



GREENWOOD COUNTY PARKS & RECREATION DEPARTMENT

www.greenwoodsc.gov

GREENWOOD OFFICE:

P.O. Box 3008
Greenwood, SC 29648
Phone: 942-8515 (Office)
Phone: 942-8517(Upstairs at Complex- after 5:30 only)
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Rain-Out: (24 hr. recording) 942-8721

Director: Tripp May <mailto:tmay@greenwoodsc.gov>
Center Director: Sue Waters <mailto:swaters@greenwoodsc.gov>
Office Manager: Nancy Holland <mailto:nholland@greenwoodsc.gov>
Sports Supervisor: Tommy Holland
Sports Supervisor: Billy Lewis

BREWER RECREATION CENTER:

Old Brewer School Gym
927 E. Cambridge
Greenwood, SC 29646
Phone: 942-5662

Center Director: Willie Randall <mailto:wrandall@greenwoodsc.gov>

Sports Supervisor: William Higgins, Jr.

NINETY SIX CENTER:

99 Duke Street
Ninety Six, SC 29666
Phone: 543-4394
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Center Director: Brad Dorn <mailto:bdorn@greenwoodsc.gov>
Sports Supervisor: George McCarty

LARRY TRAYNHAM CENTER:

P.O. Box 56
Ware Shoals, SC 29692
Phone: 456-7613
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Center Director: Chuck Couch <mailto:ccouch@greenwoodsc.gov>
Sports Supervisor: George Abrams

Revised: March 19, 2014

The Greenwood County Department of Parks & Recreation's facilities, programs and activities are open to everyone, regardless of race, color, national origin, age handicap or sex.

YOUTH ATHLETIC PROGRAMS

Purpose

The purpose of all Youth Leagues is teaching fundamentals, good sportsmanship and allowing kids to have fun through athletic competition.

Ages

SPRING:

(USSSA League Baseball)

6 & Under (Coaches Pitch)	5 & 6 years old as of 4/30 current year
8 & Under (Pitching Machine)	7 & 8 years old as of 4/30 current year
10 & Under	9 & 10 years old as of 4/30 current year
12 & Under	11 & 12 years old as of 4/30 current year
14 & Under	13 & 14 years old as of 4/30 current year

(Lakelands Girls Softball)

Darlings (Machine Pitch)	7 & 8 years old as of 1/1 of current year
Angels	9 & 10 years old as of 1/1 of current year
Ponytails	11 & 12 years old as of 1/1 of current year

Fall Sports:

(Football)

8 & under	7 & 8	years old as of 9/1 current year	Weight Limit of 120 lbs.
10 & under	9 & 10	years old as of 9/1 current year	Weight Limit of 135 lbs.
12 & under	11 & 12	years old as of 9/1 current year	Weight Limit of 150 lbs.

(Cheerleading)

7 & under	5, 6 & 7	years old as of 9/1 current year
9 & under	8 & 9	years old as of 9/1 current year
12 & under	10, 11 & 12	years old as of 9/1 current year

Winter:

(Basketball) (6U & 8U Leagues are Co-Ed – 10U & 12U are Girls team or Boys team)

6 & under	5 & 6	years old as of 9/1 current year
8 & under	7 & 8	years old as of 9/1 current year
10 & under	9 & 10	years old as of 9/1 current year
12 & under	11 & 12	years old as of 9/1 current year

*** Everyone must play within his/her age group ***

*** Ages and cut-off dates are mandated by South Carolina Athletic Programs and USSSA Baseball.

Registration

Each child must register and participate in the school district in which he resides. A signed registration form and a copy of the participant's birth certificate are necessary to register. Once we have a copy of the Birth Certificate in our office, it will remain on file until the child is too old for any of our Youth Programs. For registration times and locations, contact your local recreation center office.

Volunteers/Coaches

Coaches are all volunteers who give their time to help with the programs. While we have a few volunteers that are with us year after year, the majority of our coaches are mothers and fathers of the players and change from year to year. We rely on you as parents to step forward when asked to assist in any way that you can in order to help make the program a success for your children. All volunteer Coaches are required to complete a Coach's Application during the registration period. An E-mail address, Drivers License and Social Security number are required on this form. Background Checks on all applicants are mandatory.

Physicals

While physicals are not required, it is recommended that parents take all necessary precautions to insure their children are physically able to participate.

Rain-outs

Rained Out or postponed games will be rescheduled by the Department as necessary. Games interrupted during play will be replayed in their entirety with the exception of the "inning rule" in Baseball/Softball. Saturday may be used for make-up games. Forty-eight hours notice will be given. Information about cancellations can be received at the following numbers:

942-8721 Recording 24 hrs.
 942-8517 Greenwood Complex after 5:30PM
 543-4394 Ninety Six Complex
 456-7613 Ware Shoals Office

*** Tournament Play - 48 hrs. notice may not be able to be given - call office ***

Scorekeeper

Baseball/Softball - Home team shall keep the official book. Visiting team will keep scoreboard where available.
 Basketball - A Parks & Recreation Staff Member will keep the official book.
 Football - A Parks & Recreation Staff Member will keep the official book.

Balls/Bats

Game balls will be supplied by the Department. Bat requirements are listed in the USSSA Youth Baseball Rule Book.

Warm-ups

Warm-ups will be allowed inside the playing field area ONLY. There will be five minutes between games for warm-ups. Abuse of this rule may result in a 2-game suspension.

Ejection

An ejected player or coach, from either a game or tournament, must remove himself/herself immediately from the gym or complex area as designated by the League Director. If ejected, the player/coach is suspended for the remainder of that game and for the entire next game played. No further notification of suspension is required. Second offense will result in the removal of the player/coach from league. Physically or verbally abusing an umpire/referee is automatic suspension for the remainder of the season.

Practice

Pre-Season practice will be scheduled for each team by the department.

Forfeit

Game time is forfeit time.

Ineligible Player

Any team using an ineligible player will be subject to forfeiting any and all games in which the player participated.

Protest

Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League/Tournament Director before the next pitch following the dispute. No protest will be allowed following the game. League/Tournament Officials will rule on all protests and their decision will be final.

Tobacco/Alcohol

The use of tobacco/alcohol in any form within the confines of the playing area is prohibited.

Uniforms

All players will be issued a game jersey. Individuals will be responsible for purchasing their own personal equipment. Metal cleats are allowed in the 14 & Under Boys League ONLY. Basketball shoes are required on courts.

Coaches Area

Coaches must remain in designated areas.

Participation

See individual sport for details. Each coach has the authority to waive the participation rule for a given child if disciplinary reasons are warranted. The coach shall notify League Officials of the reasons before the game begins.

Blood Rule

A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left up to the umpire's judgment. Uniform violations will not be enforced if a uniform change is required. The umpire shall:

- a. Stop the game and allow treatment if the injured would affect the continuation of the game.
(Delay will continue to count towards time limit of game).
- b. Immediately call a trainer or other authorized person to the injured player.
- c. Apply the rules of the game regarding substitution, shorthanded player and reentry if necessary.
- d. Staff members have First Aid Kits at each site.

RULES OF THE GAMES (YOUTH)

6U Baseball – Coaches Pitch - Training League

Official baseball rules as defined by the National Baseball Congress will govern play with the following exceptions.
(Any rule not covered will be defined by the League Coordinator).

1. There will a one hour time limit on all games. Games will be stopped at the end of 1 hour. Coaches and Sports Supervisor will keep the time. If close to time limit at beginning of the last inning, each team may bat five players each (instead of one team batting ten) to get one more inning in.
2. Each player that attends the game shall play in the field. The infield shall consist of a pitcher who will field for the adult pitcher, 1st, 2nd, 3rd, SS and catcher. All others must play in the outfield beyond the apron of the infield.
3. Each player who attends the game shall be listed in the starting batting order. This order shall not be changed during the game. Ten batters will bat each inning. No player may bat more than one time per inning.
4. A Safety Baseball will be used.
5. An inning will end when the tenth batter hits into a force play, is put out by a fly ball being caught, the defensive team touching home plate with the ball in their possession or the batter does not hit the ball after 6 pitches.
6. Base runner must stay in contact with the base until the ball is hit. (Penalty) - Defense has choice of play. Runner is not out automatically.
7. Infield fly rule will be waived.
8. The coach will pitch to his own team in an underhand manner. A maximum of 6 pitches shall be thrown to each batter. There will be no walks. The batter will either hit the ball or lose his batting position after 6 pitches. If the batter does not hit the ball after 6 pitches, then the coach will pitch to the next batter. This excludes a foul ball on the sixth pitch.
9. Two adult coaches will be allowed on the field for offense. (1st and 3rd base coach's box). Two adult coaches will be allowed on the field for defense. Coaches must be positioned where they will not interfere with the ball.
10. If a ball hit by the batter hits an adult pitcher, the ball shall be dead and the batter awarded first base with all runners advancing one base.
11. Once a player has a batting position, that player must keep that position during the game.
12. Once the player has taken a position on defense, that player may not change during that inning. The player may play a different position the next inning.
13. No umpires will be used for this league. Coaches are responsible for officiating play and starting games on time.
14. A team with less than 10 players can only bat the number of players present per inning.
15. Bunting is not permitted.
16. No head first sliding.
17. Once a batted ball is in a defensive player's possession, base runners shall not pass another base. Penalty – Return to the last legal base. Possession means the ball is seen to be in the player's glove or bare hand and off the ground.
18. Batting helmets are required.

8U USSSA Baseball

Rules of the game are covered under the USSSA Official Rule Guide with the following exceptions:

1. This league will be machine pitch. The machine's front legs shall be set at a distance of 42' from home plate.
2. Games shall be six innings or 1 hour and fifteen minute time limit. No new inning will start after 1 hour and five minutes.
3. Tiebreakers – No game will end in a tie. If a game is tied after regulation play or after time has expired, we will go to an international tiebreaker. Each team will begin the inning with the last out on 2nd base with no outs and no count on the batter.
4. Batting order – all players will be listed in the batting order. Late arrivals will be inserted at the bottom of the batting order. A team can start or finish with as few as 8 players.
5. Injured players or less than the required number of players in batting order shall be skipped with no out recorded.
6. The batter shall receive the maximum of 6 pitches or three strikes. A batter that has received less than 6 pitches, and has a count of two swinging strikes, shall have his turn at bat extended on foul balls up to the six pitch limit.
7. A player may only be intentionally walked once per game by announcement from the defensive team.
8. Teams may bunt a maximum of two times per inning. Fake bunts are not allowed.
9. Base runner must stay in contact with the base until the ball is hit. (Penalty) - Defense has choice of play. Runner is not out automatically.
10. Ten defensive players shall play in the field with four outfielders. All outfielders shall position themselves in the grass.
11. Free substitution on defense. All players must enter the game on defense.
12. Infield fly rule shall not be in effect at any time.
13. Courtesy runner for the catcher may be used. Courtesy runner shall be the player that made the previous out.
14. A team may score a maximum of seven runs per inning, including the last inning, or record three outs.
15. Fair ball arc - does not apply to local league.
16. Safety arc – infielders must stay behind infield grass or baseline.
17. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first base and all runners advance one base.
18. On defense, the pitcher must stand adjacent to the pitching machine.
19. On defense, one coach is allowed outside of the dugout, next to the fence.
20. USSSA 8U will be eligible for tournament play. Tournament rules may vary.

10U USSSA Baseball

Rules of the game are covered under the USSSA Official Rule Guide with the following exceptions:

1. Games shall be six innings or 1 hour and thirty minute time limit. No new inning will start after 1 hour and twenty minutes. **Tiebreakers** – No game will end in a tie. If a game is tied after regulation play or after time has expired, we will go to an international tiebreaker. Each team will begin the inning with the last out on 2nd base with no outs and no count on the batter.
2. Batting order – all players will be listed in the batting order. Late arrivals will be inserted at the bottom of the batting order. A team can start or finish with as few as 8 players.
3. Injured players or less than the required number of players in batting order shall be skipped with no out recorded.
4. A courtesy runner may be used for the catcher only when there are two outs. The courtesy runner will be the player making the last batted out. (speed-up rule)
5. There shall be nine defensive players.
6. Free substitution on defense. All players must enter the game on defense.
7. Pitching distance shall be 46’.
8. Run Rule: Fifteen after three innings or eight after four innings.
9. Pitching Regulations: Maximum number of innings a pitcher may pitch in one day is six. Maximum number of innings a pitcher can pitch in three consecutive days is nine.
10. A second visit to the same pitcher in the same inning will cause this pitcher’s automatic removal from the pitching position. A player removed from the pitching position, starter or sub, may not return to the pitching position for the remainder of the game.
11. Modified steal rule will apply. Lines will be set at 10’ from each base. Baserunner may not cross the line until the ball reaches the plate or leaves the pitcher’s hand when throwing to a base.. If a runner takes a running lead or crosses the line before the ball leaves the pitcher’s hand he will be called out. When a runner tries to advance prior to a released pitch, the following shall apply: Penalty: If the runner is called safe, the runner shall return to the base legally occupied at the time of the pitch. If the runner is called out, the play shall stand and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no-pitch.
12. No balks will be called in this league. Balks will be instructional.
13. Head first sliding is allowed.
14. Face mask on helmet is optional.
15. On defense, one coach is allowed outside of the dugout, positioned next to fence.
16. A batter may leave the batter’s box and the dirt area surrounding home plate only when time has been called by the umpire.
17. USSSA 10U will be eligible for tournament play. Tournament rules may vary.
18. **Local League Rule:** On third strike, the batter is out and the ball remains live. The catcher does not have to catch the ball on the third strike.

12U USSSA Baseball

Rules of the game are covered under the USSSA Official Rule Guide with the following exceptions:

1. Games shall be six innings or 1 hour and thirty minute time limit. No new inning will start after 1 hour and twenty minutes. Tiebreakers – No game will end in a tie. If a game is tied after regulation play or after time has expired, we will go to an international tiebreaker. Each team will begin the inning with the last out on 2nd base with no outs and no count on the batter.
2. Batting order –Late arrivals will be inserted at the bottom of the batting order. A team can start or finish with as few as 8 players. Injured players in batting order shall be skipped with no out recorded.

Coaches have two options:

 - a. All available players on each team roster will be listed in the batting order. The batting order will remain the same throughout the entire game. When a full roster batting order is being used, a player that becomes unable to bat will be taken out of the lineup with no penalty to the offensive team. This player cannot return to the lineup during that game.
 - b. All available players on each team roster will be listed in the batting order and bat in this order until each player has completed one turn at bat. After all players have batted once, the lineup will revert to the same number of players listed on the opposing team's lineup. The players then not listed in the batting order will become substitutes.
3. A courtesy runner may be used for the catcher only when there are two outs. The courtesy runner will be the player making the last batted out. (speed-up rule)
4. There shall be nine defensive players.
5. Free substitution on defense. All players must enter the game on defense.
6. Pitching distance shall be 50'.
7. Run Rule: Fifteen after three innings or eight after four innings.
8. Pitching Regulations: Maximum number of innings a pitcher may pitch in one day is six. Maximum number of innings a pitcher can pitch in three consecutive days is nine. If a player pitches more than 3 innings, he must have one day of rest before he can pitch again. (one pitch constitutes an inning).
9. A second visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A player removed from the pitching position, starter or sub, may not return to the pitching position for the remainder of the game.
10. Balks will be called in this league.
11. Greenwood County teams: Head first sliding is allowed.
Abbeville County teams: Head first sliding is not allowed.
12. Greenwood County teams: Face mask on batting helmet is optional.
Abbeville County teams: Face mask on batting helmets is required.
13. On defense, one coach is allowed outside of the dugout, next to the fence.
14. A batter may leave the batter's box and the dirt area surrounding home plate only when time has been called by the umpire.
15. USSSA 12U will be eligible for tournament play. Tournament rules may vary.
16. The batter becomes a runner when the third strike called by the umpire is not caught by the catcher, providing first base is unoccupied or first base is occupied with two outs.
17. Bats- any bat that carries a stamp denoting it as approved by any national youth baseball organization is legal for local league play with USSSA or Dixie youth approved bats preferred.
18. Metal spikes are not legal in this league.

14U USSSA Baseball

Rules of the game are covered under the USSSA Official Rule Guide with the following exceptions:

1. Games shall be seven innings or 1 hour and forty-five minute time limit. No new inning will start after 1 hour and thirty-five minutes. Tiebreakers – No game will end in a tie. If a game is tied after regulation play or after time has expired, we will go to an international tiebreaker. Each team will begin the inning with the last out on 2nd base with no outs and no count on the batter.
2. Batting order – all players will be listed in the batting order. Late arrivals will be inserted at the bottom of the batting order. A team can start or finish with as few as 8 players.
3. Injured players or less than the required number of players in batting order shall be skipped with no out recorded.
4. There shall be nine defensive players.
5. Free substitution on defense. All players must enter the game on defense.
6. Pitching distance shall be 60'6", bases shall be ninety feet.
7. Run Rule: Fifteen after three innings or twelve after four innings or eight after five innings.
8. Pitching Regulations: Maximum number of innings a pitcher may pitch in one day is seven. Maximum number of innings a pitcher can pitch in three consecutive days is eleven.
9. A second visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position. A player removed from the pitching position, starter or sub, may not return to the pitching position for the remainder of the game.
10. Balks will be called in this league.
11. Head first sliding is allowed.
12. Face mask on helmet is optional.
13. Metal Cleats are allowed in this league.
14. On defense, one coach is allowed outside of the dugout, next to the fence.
15. A batter may leave the batter's box and the dirt area surrounding home plate only when time has been called by the umpire.
16. USSSA 14U will be eligible for tournament play. Tournament rules may vary.

Darlings – 7 & 8 yr old (Pitching Machine)



Offense: Each team is allowed three coaches inside the fenced area during offensive play; one coach on first base, one coach on third base, and one coach at the pitching machine. The coach at the pitching machine must stand beside the pitching machine once the ball is in play; this coach may not communicate with the base runners. One additional coach must be present in the dugout at all times.

Defense: One coach is permitted to stand in front of the dugout.

1. Each participant will play two complete innings on defense. Beginning with the third inning, teams must change defensive players
2. Full batting roster will be used the entire game
3. After 3 outs or 10 batters, teams will switch offense.
4. Bats must be softball approved bats, cannot be bigger than 2 ¼ inch barrel.
5. Batters will be called out after five (5) pitches or 3 strikes. Batters that foul the ball on the fifth pitch will receive one additional pitch. Umpire decision if ball is declared not hittable.
6. Games will be six (6) innings or a one hour and 15 minutes time limit. No new innings will start after 1 hour and 5 minutes. Tied games will end in a tie. Some games maybe 1 hour due to darkness or time.
7. Any batted ball that hits the pitching machine will be a dead ball - all runners will advance one base.
8. No intentional bunting or stealing is allowed.
9. No play is dead until the player pitcher has control of the ball inside the circle, or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his/her own risk.
10. An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and the base runners are making no attempt to advance.
11. **Dead Ball:** Based on the Umpire's discretion, a ball thrown toward first base and missed, may allow forced base runners to advance one base. If a thrown ball to any other base and missed, all base runners can run at their own peril. *This is to encourage participants to improve base running skill and defense.*
12. There are no halfway marks. If a runner has left the base before time is called or the ball is returned to the pitcher in the circle, that runner may advance to the next base.
13. The catcher is required to wear all catchers' equipment during every practice and game.
14. Each team is required to have a competent score keeper at each game. The home team's book is the official book.
15. A team must have eight (8) players present to start or continue a game.
16. A batter will be called out if he/she slings the bat in a dangerous manner. The first occurrence involving a batter slinging a bat will result in a verbal warning to each team by the umpire. Any further violations by either team will result in the batter being called out.
17. The infield shall consist of a regulation infield. All other members of the defensive team must be in the grass of the outfield.
18. Ejections:
 - i. 1st offense- one game suspension
 - ii. 2nd offense- reviewed by the AYA Board / Local League
19. No infield fly will be called.
20. No head first sliding.
21. Once a player has taken a position on defense, that player may not change positions during that inning. The player may play a different position the next inning.
22. Departments should make every effort to have the softball umpires properly trained and looking professional.
23. Front of pitching machine will be 30 feet from back of home plate. 11 inch softball will be used.
24. Pitching machine setting: foot pedal: 2 handle: 4 ball: 2
25. Players must wear **batting helmets, cage and chinstrap** (cage & Chinstrap optional for Greenwood) while batting, base running, and on deck.
26. Defensive player in position of the pitcher must wear a batting helmet during the game.
27. The Coach putting the ball into the pitching machine must rotate off the field (away from the ball) after the ball is hit.
28. A courtesy runner may be used for catcher if he or she is on base with two outs. The runner must be the player who made the last out.



Dixie Angels, Dixie Ponytails

The playing & organizational rules of this league shall be set forth in the Dixie Girls Softball Rule Guide with the following exceptions:

Defense: Each participant will play two complete innings. Beginning with the third inning, teams must change defensive players.

Offense: Full batting roster will be used for all age divisions.

1. Each team is required to have a competent scorekeeper at each game. Home team's book is official.
2. Players may not slide head first into a base unless returning to base.
3. **Angels & Ponytails must wear a Face Guard at the following positions – pitcher & 3rd base.**
4. Ejections:
 - i. **1st offense-** 1 game suspension
 - ii. **2nd offense-** reviewed by the Board, local department
5. The ten-run rule is in effect after each team has batted four times. When the home team is leading, they only have to bat three times.
6. Games will be 6 innings or 1 hour and 30 minutes, no new inning may start after 1 hour and 20 minutes, Games will be completed, no tie games. International tie breaker will be used.
7. Pitchers may pitch 8 innings a week. If the pitcher throws 6 consecutive innings in the same game, she will be allowed to pitch the seventh inning. Each new week will start on Monday.
8. To ensure that pitchers innings are being kept up with, we are asking each team to write down the pitchers that pitched with # of innings used that game in their team scorebook. . The opposing coach will sign the opposing team's scorebook. Teams will be required to bring this to the next game.
9. Departments should make very effort to have the softball umpires properly trained & dressed.
10. **Players must wear batting helmets, cage and chinstrap while batting, base running, and on deck.**

Angels Division (9 & 10 year olds)

- a) Teams will use 10 players on offense and 10 players on defense. A team must have 9 players present to start or continue a game. Full batting roster will be used.
- b) Pitchers will pitch from 35 feet. An 11 inch Dixie approved ball will be used
- c) After the pitcher has walked four batters, the pitcher will be replaced by offensive coach to pitch to the remaining players in that inning. The pitcher may return to the mound the next inning. When coach is pitching: Each batter will be called out after five (5) pitches or three (3) strikes.
- d) Stealing is not permitted.
- e) The ball is live until the third outs occurs or play stops after the tenth batter, which is the last batter for that inning,. If the last batter is walked, all base runners advance two bases.
- f) Bunting is only allowed when an active player is pitching.
- g) Only ten batters allowed per team per inning, if the 10th batter walks all runners advance two bases and the inning is over.
- h) The batter will be out after the third strike. She does not have to been thrown out.

Ponytails Division (11 & 12 year olds)

- a. Teams will use 9 players on defense. A team must have 8 players present to start or continue a game. A full batting roster will be used.
- b. Pitchers will pitch from 40 feet. A 12 inch Dixie approved ball will be used
- c. Stealing is allowed, but the ball must leave the pitchers hand before the runner may leave the base.
- d. If the catcher drops the ball on a third strike, providing first base is unoccupied or first base is occupied with two outs, the batter is not out and may attempt to reach first base.
- e. Maximum of 7 runs per team per inning.

Palmetto Association Play-offs

** To be eligible to participate in a Palmetto Association Event: a player must participate in at least six (6) games or 40% of regular season games (whichever is less). **

Basketball:

1. Each regular season team will participate in the Lakeland's League Play-off.
2. Coaches will receive play-off schedules prior to the conclusion of the regular season.

Football:

1. Each regular season team will participate in the Lakeland's League Play-off.
2. Coaches will receive play-off schedules prior to the conclusion of the regular season.

Baseball:

1. Each regular season team will participate in a local league End of Season Tournament.
 2. Coaches will receive play-off schedules prior to the conclusion of the regular season.
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PARKS AND RECREATION FACILITIES
PLAYGROUND RULES

1. Do not use equipment when wet.
2. No running, pushing or shoving.
3. Do not use play equipment improperly.
4. No bare feet, wear proper footwear.
5. Do not use playground equipment without adult supervision.
6. Do not use equipment unless designed for your age group.

PARK RULES

1. Unauthorized vehicles are not allowed.
2. Alcoholic beverages or weapons of any kind are strictly prohibited.
3. No skates, skateboards, bicycles, etc. are allowed in the park.
4. Pets are not permitted in the park.
5. Children should be accompanied by a responsible adult.
6. Throwing or hitting baseballs/softballs outside of playing fields is prohibited.
7. No practice on fields that have been prepared for games.
8. Please help keep the park clean. Place all trash in trash cans.

FIELD RENTALS (TOURNAMENTS)

Softball fields may be rented for tournaments. All applications should be made at least three weeks in advance. This includes the department preparing field/s for play at the beginning of the day, utilities and rest rooms.

Rental Fee: (Full day 8:00 AM - 12:00 Midnight)

1 Field - \$ 200.00

Up to 3 Fields - \$ 250.00

Multiple Day Tournaments will be negotiated.

A \$25.00 non-refundable deposit is **required** at time of application.

Full payment is due no later than 4 days prior to date of requested use. No refund after payment is made with the exception of a weather event as determined by Greenwood County Parks & Recreation Staff.

Concessions: Complete food & beverage service will be provided by a Greenwood County Contractor.

Maintenance: Each field will be prepared for play one time per contracted day by the Greenwood County Parks and Recreation maintenance personnel.

To request a field rental - Come by the Civic Center Office to check dates and fill out the application and pay the \$25.00 Deposit.

PRACTICE (ADULT)

Fields may be reserved for \$20.00 per hour for practice when available. For reservation information, contact your local Parks & Recreation Office.

TENNIS CENTER

1. The Greenwood Tennis Center consists of six (6) lighted courts and is located at the Greenwood Recreation Complex.
2. Courts are available daily on a first come - first serve basis.
3. There is no charge to use these courts.
4. Players must abide by a one (1) hour time limit when others are waiting to play.
5. Lights are operational till 10:00 PM in the winter season and until 11:00 PM in the summer season. Light switches are located on each individual court.

PAVILION

1. The Pavilion may be reserved at a minimum rate of \$100.00 for four hours or \$ 150.00 for a full day.
2. No alcohol is allowed on any Greenwood County property.
3. No bikes, skateboards, roller blades or skates are allowed inside the Pavilion.
4. No loud music is allowed.
5. You must clean up after your function - trash may be left bagged and in trash receptacles.
6. No vehicles are allowed inside the fenced area.
7. Use grills at your own risk - PLEASE use responsibly!
8. Cancellations must be made 48 hours prior to the event to receive a full refund.
(Call the Parks & Recreation Office @ 942-8515 to cancel)

To request a reservation you must come to the Parks & Recreation Office to check availability, complete an agreement and pay the fee.