

*Global Sports Twin Creeks*  
**Softball Manager's  
Handbook**



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**[www.twin-creeks.com](http://www.twin-creeks.com)**

# Section One – League Information

## 1. Registration

Global Sports Twin Creeks' registration is on a first come/first served basis. Upon registering a team, the registration form and the registration fee are due in order to secure a spot. The Umpire fee is a separate fee from the registration fee and must be paid to the Umpire before the start of each game. Your team may sign up for any available night in the division you request, but is subject to change to accommodate fair and competitive leagues. Refunds will be given when we are unable to fill a league. There is a "no refund" policy for teams who wish to drop out. All teams are identified with a team number for league and a number for tournaments. Please refer to your number so that we may serve you more efficiently. There is a \$20.00 service fee for each returned check and your team may be dropped until other payment arrangements are made.

## 2. Format

Generally, every team will play one game per week on their regular league night; although, circumstances may dictate a bye, double header, field change, time change or playing on a different night other than originally scheduled due to rain, tournaments and special events. We reserve the right to alter the league format at any time.

## 3. Schedules

- a. The first game time will be available at the Twin Creeks website at [www.twin-creeks.com](http://www.twin-creeks.com). Managers may obtain their league schedules, new incorporated rules, and the Twin Creeks Softball Manager's Handbook consisting of Twin Creeks softball league rules, policies and league procedures, and also Twin Creeks general information at [www.twin-creeks.com](http://www.twin-creeks.com). Managers are responsible for obtaining and reading the most current updated information from our Softball Manager's Handbook via the internet prior to new league commencement. Team managers will not be contacted for game times.
- b. A temporary schedule will be available for the manager at Twin Creek's website. Twin Creeks will provide effected teams schedule if there is a change made to the schedule made by the management. It is the **manager's responsibility** to obtain the most recently updated schedule via the website, and to inform the players of the game time and field.
- c. We will not accept "no conflict" situations for regular league season and playoffs. You may not submit regular season request forms for byes, "no conflicts", and pre-scheduling adjustments.
- d. We will **not** accept any "no conflict" or special requests for leagues, tournaments, playoffs, and championships.

## 4. Playoffs

- a. All teams will make playoffs.
- b. Seeding will be based on final regular season standings. Playoff schedules will be in a tournament single elimination format. Placement of teams in the single elimination will be based on fair competition. Teams may or may not be playing against teams in their own respective league in the playoffs. Playoff game times will be available on the website at least 72 hours prior to your scheduled night.
- c. We will **not** accept any playoff schedule requests.
- d. There will be a mandatory ID check before the championship games. Photo IDs will be checked for both teams prior to the start of the championship game. Managers are still allowed one protest of up to two players during the game (the first three innings for a starter and at any time a substitute enters the game). There will be no team ID checks after the game begins. Remember that both teams must have their IDs present at the time of the check.
- e. The Home team for playoff games is the one that finished higher in the standings. In the championship game, the Home team is determined by a coin toss.
- f. All league rules **will remain the same** including the number of umpires per game, time limit, run rule, etc.
- g. To determine a tiebreaker for playoffs, go to the League Standings section.
- h. Global Sports Twin Creeks may change the playoff format at its discretion.

## 5. Game Times

Start times are 5:30pm for the early league and for the rotational league the times are 6:40pm, 7:50pm, 9:00pm, and 10:10pm. The game clock will start, if possible, right at scheduled game time. If the previous game runs late, the clock will start as soon as those teams have cleared the dugouts for the incoming teams. In this case, both incoming teams must be warmed up and ready to take the field. A team must have a minimum of eight players to start a game. (A 9<sup>th</sup> & 10<sup>th</sup> player may be added). All games have an automatic 10-minute grace period from the **scheduled start time** to avoid forfeit. (This grace period is not from the end of the previous game.) Games **will not be delayed** due to players participating in other games without opponents' approval.

## 6. Rain-Out Policy

- a. In the case of questionable weather, call (408) 534-1169. This is the number for questionable weather and/or status of a possible rainout decision. It will be updated by 3:00pm on the day of league games or by 5:00am for tournaments on weekends.
- b. A game called by the umpire during regular league play, which can not to be resumed within 30 minutes, may be a complete game only if four or more innings have been played or if the home team leads in the bottom of the fourth inning. A complete game will be at least 3½ innings with the home team ahead or at the end of four complete innings.
- c. In games that can not be considered a complete game, the following will happen: if less than 3½ innings have been played, the game will start over and umpire fees will be refunded, minus \$1.50 per inning per team.

## 7. Make-Up Game Policy

All games canceled due to rain, inclement weather or circumstances beyond GSTC's control will be made up at the earliest opportunity in field availability. **This may not be on your normal night of play.** Teams should be prepared to play on any night of the week, including Saturday and Sunday. Make up game schedules will be available no later than one week after the cancelled game. Team managers are responsible for inquiring in the Sports Office, checking the website, and/or calling in to find out this information.

## 8. Rescheduling

Games may only be rescheduled with the approval from the Sports Office and depending on field availability. To reschedule a game, the following steps must be taken:

- a. Contact the Sports Office to request a rescheduling, at least one week prior to the game. Depending on field availability, the Sports Office will advise the manager when and if there is an option of rescheduling.
- b. The opposing team must agree to reschedule the game. If mutual agreement cannot be reached and the requesting team does not show up on originally scheduled date, the game will result in a forfeit by the team that originally asked for the rescheduled game.
- c. If the game is rescheduled, the requesting team must pay a \$30.00 administrative fee before the game can be played.

## 9. Forfeits

Teams that forfeit a game must pay a \$50.00 fee in the Sports Office before their next scheduled game can be played. As a courtesy to the other team, we ask that you notify the Sports Office as soon as possible of an upcoming forfeit. This will allow us to notify the opposing team of the canceled game. This prior notice does not waive or decrease the \$50.00 forfeit fee. If a forfeit fee is not paid before the next scheduled game, a gold card will be given by the umpire on the field to the manager. The manager will then need to bring this card to the Sports Office and pay the forfeit fee before the game can begin. This will **not** delay the start of the game clock. We strongly encourage teams to avoid forfeits as a courtesy to their opponents and to avoid forfeit fees.

## 10. Free Agents

We would like to remind all teams in need of players that the Individual Player Program can be accessed in the Sports Office. The program consists of prospective players who have completed individual sign-up forms, including level of experience, position, and nights they are available to play.

## 11. League Standings

Updated standings will be posted on the League Information Board and on the web site every week. The Team Manager should check weekly to make sure the standings are correct. If there is a discrepancy, please notify the Sports Office immediately. If necessary, a tie in the league standings will be broken by the following process:

- a. Head-to-head competition of previously played games between the tied teams.  
\*If three or more teams are tied, it is head-to-head record between them.
- b. Run differential for all of the games played in the league. (Total runs scored minus total runs allowed in all games played).
- c. Run differential of head-to-head games between the teams that are tied.
- d. Flip a coin.

## 12. Line-up/Score Cards

Please complete the blue cards on both front and back, complete with first **and** last names. It is the manager's responsibility to make sure that all substitutes are put on the card upon entering the game. At the end of the game each manager is expected to confirm the final score for accuracy. If there is a discrepancy, it should be corrected at this time. If an incorrect score is posted, please report it to the Sports Office immediately so it can be corrected as soon as possible.

## Section Two - Manager's Responsibilities

The team manager is the principal link between Global Sports Twin Creeks and his/her team. It is the manager's responsibility to obtain all information regarding league play.

1. Manager or assistant manager must be the only team representative to handle protests, suggestions or complaints. All team members must go through the team manager to inform Twin Creeks Management.
2. Managers or representatives must attend Manager's Meeting at the Twin Creeks website, [www.twin-creeks.com](http://www.twin-creeks.com) at the beginning of the season.
3. Managers should know all the rules and regulations and inform his or her players of them.
4. Managers are responsible for all fees to be paid.
5. Managers are responsible for each player's registration on roster (See Section Three).
6. Managers are responsible for knowing the "Impact Player Policy", which players can and can not play on certain levels of league play.
7. Managers are responsible in making sure all add/deletes are made to the teams roster prior to add/delete deadline of 4 league games played.
8. Managers are responsible for the conduct of their players and spectators. Good sportsmanship is expected of all managers, players, and spectators.
9. Managers should receive the ground rules and turn in the line-up card prior to start of game.
10. Managers must obtain all league paperwork pertaining to deadlines, schedules, tournaments, make-up schedules, first game times and any other pertinent information.
11. The Sports Office must be notified immediately of any address or telephone number changes.

## Section Three - Player Eligibility

### 1. Age Requirements

League players must be at least 18 years of age. Players may be as young as 16 years old with Sports Office approval. This requires a parental consent form to be signed and filed. Global Sports Twin Creeks has the right to refuse any player for any reason. **Please Note:** No persons below the age of 21 are allowed upstairs in Pitcher's Sports Bar, except in circumstances involving private catered parties.

### 2. Player Participation

A player may be on as many teams as he/she wishes in one season provided he/she does not play on more than one team in the same league. All players must play at their ability level only. Players found to be violating these rules may be ineligible for the playoffs. **Please Note:** Players caught playing on 2 teams in the same league on same night will be suspended for 3 league games and the game they are in violation of this rule, may result in a forfeit.

### 3. Roster

Each coach will be given a blank roster to fill out and turn in prior to the start of the first game of the season. All players should be on the official roster. The playoff roster is frozen after the first four played games of the season. To be playoff-eligible, a player must be on the roster and have been on at least one of the first **four** blue cards during the season. We will enforce this during the playoff roster check.

### 4. Illegal Players

- A. The following situations can make you an illegal player:
  - a. Not on the roster.
  - b. Unable to provide a valid photo ID.
  - c. Not appearing on at least one of the first 4 blue cards for the season.
  - d. Playing on two or more teams in the same league on the same night.
  - e. Violation of "The Impact Player Policy" – Result - Player will be suspended from league play for 30 days and respective game may result in a forfeit.
  - f. Discretion of Global Sports Twin Creeks management.

## 5. Impact Player Policy

- a. The following table illustrates how many Impact Players may be added to maintain a team's correct level of league play. Twin Creeks reserves the right to move any team or player up in league level based on fair competition or violation of the Impact Player Policy. Twin Creeks also reserves the right to determine what classification a player is based on the respective player's ability.
- b. **TO MAINTAIN CLASSIFICATION OF CORRECT LEVEL OF LEAGUE PLAY:**

Level Of League Play:	Major	A	B	Super C	D	E
Men's C/DD	1	3	3	U	U	U
Men's D	0	0	0	2	U	U
Men's E	0	0	0	0	3	U
Corporate Coed	0	0	0	0	3 Men/ 3 Women	U
Coed D	0	0	0	2 Men/ 2 Women	U	U
Coed Novice	0	0	0	0	3 Men/ 3 Women	U

## Section Four - Protests

All protests will be handled on the spot. There is a \$20.00 fee to be paid by the loser of **each** protest. The team manager must follow the protest procedures properly. Protests after both teams have left the field will not be allowed. The team manager must protest to the umpire and state the cause of the protest. The umpire will stop the clock and call for the Sports Director/Umpire-In-Chief if it is a situation that may be legally protested. The protest will be decided by the Sports Director on duty, before the game can continue.

### 1. Illegal Player Protest

For a starting player, the opposing manager must protest before the player in question has completed his first at-bat. At this time, the protesting manager may protest one other starting player whether he/she has batted or not. Substitutes may be protested at any time during the game. However, the protest fee still applies. The Sports Director will check the player's photo ID with the team rosters and blue cards. The team with illegal players will forfeit that game and may be subject to further penalty. If it is during playoffs, the team will forfeit all awards. The illegal player and the team manager are subject to a thirty-day suspension from all league play. If a team admits to having an illegal player prior to the Sports Director's check, then the penalty will only be forfeiture of that game.

### 2. Rule Interpretation Protest

No protests are allowed on a judgment call. A protest on a rule interpretation must be made immediately before the next pitch.

## Section Five - League Play Rules

The following rules govern teams and players participating in Global Sports Twin Creeks leagues. We use a combination of our own local rules and USSSA rules. All rules not explained in this handbook are covered in the USSSA rule book. Please check for additional rules for each league. Global Sports Twin Creeks makes final decisions on rules and may revise any rules as they deem necessary.

### Rule 1. - The Playing Field

1. On fields where the fence does not run completely across the outfield, an imaginary line exists which will be used as the out-of-play line and all appropriate base(s) will be awarded.
2. It is MANDATORY that players warm up in designated areas only. Warm-ups are not allowed in the main entry grass area or on the cemented walkways for the safety of others.
3. Please keep all walkways and access areas clear. Hitting into the dugout or backstop screens is **not** allowed. Bats must only be swung on a field or in the Batting Cages.
4. Only one on-deck batter and two base coaches are allowed out of the dugout. All others are to remain in the dugout or behind the out-of-play fence. The on-deck area is 6 to 10 feet outside the dugout door, NOT near home plate. Teams with excessive players out of the dugout will be warned once and charged with a "Dead-ball Out" for successive violations.

## **Rule 2. - Equipment**

1. All bats that are ASA-certified for 2007 will be legal in all levels and leagues pending an evaluation of certain bats that may be made illegal in certain levels of play.
2. GSTC will furnish the game ball and a back-up ball. Teams are responsible for shagging softballs that go out of play including home runs. All Men's leagues use a 12" softball. All Coed leagues use the 12" softball for male batters and the 11" softball for female batters. ( female batters may use the 12" softball if they request it)
3. Jewelry that is deemed unsafe by the umpires must be removed or secured before a game can continue (i.e., hoop earrings, watches, dangling chains, etc.) This is at the umpire's discretion.
4. Metal spikes are not allowed. Plastic spikes worn through to metal showing are not allowed.
5. GSTC reserves the right to allow or disallow any piece of equipment that it deems unsafe.

## **Rule 3. - The Game**

1. The game clock is 70 minutes for all leagues. It begins at the scheduled game time or, if games are running late, as soon as the prior game finishes and the teams have cleared the dugouts. The teams have 10 minutes to take the field and present the line-up card to the umpire. If a team fails to do so by this time, the offending team will forfeit the game. Games may start early if both teams are ready and agree to start. A regulation game shall end after 7 innings or when the time clock runs out. No new inning may start after the time limit has expired unless the score is tied.
2. A game that is tied after 7 innings or 70 minutes shall be continued by playing the next inning with the visitors placing the last official batter from the last inning on 2nd base and the batting order remaining the same. The same holds true for the Home team's at-bat. Play will continue as long as is necessary to break the tie.
3. A "3 balls, 2 strike" count will be in effect as opposed to the traditional "4 balls, 3 strikes" count.
4. A 10-run rule is in effect after the 5th inning (or after 4 ½ innings if the home team is ahead) in all games including playoffs and championships.
5. The "Travesty Rule" may be enforced against teams that intentionally use errors and misplays to yield runs for the purpose of avoiding the 10-run rule. If, in the umpire's judgement, a team is making a "travesty" out of the game, the violating team will be subject to a 7-0 forfeit loss, regardless of the score at the time in question.
6. In a forfeit situation, the team being awarded the forfeit has the option of taking a score of 7-0 or the score of the game at the time of the forfeit.
7. The flip-flop rule is in affect if the home team is losing by 12 or more runs after completing 4 innings. The home team will remain at clearing the bases and then become the visiting team, at the top of the fifth inning. If the new visiting team does not score enough runs to reduce the run difference below the 10 run rule, the game is over. If they reduce the run difference the run difference to below the run rule, the new home team will bat in the bottom of the fifth inning. If they score enough runs to meet the 10 run rule, the game is over, if not the game continues in this format.

## **Rule 4. - The Players and Substitutions**

1. All players must be able to produce a valid photo ID upon request.
2. Any player in the batting order can take a defensive position during any point in the game.
3. The minimum number of players to start or finish a game is eight. Any number less than eight, at any time, is a forfeit. Teams may add up to ten legal players total, once the game has begun.
4. Teams may bat up to twelve batters (two additional hitters). No additional hitters may be added once the game begins.
5. \* If a team loses a player(s) for any reason, that position in the order becomes an out every time the batter was to bat, if no legal substitute is available. Any team that has two ejections in the same game will lose by forfeit.
6. The umpires need not give advanced warnings. This is your team's first and last warning. The following actions may warrant a player's ejection/removal from a game:
  - a. Fake tags or similar unsportsmanlike conduct.
  - b. Rough tactics not limited to fighting.
  - c. Obscene gestures and/or verbal abuse towards an umpire, opponent, spectator, or GSTC employee. "Trash Talk" will be an ejectable offense.
  - d. Intentional throwing of the bat.
  - e. Being under the influence of alcohol, marijuana, or **any** other substance that could cause a risk to the player and others.
  - f. Flagrant rule violations.

g. Repeated profanity. Any action deemed by GSTC as not being conducive to the park's atmosphere.

**Remember that Global Sports Twin Creeks strives to be a family-oriented park. Any obscene language loud enough for the umpire to hear is loud enough for the spectators to hear.**

7. Any use of the **"F"-word** or other excessive profanity will result in an automatic out. There is no advance warning. If the violation is committed by the offensive team following the third out, they will begin their next turn at-bat with one out. If it is violated by the defensive team, they will start their next inning with an out. If it is violated three times in one inning by the defense, they will lose one offensive inning. The cursing rule will not be enforced to get the out(s) to go to the next inning. (i.e., when time is running out on the game clock and the home team needs to make an out to get to the next inning. This scenario could be considered a travesty of the game at the umpire's discretion.)
8. If a player or manager is ejected from a game he/she may lose playing privileges for that night as well as the next week's game(s). This means the ejected player will not be eligible to play in any league that he/she participates in, not just the league in which the ejection took place. Depending on the seriousness of the infraction, an ejected player may be asked to leave the facility by the umpire and/or GSTC staff members. The final decision will be made by the Sports Office pending review of the incident. If a player is ejected multiple times during a season, that player may be suspended by GSTC management.
9. If a player uses force in any way, threatens and/or abuses an umpire or a GSTC employee before, during, or after a game, he/she may be suspended from the park indefinitely. If the above occurs with another player or spectator, that person will be suspended for a **minimum** of thirty days, pending the results of the investigation by the park staff. Further legal action may also be taken.
10. Fighting at Global Sports Twin Creeks is unacceptable. As a result of a suspension, a team or individual player will not receive any refunds from Global Sports Twin Creeks.

#### **Rule 5. - Pitching Rule**

The pitched ball must have an arc of at least 3 feet from release, and no higher than 10 feet from the ground. A strike is called based on the strike zone, **not** where the ball lands. A pitch that hits the plate is an automatic ball.

#### **Rule 6. - Home Runs**

Home run limits are used to aid in the classification of teams. Home runs beyond the limit will result in outs. These limits apply to untouched, over-the-fence home runs. The home run limits are:

<b>Men's C/Highest League</b>	2 Home Runs/Equalizer
<b>Men's D</b>	2 Home Runs/Game
<b>Men's Novice</b>	1 Home Run/Game
<b>Coed D</b>	2 Home Runs/Game, Plus extra Home Run - Female
<b>Corporate Coed</b>	1 Home Run/Game
<b>Novice Coed</b>	1 Home Run/Game

Teams that hit the home run(s) must recover or replace balls or they will lose any extra home runs.

**PLEASE NOTE:** \* In Men's "Novice", Coed "Novice" and "Corporate" Coed, there will be 1 over-the-fence home run, then the progressive rule comes in. It will be an out and the opposing team will receive one run for the amount of home runs hit by any player. (First home run = 1 out + 1 run, Second home run = 1 out + 2 runs, third home run = 1 out + 3 runs, Fourth or more = 1 out + 3 runs).

**Progressive runs are awarded to opposing team immediately after the Home Run is hit.**

#### **Rule 7. - Base Running**

Courtesy runners may be used in all games, but only once per inning and a courtesy runner can only run once per game. Men may not run for women.

**Exception:** In Corporate Coed, a male can only courtesy run once per game for a male, but due to the shortage of women in this league, a female can be a courtesy runner for another female more than once per game.

In order to prevent unnecessary injury, Twin Creeks recommends that when at all possible, base runners make an attempt to get out of the way (this does not include ducking), give themselves up, or slide into the base or home plate. **Runners who initiate collisions will automatically be called out and potentially ejected depending on the umpire's judgment. Fielders are not allowed to block bases with any part of their bodies. If they do, runner will automatically be called safe. Umpire may eject fielder for causing a collision, depending on severity of impact and intent. Fielders may not make fake tags in the attempt to "deke" a runner into**



**sliding. Doing so will result in automatic ejection. The umpire need not give advanced warning. Orange safety bags will be used at 1<sup>st</sup> base.**

### **Rule 8. - Seven-Run Rule**

1. In Men's Novice, Coed Novice, and Corporate Coed, the following seven-run rule will be in effect for the first four innings:

2. No team can score more than seven runs in an inning.

**Exception:** If a team is behind by more than seven runs, it can score as many runs as it takes to tie.

#### **Notes:**

3. The 7th run does not end play until the ball is dead and the defense has had the opportunity to make any appeals.

4. Runs awarded from illegal home run rule will not count against the 7-run limit.

### **Rule 9. - Rules for both Novice Coed and "D" Coed**

1. The batting order must alternate male/female or vice-versa. Defensive positioning does not matter. Any player in the batting order can take a position anywhere on defense. The pitcher and catcher combination does not have to be a male and female combination.
2. Coed teams must play with a minimum of four males and four females at all times. Any number less than eight at any time is a forfeit. Games may be played with a 6:4 ratio only if females outnumber the males. If a team plays with five males and four female players, they must take an out when the second consecutive male batter comes to bat. (Male must be in lead-off spot and #9 spot). If the tenth player arrives, she will enter that spot. If a team has four males and five females, there is no penalty. If a pitcher walks a batter to get to the automatic out to end the inning or to end the game, there will be no automatic out. The batter is awarded first base and the next batter will bat.
3. Two additional hitters may be used if they are 1 male and 1 female. One additional hitter may be female only.
4. When a male receives a base-on-balls or intentional walk, he will be awarded first and second base. The following female batter does **not** have the option to walk automatically.

### **Rule 10. - Rules for Novice Coed and Corporate Coed**

1. When a female is batting, all outfielders must play on the outfield grass. They may only make initial play on infield surface after the batted ball has been touched by another member of their team. Defensive team may play a maximum of four infielders with a female at bat.
2. Penalty: 2 bases to all runners at time of illegal touch.

### **Rule 11. - Rules Specific to Novice Coed**

1. In Novice Coed leagues, a "scoring line" shall be placed in foul territory directly in line with home plate. Runners crossing beyond the scoring line shall be, in effect, touching home plate. A runner shall be called out if he/she touches or crosses over home plate, or runs through the batters box. At no time may the defensive player touch the runner or the runner will be safe. A "commitment line" shall be marked in foul territory half way between home and third. Once the runner is past this line, they can not return to third and they can be put out by a defensive player touching home plate while holding the ball.

### **Rule 12. - Corporate Coed Rules**

1. A minimum of eight players constitutes a legal team. A minimum of 30% of females must be playing at all times. At the beginning of each game, the teams will designate the three permanent positions in the batting order, which will always contain female batters. Under no circumstances can a male batter ever be substituted into the three designated positions. If a team is using more than three females at the same time, free male/female substitutions can be made at any position other than the three designated females batting spots. If a team can not field three females, the game is forfeited.
2. A team can bat a maximum of 15 batters in rotation and must enter all names on the scorecard prior to the start of the game. It is important that the batting order consists of a minimum of 30% females (a team increases the number of batters from 10 to 11, the first player added must be a woman, etc.). The number of batting positions designated to meet the 30% female rule must be identified and can not change during the game.
3. Courtesy runners may be used in all games, but only once per inning. It must be for the same gender, either a male for male or female for female. A male can only courtesy run once per game for a male, but due to the shortage of women in this league, a female can be a courtesy runner for another female more than once per game.
4. When a male receives a base-on-balls or intentional walk with a female batting next, he will be awarded 1<sup>st</sup> and 2<sup>nd</sup> base. This female batter must bat. She does not have option of taking an automatic walk.

# Section Six - Twin Creeks General Policies

## 1. Gate Fee

There is a \$2.00 fee to enter Global Sports Twin Creeks for everyone 13 years of age and over (League Play). In return, you will receive a token worth \$.50 redeemable in the arcade, batting cages, vending machines and for all food and beverage concessions in the park including beer and cocktails. Your hand must be stamped at the front gate for re-entry into the complex. GSTC may change the gate fee at any time for charity events, promotions, special events, and on weekends.

## 2. Food and Beverage

GSTC does not allow food, beverage, sunflower seeds, or nuts in shells into the facility. GSTC does not allow tailgating or barbecuing in the parking lot. Security personnel have the right to confiscate ice chests, glass containers, cans, sunflower seeds, and nuts in shells. **Exception:** Each customer may bring in sealed plastic water bottles, up to a total of 64 ounces.

**\*\*\*No persons under age of 21 are allowed upstairs in Pitcher's Sports Bar at any time, except for private catered parties\*\*\***

## 3. First Aid

Twin Creeks has very limited first aid supplies. These are located in the Sports Office. Paramedics, fire, police and ambulatory services are within minutes of the facility. In case of injury or security, Twin Creeks will need permission from the victim or a family member before assistance is called. Under no circumstances will a Twin Creeks employee or umpire administer first aid.

## 4. Lost and Found

"Lost and Found" is located in the Sports Office. To retrieve an item, you must be able to describe it in detail. We strongly recommend labeling all equipment. Twin Creeks is not responsible for lost or stolen items. Articles are kept for a short period of time and then given to charity.

## 5. Pets

No pets are allowed, except seeing-eye dogs.

## 6. Weather

Games may be postponed or rescheduled due to weather conditions. In the case of questionable weather, call (408) 534-1169. This is the number for questionable weather and/or status of a possible rainout. It will be updated by 3:00pm on the day of league games or by 5:00am for tournaments on weekends. It is the managers' responsibility to call for the rescheduled game and time.

## 7. Batting Cages

GSTC has six new batting cage stalls. The cost is \$3.00 (3 GSTC tokens only) for 21 pitches. They are all equipped for slow-pitch. In addition, 3 stalls have fast pitch softball and 3 stalls have fast-pitch baseball (3 different baseball speeds) capacity. Please use cages with caution and at your own risk. Helmets must be worn when using fast pitch machines.

## 8. Practice Fields

Fields may be available for practice when not in use for league or tournament play. There is a fee of \$50.00 per hour without lights and \$65.00 per hour with lights. Fees are to be paid in advance. Reservations can be made through the Sports Office.

## 9. Sluggers Restaurant and Pitchers Sports Bar

All hard liquor must be consumed inside the upstairs bar only. No pitchers of beer are allowed past the balcony areas. Any person participating or intending to participate in a game shall refrain from consuming alcohol before or during the game. Any individual involved in a confrontation in Pitchers Sports Bar or in the Clubhouse, will be subject to the same penalties as if it took place on the field.

## 10. Parental and Guardian Responsibility

**All children ages 12 and under, must be accompanied by a parent or guardian at all times.**

## 11. Picnics, Corporate Events, and Special Events

If any team or company has interest in scheduling a picnic, corporate outing, party, or even just a pizza bash, contact (408) 734-0888, Ext. 125.

**Global Sports Twin Creeks intends to provide a professional and courteous staff. Please contact the manager on duty or call our office during business hours if any of our staff does not meet these standards. Umpire complaint and suggestion forms are available in the Sports Office.**