teams are tied at the conclusion of league play, the following tiebreaker system will be used:

1. Record in head-to-head competition
2. # of forfeits
3. Run differential in head-to-head competition
4. Winning percentage against teams above the tie
5. Run differential against the entire league
6. Coin flip

Three-way ties (or higher) will be broken first, then the tiebreaker system will be reapplied for two-way ties.

Note: A minimum of 50% of the league teams will be eligible for the playoffs.

EQUIPMENT

1. Only restricted flight softballs will be used during games and allowed for practice. Balls currently being used are USA approved Softballs (.52 cor) 300 Comp.
2. It is the hitting team's responsibility to retrieve any ball that travels beyond the field of play, unless both teams agree that the closest dugout will take that responsibility.
3. No metal or steel cleats are allowed. Players are encouraged to use rubber cleats or multi-sport rubber soled shoes. Closed toe shoes are required.
4. Visit www.USASoftball.org for updated bat and equipment certifications. Only bats that are currently approved for use in USA championship play will be allowed. Umpire discretion is allowed regarding illegal, altered, or damaged bats (illegal bats do not have an ASA certification mark or have a mark that is no longer legal; the bat is on the non-approved USA bat list with certification marks; bats that are damaged such as dented, bent, cracked, or rattle; or altered bats such as those that have been shaved, rolled, weighted).

A player using an illegal bat at the plate will be declared out and ejected by the umpire. If the illegal bat is discovered after the hitter has batted, but prior to the first pitch to the next batter, the batter is declared out and ejected, plus the runners shall be returned to their original bases occupied when that batter was batting. If the illegal bat is discovered after the hitter has batted and after the first pitch to the next batter, the hitter will not be declared out or ejected but the illegal bat simply will be removed from service.

UNIFORMS

Team members are requested to wear numbers on their uniforms or some feature to be easily identified. Numbers must be large enough to be visible by the umpire and scorekeeper and of a contrasting color to the shirt. Numbers are not allowed to be taped or pinned to the uniform.

JEWELRY

For the safety of the players, jewelry must be removed prior to the game. Flat banded rings will be allowed. Medical emergency and religious medallions must be removed from the chain and taped to the uniform to be acceptable. Jewelry that cannot be removed must be covered by tape.

INSURANCE

The City of Dublin is not responsible for injuries incurred during participation in the league, and players should seek their own insurance prior to participation.

ADDING & DROPPING PLAYERS

1. Team managers may add/drop players throughout the regular season. A player must be officially dropped by the manager in writing (email to League Director, Robert Beasley robert.beasley@dublin.ca.gov) before they can be added to another team.
2. Players cannot play on different teams in the same evening or be dropped more than once per season per league.

TEAM & PLAYER ELIGIBILITY

1. A player may participate in the league only if that player's name, city of residence and signature appear on an official individual waiver form (see Appendix) as filed with the City. Each player's signature must be authentic and cannot be signed in proxy by any another person. Players can turn in the form to the scorekeeper at the field prior to the game in which the player is going to play. Official individual waiver forms will be available from the scorekeeper.
2. Any player participating: (A) without signing an official individual waiver form or (B) with a false city or residence, or (C) under an assumed name, will be considered an ineligible player and all games participated in by this player may be forfeited.
3. Players must have in their possession at each game a photo I.D. card for positive identification if requested.
4. A team roster must consist of a minimum of 13 players and a maximum of 20 players. Note: no maximum number of players for business teams.
5. Players must be at least 18 years of age in order to participate.
6. Players must participate in at least three regular season games to be playoff eligible. Exception: For Fall leagues, at least two regular season games are required.

START / FORFEIT TIME

In all games, the starting time is the scheduled starting time on the schedule. Scorekeepers will keep the official time. If the scheduled starting time is changed due to any delay (previous game runs long, lights failure, etc...), then both managers will be notified by the umpires as to the new starting time.

Once the game clock has begun, teams unable to begin play will forfeit their first inning at bats. For the first game of the evening, any team not able to begin play after 15 minutes have elapsed will be assessed a forfeit. For subsequent games that evening, any team not able to begin play after ten minutes have elapsed will be assessed a forfeit.

FORFEITED GAMES

1. In games forfeited for any reason, the score for the forfeiting team will be zero. The score for the non-forfeiting team will be 12 runs or the existing runs scored at the time of the forfeit, whichever is highest.
2. Any team forfeiting two games will be placed on probation and the team manager will discuss with the League Director, Robert Beasley whether that team shall be suspended from further play. If a team is suspended, all games after the suspension shall be declared forfeits. League registration fees will not be refunded to the suspended team.
3. Please call League Director, Robert Beasley at (925) 556-4548 or email robert.beasley@dublin.ca.gov if you know ahead of time that your team will have to forfeit your game.

GAME TIME, PLAYING TIME

1. The official game time begins with the first warm up pitch. The game clock will be stopped during an injury, discussion with the umpire or to file a protest.
2. Games will be 70 minutes, or seven innings whichever comes first. In the event of a tie, extra innings may be played; however, no inning may begin after the 65-minute mark.
3. **Extra Innings** (including playoffs): The last batter out in an inning will start on second base in both the top and bottom half of each extra inning.
4. Umpires may suspend play for up to 20 minutes due to rain/sprinklers/lights. If play cannot continue after 20 minutes, the game will be called.
5. **Rainouts:** It is the responsibility of the team manager to find out if their game has been canceled due to weather. Call the Adult Softball Hotline at (925) 556-4505 after 3:00 PM. All rained out games will be made up if possible.

Games may be cancelled by the umpiring crew if the weather or field conditions are deemed to be unsafe.

Games cancelled before two innings or 20 minutes have been completed will be replayed in its entirety. Games cancelled after five innings or 50 minutes have been completed will be considered complete games (provided the home team has its last at bat if necessary). Any games falling between these periods shall be continued from the point the game was postponed (if necessary).

6. **Mercy Rule** (including playoffs): If one team is ahead by 12 or more runs after five or more innings (4-1/2 innings if the home team is ahead) the leading team will be declared the official winner. The score at that time will be the final score. If desired by both teams, the game may continue until the 60-minute mark on a "for fun basis". However, the umpires will be excused from officiating once an official winner has been declared due to the invoking of the Mercy Rule.

7. **Playoffs:**

Championship/Upper Division Playoffs: Playoff games will be played a full seven innings.

Consolation/Lower Division Playoffs: Playoff games must go a minimum of five innings. After the five-inning minimum has been met, games will adhere to the 70-minute time limit, or seven innings whichever comes first. No new inning (unless teams are tied) may begin after the 65-minute mark.

INJURIES, SAFETY

No team shall forfeit due to injury once the game has begun, but rather be allowed the option to play short-handed. The injured player however is not allowed to return to the game (exception: Blood Rule) once their team has played short-handed. An injured player who cannot bat will be declared out the next time they are scheduled to bat, then removed from the line-up.

INJURIES, SAFETY (cont.)

Blood Rule: Any player, coach or umpire who is bleeding or has blood on their clothing shall be prohibited from any further play until the appropriate treatment is administered. If treatment can be administered within a reasonable length of time, the participant may not have to leave the game. The length of time considered to be reasonable will be left to the umpire's judgment. The umpire shall:

1. Stop the game to permit treatment of the injured individual.
2. Immediately call for a coach or other authorized person to tend to the injury.
3. Apply the rules of the game regarding substitutions, re-entry into the game or short-handed players if necessary.

All players are strongly urged to secure medical examinations to determine their fitness to play softball. Players who wear eyeglasses are strongly urged to wear glass guards for their own safety.

Catcher's masks and pitcher's helmets are not required, but certainly encouraged.

It is the responsibility of each team to provide their own first aid kit.

PROTEST PROCEDURES

The team manager must notify an umpire and the scorekeeper of their intent to protest. The manager must then complete an "Intent to Protest" form and submit it with a \$25 check made payable to the "City of Dublin" and deliver to the Shannon Community Center (11600 Shannon Ave., Dublin) within 48 hours of the protested game. This \$25 check will be refunded if the protest is upheld by the Protest Committee. The Committee will include a Recreation Manager and the League Director. The scorekeeper and umpires present at the game will also provide input towards the decision.

- ❖ Failure to follow the protest procedures outlined in this section will void all protests.
- ❖ No protests will be accepted concerning judgment calls made by the umpires.
- ❖ All rulings are final.

Protest on Game Rules & Regulations:

The protest must be made to an umpire at the point of contention and prior to the next pitch.

Protest on Player Eligibility:

The protest must be made to an umpire before the final out of the game. The player(s) in question must provide proof of ID (i.e. Drivers License) to the scorekeeper if requested.

Protest on Official Score:

The protest must be made to an umpire before the beginning of the next inning. Only one representative from each team may meet with and discuss the score with the umpire and scorekeeper. Protested games on scores will only be considered if the protesting team is keeping a scorebook.

CONTESTING CALLS

Only the team manager may contest an umpire's call. Requests "for help" should be made to the umpire who made the call. There is no requirement for the applicable umpire to ask their partner "for help" if they had a clear view of the play (all elements of the play were present – ball, base, offense and defense). However, if they were blocked from seeing any of these elements, the umpire may request assistance from their partner for clarification. Only the umpire who made the original call may reverse the call, and all requests for assistance are at the umpire's discretion.

DISCIPLINE INFORMATION

NOTE: Spectators will be held to the same conduct standards as players.

1. The team manager is responsible to see that all players know and abide by the rules as stated in these rules and regulations. Further, managers are responsible for all players knowing and abiding by the SANCRA "Team and Player Code of Conduct". Penalty: If a manager cannot or will not control their players and spectators, they may face disciplinary action that can range from probation to suspension from the league.
2. The team manager shall be the official representative of the team and their spectators unless they designate one of their players as a team captain prior to the game. The manager or designated team captain is responsible for having the team cooperate with the scorekeeper, umpires and City staff. Penalty: Warning, then ejection.
3. Any participant ejected from a game, for any reason, will be required to pay a \$25.00 (CASH) ejection fee and be suspended for a minimum of one league game before they will be allowed to continue playing in the league. Any player who is ejected from the last game of the season will be required to pay the ejection fee before being allowed to participate in another league. Further disciplinary action may also occur.
4. If a player is ejected, an out will be recorded each time that player's spot comes up to bat. If due to ejection, the team falls below eight players (the minimum number of players allowed), then the game will be declared a forfeit.
5. Umpires will not allow players to direct any comments to or about another team or its players that are, in the umpires' judgment, inflammatory or unsportsmanlike in nature. Penalty: Warning to both teams, then ejection(s).
6. Any participant who is ejected from a game is automatically placed on probation for the remainder of the season in all City of Dublin adult leagues. A player ejected from a second game will automatically be suspended from all City of Dublin adult leagues. Further, any player being suspended from the league will be placed on probation for one calendar year.
7. **Casual Profanity:** Foul language is not permitted on or around the playing field by team members at any time. Players using profanity will be warned by the umpire after the first offense and will be ejected after the second offense. Note: Umpires may eject a player without first giving a warning depending on the nature of the remark.

TEAM MANAGER'S RESPONSIBILITIES

Team managers are responsible:

- ❖ To see that game schedules and schedule change information reach their players.
- ❖ To inform all players of proper player conduct, league and game rules.
- ❖ To demonstrate cooperation with umpires, scorekeepers and City staff.
- ❖ For the actions of their players both on and off the field, as well as any actions of spectators affiliated with their team.

PLAYER CONDUCT / PENALTIES

- ❖ No alcohol, smoking or other drugs are permitted anywhere in Fallon Sports Park or parking lot. Umpires have the right to remove any player or fan under the influence for their own safety.
- ❖ No music is allowed to be played in or behind the dugout during the game.
- ❖ Supervision must always be provided for children. Children are not allowed to play on the playing field or be in the dugouts during games.
- ❖ No pets are allowed on the playing field or in the dugouts. All pets must always be on leash and attended.
- ❖ Sportsmanlike behavior is always expected of all players and fans. No unnecessary noise, comments or actions should be used to distract the other team or umpire(s).
- ❖ Anyone displaying or threatening violence against a person or property will be automatically suspended from further play. The City reserves the right to decide the proper penalty on a player. Minimum penalty for an ejected participant is a one game suspension and a \$25 ejection fine.

PLAYING RULES

1. A team must be able to field at least eight players to start or continue a game (exception: Injury). A mandatory **courtesy catcher** will be supplied by the opponent to a team that can only field eight players. This courtesy catcher may not participate in live-ball defensive plays. If the courtesy catcher interferes (physically or verbally) with a defensive player attempting to make a play, the ball will be called dead and the closest runner to home plate will be called out. All other runners will be returned to their last legal base.
2. Teams are allowed free substitution defensively and an unlimited batting order, however every defensive player must also have a spot in the batting order.

PLAYING RULES (cont.)

3. **Late players** may be added to the bottom of the batting order regardless of when they arrive. Late arrivals being placed in the batting order or players leaving before the game is over must be reported to the scorekeeper either by the team manager or that batter before they bat.

However, if a player is included in the batting order and is not present to bat (or scratched), an out will be called. Exception: If a player leaves a game due to injury or their own account for whatever reason, the player will be considered out only on their next at bat and then skipped over the rest of the game.

4. USA slow pitch height limit of 6' minimum and 12' maximum with a perceptible arc will be observed. Pitchers may pitch up to three feet behind the pitching rubber. If starting behind the pitching rubber, they do not have to finish on the pitching rubber.

5. **Strike Zone:** The strike zone will consist of both home plate and the mat.

6. Batters shall assume a one ball, one strike count upon entering the batter's box. A batter's turn at bat will consist of batting a ball into play, receiving a base on balls or striking out. A batter is declared out on a third strike foul.

7. **Home Run Rule:** Three over-the-fence home runs are allowed per team per game. Any excess over-the-fence home runs will be declared an out with no advancement of the runners allowed. Batters are not required to run the bases on over-the-fence home runs.

8. **Intentional Walk:** If the pitcher wishes to walk a batter intentionally, they shall notify the home plate umpire and the batter shall advance to the appropriate base without any pitches being made.

9. **Appeal Play:** Teams no longer must execute a "correct" appeal play. The team just needs to inform the umpire they wish to appeal a base, once the ball is dead and the play has ceased.

10. No bunting or base stealing. If a runner leaves a base prior to a ball being pitched, or prior to a pitched ball hitting the ground, crossing the plate, or being swung on, a no pitch will be called, and the runner will be called out.

COED LEAGUE SPECIAL PLAYING RULES

1. **Batting:**

A. It is assumed that the batting order will be two men followed by one woman and continuous in that manner. Men will stay in their order, as will the women. A male batter followed by a female batter continuously is also allowed. All other variations must be approved by the scorekeeper.

B. If a male batter is walked (intentional or not), he will be awarded two bases only if followed by a woman batter. If the next batter is a female, she must bat with less than two outs. If there are two outs, she has the choice of batting or taking a walk.

COED LEAGUE SPECIAL PLAYING RULES (cont.)

2. Fielding:

A. Coed teams are required to field a minimum of three women defensively.

B. Teams may have any combination of women or males in the infield, outfield and battery. With ten players, there must be four outfielders, four infielders and a battery. An outfielder is removed with nine players.

C. Outfielders must remain behind the **restraint line** and infielders must remain with both feet in the dirt infield until the pitch reaches the plate or is hit. (The restraint line is a line drawn in the outfield at an arch 150' from home plate). Penalty: Failure to abide by this rule will result in fielder's obstruction. A delayed dead ball will be called by the official. If the batter reaches base safely the play will stand. If an out was called, the batter will be placed on base safely.

BASERUNNING

1. Sliding is allowed (exception home plate). When attempting to break up a double play, the runner must slide legally or get out of the way. If the runner does not do either, an interference call may be made by the umpire. Interference is a judgment call. Players are subject to ejection for deliberately blocking a base or deliberately creating a collision between players.

2. A **commit line** two-thirds of the way towards home plate from third base will be used. Once a runner crosses this line they are committed to score and may not return to third base. Exception: If runner fails to tag up on a fly and crosses the commit line, they may return to third base to avoid the out.

3. A home plate **veer line** will be used. All plays at home plate will be by force out. A player will be determined safe if the player's foot or other body part touches the veer line or ground past the veer line before the defensive player tags home plate while in possession of the ball. Runners will be called out at home for crossing the area between home plate/mat and the veer line or touching or jumping over home plate/mat.

4. On plays at the double first base, the runner must go to the outside colored base and the defensive player must use the inside white base. Exception: If a thrown ball goes on the foul base side of the first base line, either the runner or defensive player may use either base.

5. **Courtesy Runners:** The request for a courtesy runner must be made prior to the first pitch to the following batter. The courtesy runner will be allowed only if the batter/runner reached base safely on their own accord. Courtesy runners are allowed for injured players only. In coed leagues, the runner must be of the same gender as the injured base runner. The courtesy runner will be the first available same gender player currently in the line-up who precedes the current batter/runner. Only one courtesy runner may be used per inning. In the event of "batting around", another courtesy runner may be used for the same injured player. If a second courtesy runner is needed in the same inning for a different injured player, that injured player will then be excused from the rest of the game.

OTHER INFORMATION

- ❖ **Batting Order cards** (see example in appendix): Team managers must get batting order cards from the scorekeeper and return it to the scorebooth no later than five minutes before game time.
 - A. To establish eligibility, batting order cards must be legibly written with first and last names and any player numbers. This responsibility is solely the team manager's, not the scorekeeper's.
 - B. Team managers should list all substitutes on the bottom of the batting order card and inform the scorekeeper when a substitute enters the game.
 - C. For Coed leagues, please list men and women separately on the same batting order card (i.e. All men listed together at the top and all women listed together at the bottom or vice versa).
- ❖ **Dugouts:** Home team will use the third base dugout. Visitors will use the first base dugout.
 - A. Only players and coaches who have completed an individual waiver form are allowed in the dugout. No children or pets allowed.

SANCRA - TEAM AND PLAYER CODE OF CONDUCT

The following "Team and Player Code of Conduct" has been adopted by all participating agencies within SANCRA and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers and spectators.

1. **NO PERSON SHALL:** Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

2. **NO PERSON SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

3. **NO PERSON SHALL:** Refuse to abide by an official's decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until his/her case is considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

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

4. **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the League Director. Player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for one calendar year and placed on probation upon returning to league action for one season.

5. **NO PERSON SHALL:** Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

SANCRA - TEAM AND PLAYER CODE OF CONDUCT (cont.)

6. **NO PERSON SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his/her case can be considered by the League Director.

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

7. **NO PERSON SHALL:** Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report same to the League Director for further consideration.

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

8. **NO PERSON SHALL:** At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension from two league games and placed on probation for one calendar year.
MAXIMUM PENALTY: Suspension for life and /or assault charges filed.

9. **NO PERSON SHALL:** Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two league games and placed on probation for remainder of season.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

NOTES:

1. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.

2. Any person removed from a game and asked by an official to leave the park or school facility must do so immediately. Failure to do so will result in further disciplinary action.

Men's



ADULT
SOFTBALL

OFFICIAL BATTING ORDER

Team Name: Dublin Shamrocks
Date: _____ League: Men's D

	Last Name	First Name	Num	Pos
1.	A	Hank	44	
2.	B	Ernie	14	
3.	S	Ozzie	1	
4.	S	Willie	8	
5.	R	Frank	20	
6.	H	Rickey	24	
7.	D	Joe	5	
8.	Y	Robin	19	
9.	M	Stan	6	
10.	B	Wade	26	
11.				
12.				
13.				
14.				

Coed



ADULT
SOFTBALL

OFFICIAL BATTING ORDER

Team Name: Dublin Emeralds
Date: _____ League: Coed D

	Last Name	First Name	Num	Pos
1.	<u>Men</u>			
2.	Aaron	Hank	44	
3.	Banks	Ernie	14	
4.	Smith	Ozzie	1	
5.	Stargell	Willie	8	
6.	Robinson	Frank	20	
7.	Henderson	Ricky	24	
8.				
9.	<u>Women</u>			
10.	Finch	Jennie	10	
11.	Fernandez	Lisa	3	
12.	Richardson	Dot	15	
13.	Granger	Michelle	7	
14.	Mendoza	Jessica	11	

Waiver, Release, and Assumption of Risk

Each player must read the following player's contract and sign his/her signature prior to participation in any Dublin Adult Sports League. Individuals who have not signed this form will not be eligible to participate in Dublin Adult Sport Leagues.

This waiver covers participation in any and all Dublin Adult Sport Leagues between January 1, 2019 through December 31, 2019. At the time of execution of this player's contract, Dublin Adult Sport Leagues consist of Adult Basketball, Adult Bocce and Adult Softball.

WAIVER AND RELEASE: I specifically acknowledge City recreation programs may include physical activity that can result in injury to participants, and I agree that should I engage in such activity that I do so voluntarily and at my own risk and assume full responsibility for my participation. In consideration of participation and use of City of Dublin's facilities, premises, equipment and transportation services, the undersigned hereby agrees to RELEASE, WAIVE, DISCHARGE, AND COVENANT NOT TO SUE THE CITY OF DUBLIN, its officers, volunteers, employees, and agents (collectively, "the City") for any loss or damage, and any claim or demands therefore on account of bodily injury or resulting in the death of the undersigned, arising directly or indirectly from participation in Dublin Adult Sports Leagues, whether caused by the negligence of the City or otherwise, while the undersigned is in, upon, or about the premises or any facilities or equipment therein or arising out of, or in the course of any transportation provided by the City. In addition, the undersigned hereby agrees to indemnify and save and hold harmless, and defend at its own expense, the City from any loss, liability, damage or cost, including reasonable attorney's fee, the City may incur due to the presence of the undersigned, in, upon, or about the City premises or in any use of facilities or equipment of the City whether caused by the negligence of the City or otherwise. If this agreement is signed on behalf of a minor by a parent or guardian, the phrases "I" and "the undersigned" in the previous paragraph refer to the child and not to the parent or guardian signing on the child's behalf. In the case of an injury to my minor child, I authorize the City staff to administer minor first aid. In the event that I cannot be contacted, and it is necessary to administer further medical treatment, I will take full responsibility for any medical expenses.

PLAYER RESPONSIBILITY FOR PURCHASING INSURANCE. That I am fully aware that the City of Dublin carries no medical insurance for any participant and that I am solely responsible for securing my own insurance.

FAMILIARITY WITH THE RULES. My manager has advised me of the Adult Sport Leagues rules and regulations issued by the City of Dublin and has advised me of the contents thereof and/or made it available to me at my request. I understand that any forgery of my address or signature on this form or illegal substitution of another player in my place during a game could result in me, my team and the manager of my team being eliminated from a league.

ASSUMPTION OF RISK. That I assume all risks involved in my participation in the Adult Sport Leagues and that the above release includes, but is not limited to, a release (1) for maintenance or condition of the playing field; (2) for condition of appearances thereto, for example but not limited to bases, mounds, bat track and benches; and (3) for equipment supplied by the City of Dublin.

SPORTS SKILLS. That I am familiar with the skills required to participate in the Adult Sport Leagues offered by the City of Dublin and that I am proficient in these skills and that the above stated release includes, but is not limited to, a release for failure of the City of Dublin to provide classes for technical instruction. I recognize the strenuous aspect of these sports. I hereby attest that I am physically capable of participating in these activities.

AGE. I am not a current high school student and I am at least eighteen (18) years old prior to beginning participation in the Adult Sports Leagues.

I, (print name) _____ *By affixing my signature to this form, I have read, understand and agree with the statements set forth in the preceding paragraphs and voluntarily agree to this release, waiver of liability and indemnity agreement.*

Players Signature: _____ City of Residence: _____

2801450.1 _____ Date: _____ Team Name: _____