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## CITY OF AMARILLO

**ATHLETIC DEPARTMENT**

**FALL 2015 SOFTBALL LEAGUE BYLAWS**

1. **ORGANIZATIONAL INFORMATION**
2. The league will be governed under the U.S.S.S.A. Slow Pitch Softball Rules, www.usssa.com, except as amended by the City of Amarillo Softball League Bylaws & policies. Anyone with questions as to policies, rules or regulations, should contact the City of Amarillo Athletic Department at (806) 378-9301.
3. Good sportsmanship will be required of all league participants. Teams that register for the softball league accept as a condition of participation the following bylaws and rules and are subject to discipline as outlined herein. **NO REFUNDS WILL BE GIVEN ONCE SCHEDULING HAS BEGUN.**
4. **NO PERSONAL CHECKS ARE ACCEPTED,** however we will accept COMPANY checks.
5. In order to be eligible to participate in sanctioned leagues and tournaments, your team must be registered through the National Organization as determined by the City of Amarillo. National Organization sanction fees are included as part of your team registration fee and will be submitted by the City of Amarillo to the organization for proper registration.
6. **ROSTER/LEAGUE INFORMATION**
7. All players must be on the official league roster in order to be eligible for participation.

Official roster forms are available at the Parks & Recreation Office, 509 SE 7th Ave, Room #201 or coaches have the option of registering online at [www.amarilloparks.org](http://www.amarilloparks.org). Rosters are due at the time fees are paid. Rosters must list a minimum of 9 players, mixed league rosters must have 4 men and 5 women, before it will be accepted.

1. **League fee is $350 per team per season.** Entry fee and roster will be accepted until the established deadline date listed on the last page of the Bylaws.
2. **All participating players must wear a numbered shirt.**
3. **Men’s Leagues** play on the following evenings: Monday, Tuesday, Thursday or Friday.
4. **Men’s Church Leagues** play on the following evenings: Monday or Friday
5. **Women Leagues** play on the following evenings: Monday or Friday
6. **Mixed Leagues** play on the following evenings: Wednesday or Sunday
7. **Mixed Church Leagues** play on the following evenings: Thursday or Sunday
8. All team rosters are awarded 16 free roster slots. Once all 16 free slots have been filled, an additional fee of $15 will be charged per player that is added. Players can be removed from the roster however that doesn’t open a free slot.
9. As a result of the increased number of free players allowed on a roster, injured players are not allowed to be replaced without counting towards the total number of players on a roster unless the change is made before the season begins.
10. **Roster additions cannot be made during the final two weeks of regular season play**.  **Only coaches or assigned assistant coaches are allowed to make roster changes.**
11. Teams will be divided into league divisions as equally as possible by the Parks & Recreation Athletic Department. Division preference will be taken into consideration. In addition, pertinent information such as previous playing experience and previous season standings will also be considered.
12. Games will be played at the following Complexes/fields; Southwest Complex (including the outlying Field 5), Southeast Complex, Martin Road Complex, El Alamo & Hines Memorial fields.
13. Each season consists of 12 league games and an end of season playoff.
14. **ALL COACHES MUST SUPPLY AN E-MAIL ADDRESS AS NO PHONE CALLS WILL BE MADE FOR SCHEDULE CHANGES UNLESS IT IS LAST MINUTE. COACHES AND PLAYERS MAY ALSO SUBSCRIBE TO OUR TEXTING SERVICE SIMPLY BY TEXTING THE WORD APARDSOFTBALL TO 71441 AND FOLLOW THE INSTRUCTIONS.**
15. Completed starting lineup cards must be turned in to the scorekeeper fifteen minutes prior to scheduled game time (10 minutes for 6:30PM games). Teams failing to do so could start out first half of offensive inning with 1 or 2 outs. Completed lineup card consists of the following:
    1. Correct batting order, player number and all players first and last names as they appear on the official roster turned in to the City of Amarillo Athletic Department.
    2. Mixed League lineups must alternate in batting order, either guy-girl or girl-guy.
16. All players who participate in the City of Amarillo Softball leagues waive and release for all times, all rights and claims for damages they may have against the City of Amarillo and the Amarillo Parks & Recreation Department, for any and all injuries suffered by themselves as a result of participating in the City of Amarillo Softball League.
17. Any player or team representative discovered consuming alcohol during a game will be disqualified from further participation of the in-progress game. Alcohol and tobacco products are not allowed on the playing field or in the bench area. Repeat offenses could possibly result in disciplinary action by the City of Amarillo Softball League. Use of any illegal substances will result in immediate indefinite suspension from league play.
18. As per the U.S.S.S.A. playing rules, it is now illegal for anyone other than a player, coach or team scorekeeper to be in the dugout. Anyone under the age of 18 is not allowed to be in the dugout or on the field during adult league play. It is the coach or team representative responsibility to make sure that this does not occur. If for some reason this does happen, the coach or team representative will be removed from the game. If this continues to occur, the umpire has the authority to forfeit the in-progress game.
19. **PLAYER ELIGIBILITY**
20. Players may only play in one division and on one team on each night of offered play.
21. Roster additions have to be made known and paid for by 5 P.M. the day of the game in order for new player(s) to be legal.
22. Player(s) are not allowed to transfer from one team to another unless the current player(s)’ coach has been made aware and the transfer has been approved by the City of Amarillo Parks & Recreation Athletic Department.
23. All legal players must be listed on the roster turned in to the City of Amarillo Parks & Recreation Athletic Department. Any player found playing illegally will be suspended for a minimum of three games each night that player participates. The coach will receive the same punishment. If a second offense occurs, player and coach will be suspended for a minimum of six games on each night they participate.
24. Any player who is suspected to be under the influence of alcohol or illegal drugs is not considered safe to play and the umpire(s) does have the right to remove the player from the in-progress game, if necessary.
25. **ALL PLAYERS MUST ABLE TO PROVIDE A VALID PHOTO I.D.**
26. **ALL PLAYERS MUST BE 18 YEARS OF AGE TO PARTICIPATE IN ANY OF THE CITY OF AMARILLO SOFTBALL LEAGUE(S).**  Any player that is found to be under the age of 18 will cause that team to forfeit the in-progress game and the coach will be suspended for a minimum of three complete games.
27. **GAME INFORMATION**
28. Unsportsmanlike conduct towards any city official, referee, player, or spectator, regardless of the situation, is not acceptable and, depending on upon severity, could be terms for suspension towards the coach, player or team. Coaches and all team members are to control the tempers of their players and spectators; if not, the entire team may be punished for the actions of a few.
29. Any team, coach or player that has a referee concern should e-mail or physically bring their written constructive criticism to the Amarillo Parks & Recreation office.
30. At any point if a team drops below nine players, the match will be forfeited against that team.
31. Each game will consist of a 55-minute time period or seven innings, whichever comes first. The only time games will last over the allowed time frame is if the score is tied after the home team finishes its final at bat regardless of inning. If this occurs, the following shall take place:
    1. Teams will start a new inning
    2. All batters will walk into the box with a full count and only allowed one pitch. If the pitch is swung at, fouled off or called a strike by the umpire, that batter will be out. If the pitch is called a ball by the umpire, the batter will then be awarded first base.
    3. Teams will play until a full inning is completed where the home or visiting team has outscored one or the other.
32. All league games must start with a minimum of nine players and can have a maximum of 12 players. Women can have no men on their team at any time and vice versa. During mixed league play you can never have more men than women. The following criteria is accepted during mixed league play:
    1. 4 men, 5 women
    2. 5 men, 5 women
    3. 6 men, 6 women
33. **Shorthanded Rule:** A minimum of nine players can start a game. However, an out shall be declared when the 10th position in the lineup is scheduled to bat. A 10th player may be added to the 10th position any time before the end of a game. Any team that starts a game with 10, 11 or 12 players may drop to the minimum of nine players to finish the game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a team starts with 9 or 10 players, they **are not** allowed to add the 11th or 12th player at a later time.
34. **Batters will be awarded a base on balls when three “balls” are called by the umpire. Batters will be out when they have two strikes. A foul on the second strike will result in an out and a dead ball.**
35. It is strongly recommended that teams keep their own score book. If a team questions the score of a game and they don’t have a score book to reflect the score, then your team cannot question the score.
36. If a suspended player participates in a game, his team shall forfeit the game and the length of time remaining on player’s suspension shall be doubled.
37. **NO CURSING RULE**: Coaches will be given the warning at the plate discussion. Umpires do not have to give out any other warnings. Any player, manager and/or coach will be ejected for the use of such. **Ejections involving cursing or profane language cannot be protested/appealed.** The player may or may not be replaced. In the event the player is not replaced, an automatic out will be charged when that player is scheduled to bat. (**Please see the shorthanded rule)**. A team may drop to a minimum of nine players. Anytime a team has less than nine players, that team will be required to forfeit.
38. If a player is ejected for cursing, throwing a bat, or ejected/disqualified for any ruling made by an umpire, the following lists the minimum suspension times:
    1. 1st Offense: Minimum of two games with that team
    2. 2nd Offense: Three games minimum on each team that the player participates and up to six games on each team that the player participates
    3. 3rd Offense: Five games minimum on each team that the player participates and up to one year from all City of Amarillo sports
39. If the police are called a minimum suspension of five games will be enforced to all players, coaches, team captains, fans and/or team representatives involved based on severity of the incident. Players being ejected must exit the complex immediately.
    1. Players/fans refusing to leave the complex will cause the in-progress game to be forfeited and further action could be taken against the entire team.
40. If a player is ejected/disqualified, the player must leave the complex or outlying field for the remainder of that evening. **If a player is ejected/disqualified and suspended, the coach of the team is responsible for contacting the Athletic Department the next business day for terms of suspension.** The Athletic Supervisor and the Athletic Coordinator will make the decision on all lengths of suspension. Players have the right to appeal the suspension given by the Athletics Staff to the Director of Parks and Recreation. Appeals must be made in writing to the Director of Parks and Recreation no later than 48 hours after notification has been made to the player or team manager. The Director of Parks and Recreation will hear the appeal and has the authority to dismiss, reduce, confirm or increase the suspension.
41. Coaches, team captains, team representatives and players are responsible for their fans’ conduct. Coaches are the **ONLY** person(s) allowed to discuss calls with the umpire. If coaches, team captains, team representatives and players are unable to maintain team and or fan conduct, the umpire does have the right to forfeit the game at hand. If the police have to be called to escort a team or its fans out of the complex, please refer to **Rule 12** under this section.
42. The City of Amarillo will provide one umpire per field. This umpire must pass a written and field mechanics test before being allowed to officiate in the league. Umpires must also attend at least two training sessions before they are allowed to officiate in the league.
43. The City of Amarillo does reserve the right to ensure the safety of the pitcher. If the umpire deems the game is becoming unsafe due to teams purposely hitting at the pitcher, he may then rule “hitting at the pitcher” an out. If it continues, the umpire does have the right to forfeit the in-progress game or remove individual violators. Please understand that this is a judgment call made by our umpires in order to keep the game safe and fun.
44. **THE TOP THREE TEAMS FROM EACH LETTER LEAGUE WILL QUALIFY FOR THE PLAYOFFS.**
45. No ear ring hoops that are larger than a half inch are allowed to be worn**.**
46. **GAME TIME IS FORFEIT TIME – NO EXCEPTIONS**
47. A game called by the umpire due to weather, during regular season play, which cannot be resumed within 30 minutes may be regulation if four or more innings have been played or if the team second at bat (the home team) has scored more runs during the uncompleted fourth inning (bottom of the 4th inning) will be considered a complete game.
48. Courtesy runners are allowed during league play. Starting in the second inning, teams will be allowed to use the player(s) who made the third out of the previous inning to pinch run for any runner on base at that time, unless:
    1. If is the first inning of play – NO COURTESY RUNNER WILL BE ALLOWED.
    2. The courtesy runner is scheduled to be at bat within the next three spots in the lineup.
    3. During mixed league play, the man **and** the woman who are the final two outs of the previous inning are allowed to be used as courtesy runners (or the first out, if the last two outs are by the same gender). A man must run for a man and woman for woman. The only time this would not be in effect other than listed above is:
       1. If all 3 outs are made by three men then the only option to run is for a man
       2. If all 3 outs are made by three women then the only option to run is for a woman
49. **FLIP/FLOP RULE:** Starting the top of the 3rd inning and the top of the 5th inning if the run rule is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the “new” visiting team then does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule, then the new home team will bat and the game will continue as is. If the situation reverses, the teams would flip flop again.
50. **The Athletic Department reserves the right to investigate each incident and will determine length of suspension based on individual circumstances surrounding the ejection and severity**.
51. **Run Rule:** Fifteen run rule after three innings, twelve run rule after five innings.

If after seven innings or time limit expired and game is tied, extra innings will be played with one pitch rule.

1. The official softball for Men, Women & Mixed League play are as follows:
   1. Men’s & Men’s Mixed – 12” Classic M or Classic Plus
      1. Must have an optic yellow cover
      2. Ball stitches must be blue
      3. Must have “U.S.S.S.A. CLASSIC M” or “USSSA CLASSIC PLUS” in 1/8” letters and the U.S.S.S.A. logo with a 1-1/8” diameter
   2. Women’s & Women’s Mixed – 11” Classic W
      1. Must have an optic yellow cover
      2. Ball stitches must be blue
      3. Must have “U.S.S.S.A. CLASSIC W” letters & USSSA logo with 7/8” diameter
2. **PROTESTS**
3. NO PROTEST WILL BE ALLOWED ON ANY OFFICIAL JUDGEMENT CALL OR RULE INTERPRETATION. THE ONLY PROTEST ALLOWED WILL BE FOR **\*ILLEGAL/INELIGIBLE PLAYER(S).** PROTESTS MUST BE MADE BEFORE THE GAME IS COMPLETED. IF A PLAYER IS SUSPECTED TO BE ILLEGAL/INELIGIBLE, THE REFEREE MUST BE NOTIFIED AND THE PLAYER SHOULD PROVIDE A PHOTO I.D. TO THE OFFICIAL.
   1. Protests must be made before the game is completed.
   2. The team captain must make the umpire aware the players that they believe to be illegal/ineligible player(s). Teams must specify one or two players that they are protesting their eligibility. Two players is the maximum number of players that can be protested and must be specified. Team managers may no longer blanket protest everyone on the opposing team. However, any representative of the City of Amarillo may check identification on an entire team to determine whether players are legal and eligible.
   3. Officials will check any suspected illegal/ineligible player’s photo I.D. and record the necessary information to field the protest and report the information to the City of Amarillo the next business day. Games may be forfeited after that information has been received by the City of Amarillo Athletic staff.
4. **FORFEITS & DISQUALIFICIATIONS/EJECTIONS**
5. Any teams discovered using an illegal/ineligible player during an official game will be forfeited.
6. An **illegal player** is deemed as any player who plays under an assumed name or a player who participates on two different teams on the same night. Rosters may be checked at random by umpires or City of Amarillo Athletic Staff. All players must be prepared to provide proper identification. Playing under an assumed name could cause the involved team to forfeit any and all games the involved player(s) participated in. Players playing under assumed name or not on the roster on file with the City of Amarillo Athletic department will result in the following:
   1. The game will be an automatic forfeit.
   2. The player in question and manager will be suspended for one game for the first offense. Any subsequent offense by the team manager will result in a three game suspension for the manager and one game suspension for the player in question.
7. An **ineligible player** is deemed as any player who is playing under the minimum age of 18 or any player(s) that fails to produce a valid photo I.D. when asked by a referee, umpire or City Official. The punishment for this action is as follows:
   1. The game will be an automatic forfeit.
   2. The team manager and the illegal player may be suspended.
8. At any point if a team drops below nine players, the game will be forfeited to the opposing team.
9. GAME TIME IS FORFEIT TIME – NO EXCEPTIONS
10. Any coach, player or spectator who directs profane remarks, gestures or verbal abuse toward the umpire, other player(s), scorekeeper, city staff or spectator could automatically be disqualified from the game by the umpire.
    1. Any player/spectator who is disqualified must leave the complex or outlying field premises for the remainder of the night. **If a player is ejected/disqualified and suspended, the coach of the team is responsible for contacting the Athletic Department the next business day for terms of suspension. The minimum suspension for being ejected is two games. The Athletic Department reserves the right to make the final decision on all length of all suspensions.**
    2. Team captains, coaches, managers and entire team will be responsible for assuring that the player(s)/spectator(s) ejected leave the complex or outlying field or the team will forfeit all remaining games that night. Failure to comply may result in additional disciplinary action. Game(s) may also be forfeited if responsible party doesn’t comply.
11. **It is the coach’s responsibility to make sure an ejected player does not play in any games until suspension is completed.**
12. **ANY PLAYER, COACH OR SPECTATOR EJECTED FROM ANY BALL GAME MUST LEAVE THE COMPLEX AND/OR OUTLYING FIELD AREA AND MAY NOT RETURN FOR ANY REASON FOR THE ENTIRE DAY/NIGHT.**
13. **FIGHTING**
14. Players involved in a fight at any softball field or complex, including the parking lot, **will be required** to come in and meet with the Athletic Director and discuss the incident before playing on any other league night. This meeting will also include the length of the suspension
15. Fighting incidents involving injury to any staff member including umpires, scorekeepers or any other City of Amarillo representative(s) will result in an automatic two year suspension from all City of Amarillo sports leagues. If a 2nd offense occurs, the player(s) involved will be suspended for **a period of 15 years** from all City of Amarillo sports leagues.
16. Player(s) involved in fighting incidents will not be allowed to participate in any COA Adult Sport Leagues for the duration of the suspension. U.S.S.S.A. will also be notified of any suspensions resulting from physical violence and may institute a suspension from all U.S.S.S.A. sanctioned leagues and tournaments.
17. **FACILITY USAGE**
18. **LEAVE ALL VALUABLES AT HOME**. The City of Amarillo will not be responsible for stolen or lost personal articles of any kind.
19. Damage done to facilities will be grounds for a suspension of no less than three games not to exceed six games depending on severity for all nights individual is participating in City of Amarillo adult sport leagues. Player(s) involved may not participate in any City of Amarillo adult sport leagues until damages have been repaired. Once damages are repaired, the determined suspension will then be enforced. Legal charges may be filed depending on severity and type of damage.
20. Children attending any games should be supervised by a parent at all times. Children are not allowed in any dugouts during game play in order to assure the children’s safety.
21. **TEAM/LEAGUE RANKING DEFINITIONS**
22. **League 1** is for teams with participants who are very talented and experienced softball players. Superior offensive and defensive skills are required along with excellent home-run power. Experience playing together as a team is helpful **BUT NOT REQUIRED.**  This league is the most competitive league available and is geared towards tournament softball players. If your entire team is made up of Class C ball players, you will be placed in this league - no questions asked.
23. **League 2** is for teams with experience playing together as well as individual experience. Very good offensive and defensive skills are desired as well as good home-run power. This league is for teams who are very consistent on defense and not as consistent on offense, but still put up 10 to 15 runs per game. This league is also geared towards tournament softball players.
24. **League 3** is for teams with experience playing together as well as individual experience. Effective offensive and defensive skills required with 1 to 2 home-run hitters. This League would include middle of the road teams with 3 or less class C/D players looking to have fun. This is the ideal league for Class E ball players who are looking to work on their placement hitting. If you are just starting playing, but have a team who has athletic ability, this would be your ideal league. This is also a good league to develop the skills to become a top notch ball player. This league would also be good for 40+ year old ball players who just can’t move like you used to.
25. **League 4** is for teams with little or no experience playing with one another and/or inexperienced players. Offensive and defensive skills vary among teammates. The ideal teams for this league would be teams who are not familiar with the rules and don’t have the same athletic ability as an everyday ball player or if you are a new team who has never played softball or baseball but still might accidentally hit a homerun. THESE LEAGUES ARE RECREATIONAL LEAGUES…IF YOU HAVE MORE THAN ONE PLAYER THAT PLAYS TOURNAMENT SOFTBALL, YOU SHOULD NOT BE IN THIS LEAGUE.
26. **League 5** is for teams with little or no experience playing together and very little individual playing experience; generally compromised of a group of friends participating SOLELY FOR RECREATION. This league would best support brand new teams who have never played baseball or softball at all or only played while in grade school. **THIS LEAGUE IS STRICTLY FOR BEGINNERS. NO TOURNAMENT BALL PLAYERS ARE ALLOWED TO PARTICIPATE IN THIS LEAGUE AT ALL.** 
    1. **TEAMS WHO HAVE WON A GAME AGAINST EVERY TEAM IN THEIR LEAGUE AT LEAST ONCE BY RUN RULE IN THIS LEAGUE WILL BE SUBJECT TO LOSING THEIR SPOT IN THE PLAYOFFS AS THIS IS STRICTLY A BEGINNERS LEAGUE.**
27. Teams are asked to rank themselves; however, all teams will be looked at and put into an equally competitive rank if possible. Determining factors for rank placement are based on previous season standings and team roster information. We do try to keep the leagues as equally competitive as possible, but can make no guarantees.
28. **HOME RUN RULE BY LEAGUES**
29. **League 1 – Each team is allowed six over the fence, unobstructed home runs.**
30. **League 2 – Each team is allowed four over the fence, unobstructed home runs.**
31. **League 3 – Each team is allowed two over the fence, unobstructed home runs.**
32. **League 4 – Each team is allowed one over the fence, unobstructed home run.**
33. **League 5 – Each team is not allowed any over the fence, unobstructed home runs.**
34. **Women are allowed an unlimited number of home runs for women’s league and for mixed league. Any home run hit by a woman in a mixed league does not count in their team’s total of unobstructed, over the fence home runs.**
35. **Once the maximum number of allowed home runs is reached by any team, any unobstructed, over the fence home run in excess of the number of the allowed unobstructed over the fence home runs will result in an out being called.**
36. **GAME TIME(S), STANDINGS & SCHEDULES**
37. Monday thru Thursday game times are during evening hours and are as follows: 6:30, 7:30, 8:30, 9:30 p.m.
    1. Some make-up games could possibly start @ 10:30, if necessary.
38. Friday night games will start at 7pm, 8pm, 9pm and/or 10pm.

Some make-up games could possibly start at 11pm.

1. Sunday game times are during the afternoon and are as follows: 5pm, 6pm, 7pm and/or 8pm
   1. Some make-up games could possibly start at 4pm
2. **GAME TIME IS FORFEIT TIME – NO EXCEPTIONS**
3. All coaches should advise their players to show up 15 minutes prior to the start of each game.
4. **Special scheduling is not available.**
5. When the schedules are available, team coaches will receive an e-mail. **SCHEDULES WILL NOT BE MAILED OUT. PHONE CALLS WILL NOT BE MADE.**
6. Coaches are responsible for making all players aware of scheduled and re-scheduled games.
7. Schedules can be found by going to [www.amarilloparks.org](http://www.amarilloparks.org), then scrolling over the section titled “DEPARTMENTS,” then scroll over “ATHLETICS,” and finally, click on “SCHEDULES.” You will then be re-routed to our “Quick Scores” website where you can click on “Find My Team;” this option is located in the black box on the left hand side of your screen. Once you have gotten to this screen, you can search by team or coaches name. (SCREEN SHOT AVAILABLE ON THE NEXT PAGE.)
8. Standings can be found by going to the same places listed above except you should click on “STANDINGS” instead of “SCHEDULES.” Once you have located your team, your standings will be listed at the top of your league schedule.
9. If your game is rained out, there will be an email sent out within three days. If you do not receive an email, it is the coach’s responsibility to find out when the game(s) have been rescheduled. No phone calls will be made from the P.A.R.D office.
   1. If game is called due to weather, all games on that field will be cancelled.
   2. Games will resume at point of rain delay, unless four or more innings are complete.
   3. Lineups should be the same as they were on the rain delay; if not, coach may substitute.

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1. **SOFTBALL LEAGUE DEADLINE & START DATES**

1. NO REGISTRATIONS WILL BE ACCEPTED AFTER THE DEADLINE DATE.

2. **2015 SPRING SEASON DEADLINE DATE IS FRIDAY, 2/27/15, & THE LEAGUE START DATE IS FRIDAY, 3/20/15.**

3. **2015 FALL SEASON DEADLINE DATE IS FRIDAY, 6/26/15, & THE LEAGUE START DATE IS FRIDAY, 7/24/15.**

**Coaches are responsible for ensuring that each and every player is aware of the Parks and Recreation Department rules.**

**No refund of entry fee after schedulING HAS STARTED.**

**Umpires and scorekeepers critique sheets are available from scorekeepers.**

**Return sheets to the P.A.R.D office.**

**ALL GLASS CONTAINERS ARE PROHIBITED IN THE PARK/COMPLEXES!**

**SMOKING IS PROHIBITED IN THE UPSTAIRS & DOWNSTAIRS PRESS BOXES.**

**WEATHER HOTLINE: (806) 378-4289**

**PARKS & REC OFFICE PHONE NUMBER: (806) 378-9301**

**SCORE DISCREPANCIES:** [**katy.barris@amarillo.gov**](mailto:katy.barris@amarillo.gov)

**UMPIRE DISCREPANCIES:** [**scot.plunk@amarillo.gov**](mailto:scot.plunk@amarillo.gov)

**OTHER DISCREPANCIES:** [**andy.tarkington@amarillo.gov**](mailto:andy.tarkington@amarillo.gov)

**ONLINE REGISTRATION & OTHER INFO:** [**www.amarilloparks.org**](http://www.amarilloparks.org)