## PAYSON SPRING MENS SOFTBALL THURSDAY

2024

| \#1 | B BOW ......................................................................................... BRIAN BOWEN | 801-717-7089 |
| :---: | :---: | :---: |
| \#2 | OUTLAWS............................................................................NOAH BRAITHWAITE | 801-602-9069 |
| \#3 | GORDON'S ACE HARDWARE ..................................................... BRADY GORDON | 385-985-5946 |
| \#4 | HOUSTON REAL ESTATE ................................................................... | 801-318-7421 |
| \#5 | BULLGODS................................................................................... BEN JOHNSON | 385-225-2145 |
| \#6 | THROWBACKS........................................................................... BRANDON JARVIS | 801-787-3069 |
| \#7 |  | 801-372-4740 |
| \#8 | MECHAM'S COUNTRY GARBAGE .....................................................JAY MECHAM | 801-663-9969 |
| \#9 | APPLE VALLEY VISION..................................................WILLIAM PENNINGTON | 801-310-2111 |
| \#10 | TEAM GRISWOLD.............................................................WAYLON PRITCHETT | 801-822-7820 |
| \#11 | HOODLUMS...........................................................................ZACHARY STAHELI | 801-358-5044 |
| \#12 |  | 801-472-0166 |

TOSS COIN TO DETERMINE HOME TEAM ALL GAMES PLAYED AT HILLMAN RECREATION COMPLEX - 955 S. MAIN

|  | THUR. 5/2 | THUR, 5/9 | THUR. 5/16 | THUR. 5/23 |
| :---: | :---: | :---: | :---: | :---: |
| \#3 6:30 | 6 VS 9 | 5 VS 8 | 8 VS 1 | 4 VS 2 |
| \#3 7:30 | 11 VS 6 | 8 VS 2 | 8 VS 5 | 2 VS 7 |
| \#3 8:30 | 2 VS 1 | 12 VS 1 | 9 VS 7 | 11 VS 9 |
| \#3 9:30 | 1 VS 7 | 1 VS 7 | 9 VS 3 | 9 VS 8 |
| \#4 6:30 | 5 VS 10 | 2 VS 11 | 5 VS 12 | 7 VS 10 |
| \#4 7:30 | 9 VS 5 | 10 VS 11 | 12 VS 11 | 10 VS 1 |
| \#4 8:30 | 7 VS 8 | 4 VS 9 | 2 VS 3 | 8 VS 12 |
| \#4 9:30 | 2 VS 12 | 9 VS 12 | 10 VS 2 | 6 VS 12 |
| \#1 6:30 | 4 VS 11 | 3 VS 10 | 11 VS 4 | 1 VS 3 |
| \#1 7:30 | 10 VS 4 | 3 VS 5 | 1 VS 4 | 3 VS 4 |
| \#1 8:30 | 12 VS 3 | 6 VS 7 | 10 VS 6 | 6 VS 5 |
| \#1 9:30 | 3 VS 8 | 6 VS 4 | 6 VS 7 | 5 VS 11 |

THUR. 5/30
THUR. 6/6
THUR. 6/13
THUR. 6/20

| \#3 6:30 | 8 VS 11 | 11 VS 3 | 1 VS 2 | League |
| :---: | :---: | :---: | :---: | :---: |
| \#3 7:30 | 11 VS 1 | 3 VS 12 | 2 VS 3 | Tournament |
| \#3 8:30 | 6 VS 2 | 8 VS 6 | 11 VS 7 |  |
| \#3 9:30 | 2 VS 9 | 6 VS 1 | 3 VS 7 |  |
| \#4 6:30 | 1 VS 4 | 12 VS 2 | 5 VS 4 |  |
| \#4 7:30 | 4 VS 7 | 2 VS 5 | 1 VS 5 |  |
| \#4 8:30 | 9 VS 10 | 1 VS 9 | 6 VS 9 |  |
| \#4 9:30 | 10 VS 5 | 9 VS 10 | 9 VS 11 |  |
| \#1 6:30 | 7 VS 12 | 5 VS 7 | 12 VS 10 |  |
| \#1 7:30 | 12 VS 8 | 7 VS 11 | 4 VS 12 |  |
| \#1 8:30 | 5 VS 3 | 4 VS 10 | 10 VS 8 |  |
| \#1 9:30 | 6 VS 3 | 4 VS 8 | 8 VS 6 |  |

# BASIC RULES AND GUIDELINES PAYSON CITY RECREATION MENS SOFTBALL 2024 

1. Rosters need to be filled out as complete as possible at deadline date with signatures. All players must be graduated from high school by June 2024; any player under 18 must have guardian sign roster/waiver. After the season begins rosters will be available at the ballpark score tower until the end of the second week of play. You may add players to that roster without question until that time. After the second week rosters are final and will be taken to the rec office, any additions after that time must be approved by rec director. (Remember that before a player steps on the field they need to sign the team roster).
2. Only players on the roster will be allowed on the playing field INCLUDING DUGOUTS. Violations of this rule may result in forfeiture of the game.
3. All players must have a jersey with a number on the back. Every player that does not have a numbered jersey, the penalty will be one run to the opposing team before the game starts. Teams that consistently abuse this rule may be suspended from league play. Lineups must be given to scorekeeper before game begins.
4. The season will be scheduled for seven weeks with two games a night and a post season (single elimination) tournament. League and tournament prizes will be given out no more than 14 per team.
5. Games will be 7 innings or 50 min; no new innings will start after 50 min. There will also be a 10 run rule after 5 and 20 run rule after 3 . Flip flop rule will also be used.
6. Teams must have at least 8 players to start the game. All players must bat.
7. Teams will be given ten minutes after scheduled game time before the game is a forfeit. (Remember that game clock starts at scheduled time no matter what).
8. Courtesy runners, one substitute runners per team, per inning. Courtesy runner can be any one on the team and they may run for any player no matter what base they are occupying. If their turn at bat coincides with being on base, the at-bat will be an out. Courtesy runner must be used before next pitched ball.
9. Home run rule will be 3 per team per game max.
10. Players can only play on one team per night NO EXCEPTIONS.
11. NO DOGS, ALCOHOL OR TOBACCO ALLOWED IN THE BALL PARK.
12. Any protests for illegal players need to be made within first 15 min of game time.
13. All bats must be official 2012 Or newer NSA, ISA or USSSA Stamped bats.
14.All other NCS rules will apply.

## CODE OF CONDUCT

1. Any player ejected from a game or facility, by an umpire or field supervisor for any of the following reasons will be suspended for that game plus next scheduled game and placed on probation for rest of the season. Second ejection player will be suspended from league until player has met with Recreation Director.
a. Abusive language before, during or after game to umpire, field supervisor or any other participant.
b. Rough tactics, cheating, unfair play, using illegal equipment i.e. (Steel spikes, illegal bat).
c. Arguing with umpire, field supervisor or other staff.
d. Drinking or smoking at ballpark facility.
e. Intentionally abusing ballpark or facility.
f. Not adhering to other posted ballpark rules.
2. Any team that has two or more players ejected in one game, an immediate forfeit will be called by umpire.
3. Any excessive verbal abuse, physical altercation with umpire or staff, fighting with other participants will be an automatic suspension until said player meets with Recreation Director.
