

# Somers Men's Softball League



**Season Procedures & Rules**

The mission of the Somers Men’s Softball League (SMSL) is to organize and manage a recreational softball league for men, with an emphasis on enjoyment of the game and good sportsmanship.

A combination of ASA, USSSA Official Slow Pitch rules along with Somers Parks and Recreation supplemental rules shall govern league play. All questions concerning Somers Men’s Softball League rules must be addressed to the League Supervisor and approved by the Recreation Department.

## **TEAM CONDUCT**

### ➤ *Manager & Player Responsibilities*

Players are expected to conduct themselves in a manner, both on the field and on the benches, that results in a pleasurable experience for all involved, players, umpires and spectators. It is the responsibility of the team manager(s) to control the players on their team and ensure that they follow both the rules and the spirit of the game. Unsafe, unsportsmanlike, profane, argumentative or confrontational behavior will not be tolerated. Players continually, taunting, arguing with or threatening the umpires, the League Supervisor, members of the opposing team or members of their own team will also not be tolerated. The umpires and/or the League Supervisor will eject any player exhibiting such undesirable behavior from the game. Any player ejected from a game will be automatically suspended for the next game. There are NO APPEALS for the one game suspension. The SMSL Board, depending on the severity of the player’s actions, may add more games to the one game suspension.

### ➤ *Profanity*

Any participant using profane language, regardless of whether it is directed at a teammate, oneself, or no one in particular (if it is directed at an umpire or an opponent, it warrants immediate ejection) will receive a warning. A repeat offender will be ejected.

### ➤ *Uniforms*

Obviously, we do not strictly enforce ASA Rule 3 Section 11. Players are requested to wear their team’s colors if they are not going to wear their team’s uniform. This will help avoid confusion amongst their team members as well as the opposition.

All players must adhere to the Park rules. See page 12 for Reis Park Rules.

## **PLAYING FIELDS**

<b>LOCATIONS</b>	<b>BASELINE DISTANCE</b>	<b>PITCHING DISTANCE</b>
SOFTBALL FIELD #3	70 FEET	50 FEET
UPPER REIS #5	70 FEET	50 FEET

## EQUIPMENT

### ➤ *Bats*

A *LEGAL* bat is defined as a bat that is allowed to be used in SMSL games. An *ILLEGAL* bat is a bat that is *NOT* permitted to be used in SMSL games. The following is the list of *LEGAL* bats:

*DeMarini White Steel*

*DeMarini Bruiser*

*Easton Hammer*

*Easton Reflex Extended*

*Easton Cyclone*

*Easton ConneXion ST2-Z*

*DeMarini Ultimate Weapon*

*DeMarini Raw Steel*

*Easton Reflex*

*Easton V12*

*Easton ConneXion ST1-Z*

*Anderson Flex Single Wall (SP15FLEX)*

*Easton Salvo*

All other bats are *ILLEGAL*. If a player steps into the batter's box with an *ILLEGAL* bat during his turn at bat, the team he is playing for immediately forfeits the game. There will be no warnings from the umpire and no second chances. Team managers may ask the umpire to check the bat being used by the batter. Team managers are responsible for ensuring their players are using only *LEGAL* bats

## ROSTERS

All participants must be eighteen (18) years of age. All Participants must be registered through the Town's registration system.

The maximum number of players on the team roster is twenty-five (25).

Rosters must be comprised of not less than 50% Somers residents. Anyone that does not live in the Town of Somers is considered a non-resident. Many teams with rosters of twelve to fourteen players have experienced difficulty in fielding a full team. Please ensure that you have a sufficient number of players on your roster to avoid forfeiting.

\*An individual may be only rostered on one team. Any team found using an individual who is not on their roster (illegal player) will forfeit the number of games the player was used and may be removed from the Somers Men's Softball League. **Additional players may be considered after your entry form has been accepted.** Any request for additions to a team roster must be reviewed by the League Board and approved by the Parks and Recreation Department. **No additions will be accepted after the 5<sup>th</sup> game of the season.** Any addition to the roster that would exceed the maximum or maximum residence requirement requires removal of a player already on the roster.

\* The league may approve a player to be rostered on two teams in different divisions on a case-by-case basis for family-based participation (for example, a parent playing with their child). Such approvals are granted solely at the league's discretion and are evaluated based on age, competitive impact, and overall divisional balance.

The league will monitor any approved exception and reserves the right to take appropriate action if competitive balance is affected.

Our goal is to support resident and family involvement while maintaining fairness and long-term stability across all divisions.

### ➤ *Player Eligibility for Playoffs*

In order for a player to be eligible to participate in the league playoffs, he must be a rostered player.

## **THE GAME**

### ➤ *Regulation Game*

Shall consist of 7 completed innings or 6 ½ if the home team is ahead. A game will be considered official after 5 complete innings or 4 ½ if home team is ahead by 12 runs.

### ➤ *Twelve Run Rule*

If the home team is already ahead by twelve (12) or more runs after 4 ½ innings they do not have to bat in the bottom of the inning. If the home team reaches the point where it is ahead by twelve (12) runs in the bottom of the inning the game is over. If the home team is losing by twelve (12) or more runs at the start of the bottom of the inning, the inning must be completed. (*Commentary: The Twelve Run Rule will remain in effect during the playoffs.*)

### ➤ *Official Score*

Umpire will record the official score. It is the responsibility of both team managers to ensure that the umpire has recorded the correct score at the end of the game.

### ➤ *Team Benches*

Home team has choice

## **POSTPONEMENTS**

Once the master schedule is completed, games may not be postponed by mutual agreement of Team Managers. The only automatic cause for postponement is inclement weather, field conditions or umpire availability, as determined by the Recreation Department.

### ➤ *Suspended Games-Rain/Darkness*

5 completed innings or 4 and ½ if the home team is winning, will be considered an official game. The score will be the score at the time the game is called. Games suspended before four and a half innings of play or during the bottom of the fifth inning with the home team losing will be replayed in their entirety. Games that take place where 4 ½ to 5 innings are **not** completed will be reassigned by League Supervisor and will be replayed from the start of the game. Once the game becomes official, if the game is stopped, the score will revert back to the last full inning completed.

Playoffs will play the complete 7 innings. Playoff games that do not complete the full 6 ½ to 7 innings and playoff tie games will be resumed from the point where the games were postponed on a date assigned by the League Supervisor.

### ➤ *Inclement Weather*

The Park Foreman determines whether the fields are playable. As soon as the Parks & Recreation Department gives notification that games are canceled, which may be as late as 3:15 PM, an announcement to that effect will be posted on the Somers Men's Softball League website (<https://somersrec.teamsidelinesite.com/>) as soon as possible and an email and/or text message will be sent to the team manager(s). Managers should check their email and/or phones on such days, or a team representative must be responsible for checking the league website to determine if their game is canceled. The manager or team representative is responsible for notifying their team members immediately. The team rep should reply to the email and/or text and leave a message acknowledging that they are aware of the cancellation.

Any inclement weather that develops after the Parks staff will be has left for the day will be monitored by and a decision regarding play will be determined by the assigned umpire and the League Supervisor in accordance to the Parks and Recreation field use policy attached.

In the event inclement weather develops during the course of play. Play shall be suspended immediately in accordance to the Parks and Recreation field use policy attached.

➤ **Rain Outs**

In the event of postponed games, they will be rescheduled during the week, i.e., Monday to Friday, in an available time slot whenever possible. However, a large number of postponements due to inclement weather during the season **may** require that teams play rescheduled games on **Sundays**. Revised schedules will be posted regularly on the bulletin board behind the Softball Field backstop and posted on the league website. All teams must be prepared to play on the designated Sunday. No further postponement will be permitted.

**GAME CHANGES/RESCHEDULING**

Any game change or reschedule request must be submitted to the League Supervisor for approval no later than 4:00 PM on the day prior to the originally scheduled game time.

**PLEASE NOTE:**

- Same-day changes will **not** be allowed **under any circumstances**.
- Games may not be changed or postponed by mutual agreement of teams without League Supervisor approval.
- All changes are subject to umpire availability and field scheduling.
- If a team cannot play a scheduled game without an approved change, it will be recorded as a forfeit and forfeit fee will apply. *See forfeit fees below.*

The League Supervisor reserves the right to deny or limit schedule change requests if they become excessive or disruptive to league operations. Abuse of this policy may result in future requests being denied.

**FORFEITS**

➤ **What is a forfeit?**

Any team that does not have the Minimum Number of Players to begin a game will forfeit the game. The game will not be rescheduled. Forfeits are scored as *eight (8) runs* for the winner and zero (0) runs for the team forfeiting.

**First** Forfeit Offense- \$100.00 Fine

**Second** Forfeit Offense- \$300.00 Fine

**Third** Forfeit Offense- \$500.00 Fine and the team is no longer eligible for the playoffs.

Each fine must be paid no later than 24 hours prior to their next scheduled game. *Forfeiting team will not be allowed to play another game until their fine has been paid.*

Team Captains must drop off a check or call the **Recreation Office (914-232-8442)** to pay by credit card between the hours of **8am and 3pm Mon. through Fri.**

All the players on that team's roster will be considered ineligible to play in the league the following year.

Any team that forfeits three or more games during regular season will not be eligible for post season play. The team manager will be required to meet with the SMSL Board before registering a team the following season. Any team forfeits a game in the playoffs will forfeit the series.

➤ **Double Forfeits**

If neither team has enough players to begin a game, it will be declared a double forfeit. The game will not be rescheduled. The game will be scored as *zero (0) runs* for each team.

➤ **Forfeit Time**

There is none. Games will start as scheduled unless previous game(s) runs over time in which case the following game(s) will begin immediately thereafter.

**PLAYERS AND SUBSTITUTES**

➤ *Maximum Number of Players*

The maximum number of players is fifteen. The eleventh thru fifteenth players are additional EPS (extra players). The extra players will be subject to all the same restrictions and freedoms (as described in the ASA Slo-Pitch Rules) that govern players 1-10. The Somers Men's Softball League does not utilize a DH (designated hitter). All players in the line-up must bat throughout the game. Any group of players from 8-10 may play defense, as long as the batting order remains consistent.

➤ *Minimum Number of Players*

A team may play a game with as few as eight players but not less.

➤ *Increasing or Decreasing the Number of Players*

A team that starts a game with fewer than 15 players may increase the number of players in the batting lineup to as many as 15. A team of 15 or less may decrease to as few as eight, but thereafter may never increase once it has decreased. (Example: A team may not go from 15 players to eight players and then to ten players.) Players may be added while a half inning is in progress. (Example: If the ninth or tenth player arrives while the top of the first inning is in progress, he may be added until the bottom of the first inning. If he arrives while the bottom of the first inning is in progress, he may be added to the bottom of the lineup.) The number of players in the batting line up may decrease because a player leaves the game voluntarily or a player is ejected from the game and he is not replaced in either case. A team may also choose to decrease the number of players in the batting lineup for strategic reasons. When the number of players in the batting lineup decreases, those positions in the lineup that have been vacated are scored as automatic outs when it is the turn of the player who vacated the position to bat. (Example: Players in positions eleven and twelve of the batting lineup leave the game and are not replaced. In the same or a subsequent inning, it is player eleven's turn to bat. His turn is scored as an out because he left the game and was not replaced.)

A player who arrives after the start of the game must be added to the bottom of the batting order unless he is substituted for a player already in the batting order under the rules for substitutions. **A player may NOT be listed in the batting order until he is present at the game.**

➤ *Injury Substitution*

If the umpire determines that a player has been injured, and the only player(s) available on the team's bench to act as a substitute for the injured player(s) is (are) one(s) who had previously left the game having been replaced by another player, other than the injured player, the player on the bench will be allowed to substitute for the injured player. If a player is injured during the game and a team does not have a person to put in that person's spot in the lineup that injured person's spot in the lineup becomes an automatic out each time that person was to bat.

➤ *Illegal Players and Player Eligibility Challenge*

An individual may play for one and ONLY one team in the Somers Men's Softball League. For example, an individual may not play for a team in the A-League and also another team in the B-League. There are no exceptions to this rule based on age or otherwise. An individual who plays for a team and is listed on another team's roster is considered an illegal player on the second team. An individual who is NOT listed on the team's roster is considered an illegal player. A team may challenge the legality of a player on the opposing team at any time during the game.

The result of any game, in which it is determined that a team used an illegal player, will be recorded as a forfeit for the team using the illegal player(s). If both teams used illegal players in the game the result will be recorded as a double forfeit. If an illegal player is used during the playoffs the team will forfeit the series. See Forfeit rules on *page 5*.

## **PITCHING**

A combination of Amateur Softball Association (ASA) and United State Slo-Pitch Softball Association (USSSA) rules are used. The ASA or USSSA (Rule #6 in both) section of the pitching rule that the Somers League rule was taken from is in parenthesis.

### ➤ *Legal Delivery* (**ASA Section 3**)

A legal delivery shall be a ball which is delivered to the batter in an underhanded motion.

- a. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be removed from the pitcher's position for the remainder of the game.
- b. The hand shall be below the hip.
- c. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
- d. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
- e. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or an attempted putout made by the catcher. EFFECT – Section e.: An additional ball is awarded to the batter.
- f. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball". Failure to do so will result in the pitch being declared a "ball" by the umpire if it is delivered late or a "ball" count being charged by the umpire before the pitch is delivered.

### ➤ *Foreign Substance(s)* (**ASA Section 5**)

The pitcher shall not, at any time during the game, be allowed to use any foreign substance(s) on the ball, the pitching hand or the fingers, nor shall any other player apply any foreign substance(s) to the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Tape on the fingers is legal. The pitcher may wear a wristband on the pitching arm.

### ➤ *Warm-up Pitches* (**ASA Section 7**)

At the beginning of each half inning, play will begin when umpire calls play.

### ➤ *No Pitch* (**ASA Section 8**)

No pitch shall be declared when:

- a. The pitcher pitches during suspension of play.
- b. A runner is called out for leaving his base early as defined under the Base Running section.
- c. The pitcher pitches before a base runner has retouched his base after a foul ball has been declared and the ball is dead.
- d. The ball slips from the pitcher's hand during his windup or during the back swing.
- e. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being removed from the game.

EFFECT Section a.-e.: The ball is dead, and all subsequent action on that pitch is canceled.

### ➤ *Legal Positions of the Pitcher's Feet*

- a. The pitcher's box is defined as the rectangle formed by the pitching rubber as the front end, with sides that are perpendicular to the pitching rubber and that extend six (6) feet back from the pitching rubber to the back end which is parallel to the pitching rubber and with length equal to it.
  - b. Preliminary to pitching, the pitcher *must establish* a position with his pivot foot firmly on the ground *and inside the pitcher's box*. The pivot foot must be in contact with *the ground*, when the pitched ball is released.
  - c. The other foot (free foot) has no restriction on position and may be placed on, in front of, or to the rear of, or to the side of the *pitcher's box*. After taking the initial position, *the pitcher may not take more than one step* with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
  - d. After release of the pitch, there are no restrictions on the pitcher's subsequent movements, or the fielding positions he may assume as a defensive player.
- **Pitcher's Legal Motions Allowed in Actual Delivery of the Pitch (USSSA Section 4)**
- a. After assuming the pitching position, the pitcher must present the ball in FRONT OF HIS BODY (for at least one second) in either one or both hands, before starting the delivery motions.
  - b. The pitcher may hold or grip the ball in any manner, before the delivery.
  - c. Only a definite underhand motion is permitted in the delivery of the pitch.
  - d. The pitcher may release the pitched ball in any manner, when delivering the pitch.
  - e. EFFECT Section a.-d.: After the pitcher presents the ball, he may make any wind-up or arm motions desired, either in front of his body, above his head or behind his back, including stops or pauses in these motions.
  - f. Once the pitcher begins his delivery motions, the batter should be discouraged from requesting time out.

(NOTE Section a.-e.: Realizing that the pitcher does not fool many batters to the extent that they cannot hit the ball, it is desired that pitchers not be handicapped by technicalities, when they do develop a new technique or delivery, that will add to the pleasure or appeal to the spectators, as long as the pitcher adheres to the basic pitching rules.)

➤ **Fairly Delivered Pitched Ball (USSSA Section 8)**

A fairly delivered pitched ball includes all pitches that the pitcher delivers in accordance with the several preceding paragraphs and provisions of the pitching rules.

➤ **Unfairly Delivered Pitched Ball (USSSA Section 9)**

Includes:

- a. Any pitched ball that does not conform to all the requirements of a fairly delivered pitched ball.
- b. All pitches made by the pitcher, when not conforming to pitching restrictions.
- c. Delivering a pitch from other than the pitcher's plate and pitcher's position.
- d. A quick return pitch.
- e. The pitcher failing to face home plate on delivery of the pitch.

EFFECT Section a.-e.: In each case an unfairly delivered ball shall be declared a ball by the umpire; provided however that if the batter strikes at any unfairly delivered pitch, it shall be declared a strike, with no penalty for the unfairly delivered pitch. The ball remains in play if batted by the batter.

## **BATTING**

For safety, all players must remain **off the field while waiting to bat**. The designated enclosed on-deck areas are the **only** place that practice swing may be taken.

➤ **One and One Strike Count**

Every batter will begin his turn at bat with a one ball and one strike count.

➤ **Third Strike Rule**

If a batter with two strikes hits a foul ball he is out.

➤ **Strike Zone Mat**

A strike zone mat will be positioned behind home plate without a gap, firmly against the front edge of home plate. If any part of a legally pitched ball, fairly delivered, lands on any part of the strike zone mat including home plate, the pitch is a strike. The catcher must allow the pitch to hit the ground or mat. If the catcher catches, or touches the ball, before it hits the ground, or mat, the pitch will be declared a ball.

➤ *Homerun Limit* – **10 total per team**

"If one team has reached the point of 6 homers and once the other team has at least 5 homers, then the team with 6 is allowed at least 1 more. At that point, as long as the teams are within 2 homers, they can continue to hit them with a maximum of 10 for each team. The team with 5 can then hit as many as 3 more and the team with 6 can then hit as many as 2 more, as long as the difference between the two teams is not greater than 2."

➤ *Batter Ready*

The batter must be in the batter's box ready to hit within 10 seconds after the pitcher receives the ball, or after the umpire indicates "play ball". Failure to do so will result in the umpire declaring the pitch to be a "strike" if the pitch is delivered or the umpire charging a "strike" before the pitch is delivered.

## **BASERUNNING**

➤ *Appeals*

An appeal must be made by a defensive player in possession of the ball, by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he is still on the playing field. Appeals may be made when the ball is dead or alive.

➤ *Use of Orange and/or White First Base*

The base runner must run towards and touch the orange base at first base. However, if the first baseman is using the orange base to make a play, the base runner must avoid a potential collision by using the white base instead. Furthermore, if the hit is more than a single, the base runner may touch the white base instead of the orange as he rounds first base headed for second base. It will be the judgment of the umpire as to whether a player should have touched the orange base. If the umpire determines the base runner should have touched the orange base and the base runner failed to do so, then base runner will declared out.

➤ *Base Runner Leaving the Base (Leading)*

A base runner may not leave the base until the batter makes contact with the pitched ball.

➤ *Designated Runner (DR)*

**No** designated runners are allowed.

➤ *Courtesy Runner*

"Each team will be allowed 3 courtesy runners per game. Teams will have an option to ask for a 4th courtesy runner but if they use a 4th runner, the player that is being run for must be removed from the game permanently. If the team doesn't have a player to substitute for that removed player in the batting order, his spot will be recorded as an out for the remainder of the game. Also, if a player is designated as needing a courtesy runner, he must take a runner EVERY time he reaches base. A player cannot pick and choose when he wants a runner or not."

☞ **On a walk to a batter who uses a courtesy runner**, the batter-runner **does not** need to touch first base before a courtesy runner can enter the game after a walk. The key is that the batter-runner must be awarded first base; the play is effectively dead at that point, and the runner is entitled to the base. The runner can be replaced by a courtesy runner even without physically touching the bag, **but** they must acknowledge that the courtesy runner is replacing them **to the umpire**.

### ➤ *Collisions Between Runner & Defensive Player*

Collisions between the runner and a defensive player are governed by ASA Rules. (Commentary: The essential point in regards to a collision between a runner and a defensive player, or the runner avoiding contact with a defensive player, is that the result of the play is a judgment call by the umpire. If a defensive player is blocking the base or the base path, the runner **must** avoid intentional contact with the defensive player, by sliding, going around the defensive player or giving himself up. If the defensive player does not have the ball, he must give the base runner a clear path to the base; at that point the umpire may call obstruction on the part of the defensive player and the effect will be that the runner is safe and awarded the base. If the runner deliberately and forcefully runs into the defensive player, the effect may be that the umpire will call the runner out, regardless of whether the defensive player makes the out or not and the runner will be ejected from the game and automatically suspended for the next game.

If in the judgement of the umpire, the runner incidentally touches/brushes defensive player and hinders the play he may call the runner out. If in the umpire's judgement the contact is incidental but has no effect on the play, there will be no call. To reiterate this will be a **judgment call by the umpire**. Please be aware, THERE WILL BE **NO PROTESTS** ON A **JUDEMENT CALL**.

☞ On a homerun **over the fence**, base coaches **may** high-five runners rounding the bases. A high-five on a ball hit over the fence is not considered physical assistance.

## **PROTESTS**

Protests must be filed with the Parks & Recreation Office at [Parks@somersny.gov](mailto:Parks@somersny.gov) within one day of the protest. Managers must notify the umpire of their intent to file a protest if it concerns an umpire's call, a violation of the rules or use of an illegal player during a game.

Any player or person may also file a protest with the Somers Men's Softball Board concerning player misconduct on the field during play or off the field within the confines of the park before or after a game. The Somers Men's Softball League Board will review the situation and all available information then take action which they deem appropriate which may include expulsion from the Somers Men's Softball League.

## **EJECTION, SUSPENSION, EXPULSION AND PROTESTS**

**Any player ejected from a game will be automatically suspended for the next game. There are NO APPEALS for the one game suspension. Additional games may be added to the one game suspension depending on the severity of the player's actions.** The umpires are directed to report any ejection to the Parks & Recreation Office, so the repeat offenders may be dealt with accordingly. The SMSL Advisory Board may extend the suspension of said player, coach or manager. The player, manager or coach may appeal their extended suspension, NOT THE INITIAL ONE GAME SUSPENSION, to the SMSL Advisory Board, whose decision will be final.

### ➤ *Expulsion from League*

A player that is suspended more than once (1) in a season may be expelled from the league. Inappropriate behavior or "unsportsmanlike" conduct by any player, manager or coach will not be tolerated on the field, in the park or at a league meeting. This behavior or conduct may result in a suspension or expulsion from the league.

# **WEATHER GUIDELINES**

Games and practices may not be played while it is raining. Do not assume that fields are playable simply because it has stopped raining. Playing on muddy or slippery fields risks injury to players and may damage the surface. In the event of thunder or lightning refer to the Town Policy attached.

## **TOWN OF SOMERS THUNDER AND LIGHTNING POLICY**

1. All contests and practices shall be immediately suspended upon the first sighting of lightning or hearing the first clap of thunder. The occurrence of thunder and/or lightning is not subject to interpretation or discussion – thunder is thunder and lightning is lightning.
2. Umpires shall direct players to clear the field and seek shelter immediately. No one shall attempt to wait the storm out on the field, under or near a tree, or in the dugouts (if applicable.)
3. After the initial observation of either thunder or lightning, a waiting period of no less than 30 minutes shall be adhered to before resuming play. Each time lightning is observed or thunder heard after the initial observation the 30-minute clock shall be re-set. Blue sky in the local area or a lack of rainfall is not adequate reasons to breach the 30-minute return to play rule.
4. Due to safety concerns (lingering lightning/deteriorating field conditions) practices and contests shall not resume if rain persists through the 30-minute waiting period.
5. The umpire must keep in mind the safety of the athletes and spectators. When in doubt cancel and reschedule.

# REIS PARK RULES & REGULATIONS

- Open to Somers residents and accompanying guests.
- Park hours - 8:00 a.m. – 10:30 p.m. daily.
- Speed limit – 10 MPH.
- Parking for patrons only.

## **The following are PROHIBITED Police take notice:**

- Smoking/Vaping
- Alcoholic Beverages
- **Dogs**
- Hunting and carrying of any firearm or weapon
- Loud music or other peace disturbing behavior
- Cutting or chopping trees or their branches
- Fires
- Camping
- Golfing
- Mountain Biking
- Dumping or Littering
- Parking outside of designated spaces
- The use of all unlicensed, engine-powered vehicles, i.e., ATV's, motorcycles, go-carts, snowmobiles, etc.

**Please help us** keep all facilities in good condition by placing a refused in the appropriate receptacles and by yielding to our staff when they are in the area.

We do our best to address concerns as soon as possible. If you see something that needs attention, please contact the Recreation Office at 232-8441.

THANK YOU FOR YOUR COOPERATION  
ENJOY THE PARK