

4.0 SAFETY:

4.0 (a) INJURED BUT CAN PLAY: If a player is injured and is unable to finish the game the game will continue if there are at least 8 players remaining and the opposing manager supplies a non-batting catcher. No out will occur for the missed time at bat by the injured player. If another player becomes injured and cannot play, the game will be forfeit.

4.0 (b) INJURED AND OUT FOR THE SEASON: if a player is injured and cannot play for the remainder of the season, the BOARD will assign if available, a player that is rated as close as possible in ability to the injured player for the rest of the season.

4.0 (c) FIRST AID KITS: First aid kits are available on each field. An AUTOMATED EXTERNAL DEFIBRILATOR (AED) IS SUPPLIED BY THE COUNTY AND IS FOUND ON THE EAST SIDE OF THE BUILDING AT THE FIELDS. A class for CPR AND AED use will be held as soon as instructors are available from the Fire Department.

5.0 PLAYER LEAVING THE GAME EARLY: If for reasonable personal reasons a player must leave the game early, managers and the umpire will be notified and NO OUT will occur for a missed time at bat. If this "early leaving" results in the team having less than 8 players than the game will be forfeit.

6.0 UNSPORTSMANLIKE CONDUCT:

6.0 (a) PROFANITY: The use of profanity will result in a warning by the umpire and both managers will be notified. A reoccurrence of this will result in an ejection and removal from playing area by the player. A meeting will be held with the managers, umpire and commissioner as soon as possible before the next game to determine if disciplinary action is warranted.

6.0 (b) FIGHTING: Fighting will result in ejection of player or players and removal from the playing area. A meeting with player(s), manager(s), umpire and commissioner will