



WLF SPORT & SOCIAL CLUB OFFICIAL SPORTS LEAGUE POLICIES

SPORTSMANSHIP

The idea of all WLF Sports is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of staff will not be tolerated. WLF reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league.

WLF will not tolerate fighting or crude behavior! Any form of fighting, verbal or physical, will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season. If you feel that someone on your team or on another team is not practicing good sportsmanship, please let us know. We take the sportsmanship aspect of our league very seriously. We will not tolerate any one player to ruin the fun for everyone. You may email watersoundswimming@gmail.com with any questions or concerns.

CANCELLATIONS/RAINOUTS

If weather is going to be a factor, the league directors will make an *official and final call, via email to the league Captains, no later than 3PM of gameday. All cancellations/rainouts are also posted to the official WLF Kickball Facebook page. If there is no message concerning weather cancellations you can assume there have been no cancellations up to that point.

Although weather may not be a factor the day of games, adverse weather from previous days may still affect the field conditions. In this case, we always send league officials to check the field's safety conditions. Please understand canceling games is our very last resort and that we always have our players and teams safety in mind.

SCHEDULES

All schedules are subject to change at any time during the season. We understand that there are times in the course of a season when a team may need to make a schedule request due to other commitments. While we can never guarantee to fulfill a request, WLF's management **WILL DO OUR BEST** to honor all reasonable requests.

However, to ensure fairness and ease in scheduling to all teams within your division, all requests must be submitted, **at least 2 weeks prior** to the start of the league. Any requests received after this time will be honored at the discretion of management.

REFUNDS

Refunds are given strictly on a case by case basis. A refund/transfer written request must be made at least 14 days before the first day of a WLF program. If this request is not made in that time frame, no refunds/transfers will be issued for any reason. Please email watersoundswimming@gmail.com with your refund/transfer request. Refunds will be issued back to your credit card. If you paid by cash or check, a WLF check will be mailed to you within

10 business days. There are no refunds whatsoever once the season has started. There are no discounts for missed games.

REGISTRATION

As always, league registration is 'first come first served.' For most sports there are separate divisions with a max capacity for teams in each division. Registration is where you choose your **preferred not guaranteed* league division.

Deadline Info: As a general rule for all sports, we say that there is no deadline prior to the second game of the season to register. After week 2 of league games, team rosters are finalized.

RETURNING TEAMS

WLF League registration is done on a 'first come first served' basis. Team spots will not be held or reserved for returning teams for any reason. We appreciate your participation in our leagues so to ensure your team's spot in the upcoming league your entire team must be registered before the league is full. For your convenience, upcoming leagues are posted on our website up to 2 months in advance.

TEAM CAPTAIN RESPONSIBILITIES

- Only team captains may dispute a call with the umpire.
- Reporting Forfeits – see "Forfeits" below
- Keeping teammate in the loop on all game times and social activities.

FORFEITS

It is the team captain's responsibility to notify the WLF office 24 hours before the start of the game if their team must forfeit. WLF staff will immediately notify the opposing team captain. WLF staff will also make a reasonable effort to find another team to play in place of the forfeited team. If a team is found, the game will play only as a recreational game and it will not count towards the non-forfeiting team's record. The non-forfeiting team will receive a win.

If your team forfeits a game during the season, the following rules may apply:

First Offense: Loss of game and warning issued.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Loss of game, removal from the playoffs

**Notified forfeits are always looked upon more favorably than un-notified ones and no shows. This will be determined on a case-by-case basis.

ROSTERS

All WLF Leagues have a strict "Pay-To-Play" policy. All players on rosters must be accounted and paid for. It is the responsibility of the team captain, who signed up and paid for an entire team, to submit a full roster 48 hours before the start of the league.

Roster changes may not be made after the 2nd game of the regular season. Rosters are REQUIRED due to insurance purposes and must include names, email addresses and phone numbers. If a roster is not submitted your team may not be allowed to participate in the event, or

will have to forfeit games until a roster is submitted. No subs or non-rostered players are allowed to play in official league games or playoffs.

If you sign up a full team and wish to add more players a fee of \$65.00 will be applied to each additional player. This fee covers extra liability insurance costs and extra t-shirt costs.

*Ringer Clause: If before your game or during the first 10 minutes of your game, you feel that a player on the opposing team is not on an official roster and could possibly affect the outcome of your game, it is the responsibility of the team captain to approach the umpire/referee and log a complaint. If the opposing team captain confirms a player on their team is not on their roster and a possible "ringer", then the non-rostered player in question must sit out that game or the rest of the game. Complaints about subs, non-rostered players or "ringers" cannot be logged after 10 minutes into your game or at the end of your game.

WAIVERS

All players must sign either our online waiver or a paper waiver to be eligible to play in any event.

TEAM JERSEYS

WLF T-shirts are your team's uniforms. All players **MUST WEAR** the current WLF Sport and Social Club uniform (past season's uniforms are not permitted) to participate. This is our best way of knowing a player is paid up and on the official roster. Any player not wearing his/her uniform will be sidelined for that game. If this sidelined player will cause the team to forfeit, he/she will be allowed to play in the game provided he/she is on the original roster and the opposing team Captain approves.

UNIFORM ALTERATIONS

Names on uniforms, numbers, cut-off sleeves, corporate logos, etc, are permitted, as long as they do not cover any logos originally printed on the shirts.

TEAM NAMES

WLF has the right to decline submissions of team names for any reason. All names shall be subject to approval by WLF Staff.

SCORES

Our best effort is made to post scores and game results within 72 hours after the completion of games. If there are any discrepancies between the results posted and the actual game results, please contact us at watersoundswimming@gmail.com

ALL PLAYERS MUST BE 21 YEARS OLD IN ORDER TO PARTICIPATE

PLAYER ELIGIBILITY

Only players who have paid and placed on the official team roster are eligible to play. If before your game or during the first 10 minutes of your game, you feel that a player on the opposing team is not on an official roster and could possibly affect the outcome of your game, it is the responsibility of the team captain to approach the umpire/referee and log a complaint. If the opposing team captain confirms a player on their team is not on their roster and a possible "ringer", then the non-rostered player in question must sit out that game or the rest of the game,

but the game time length before 10 minutes will count. However, if both teams agree to play with a sub or non-rostered player, then it will be played as a true game and the player must sign a waiver form.

Complaints about subs, non-rostered players or “ringers” cannot be logged after 10 minutes into your game or at the end of your game. Any protests after the game will not be eligible. All rulings by WLF staff are considered final and are done on a case-by-case basis.

LEAGUE POLICIES

Alcohol Policy

Drinking alcohol during the game is prohibited. If the umpire or director believes a player has consumed alcohol they reserve the right to remove them from the game. There are no cans or bottles of any kind (non-alcohol included) allowed on the playing fields. The same rule applies to spectators. If a spectator is caught with alcohol, they will be asked to leave. If they refuse, the referee or umpire has the right to forfeit the game to the opposing team.

Smoking Policy

Smoking is prohibited. This policy applies to spectators as well. Please make sure your team is aware of this policy. If any team is caught smoking during their game on property, the referee has the right to forfeit the game to the other team.

Fighting Policy

Fighting is not allowed at any WLF Sport & Social Club event and/or league and will not be tolerated. This constitutes any violent or malicious action or attempted action by one or more participants including retaliatory acts. Persons/teams involved are subject to immediate removal from the league and possible further action by WLF Staff. Refunds will not be granted to players expelled from the league.

WLF has the final say on any disputes and will treat each situation in the fairest and most logical way.