

2011 Kiest Park "250" League

Thursday Night - Men's Division

	<u>Wins</u>	<u>Losses</u>
1. Chaos/Pallet Logistics	4	4
2. Angels	4	4
3. Wolf Pack	0	8
4. The Outsiders	4	4
5. Chinning	4	4
champion 6. American Idols	8	0

November 3

Kiest #2

	visitor		home
7:00	Chinning	18	Chaos/Pallet 23
8:00	The Outsiders	15	Chinning 12
9:00	The Outsiders	10	Angels 17

Kiest #3

	visitor		home
7:00	Wolf Pack	2	American Idols 20
8:00	Wolf Pack	10	Angels 25
9:00	American Idols	23	Chaos/Pallet 3

November 10

Kiest #2

	visitor		home
7:00	American Idols	20	Chinning 0
8:00	American Idols	28	The Outsiders 15
9:00	Wolf Pack	11	The Outsiders 21

Kiest #3

	visitor		home
7:00	Angels	27	Wolf Pack 3
8:00	Angels	19	Chinning 20
9:00		no game	

November 17

Kiest #2

	visitor		home
7:00	Angels	10	Chaos/Pallet 15
8:00	Chaos/Pallet	30	Wolf Pack 2
9:00	Wolf Pack	10	Chinning 12
9:00 K #1	The Outsiders	28	Chaos/Pallet 21

Kiest #3

	visitor		home
7:00	The Outsiders	22	Wolf Pack 9
8:00	Chinning	6	American Idols 16
9:00	American Idols	22	Angels 8

December 1

Kiest #2

	visitor		home
7:00	Chaos/Pallet	15	Angels 20
8:00	Chaos/Pallet	12	The Outsiders 2
9:00	Chaos/Pallet	18	American Idols 24

Kiest #3

	visitor		home
7:00	Chinning	13	The Outsiders 10
8:00	Angels	16	American Idols 25
9:00	Chinning	19	Wolf Pack 15

Rules:

- * Home team is the 2nd team listed and will occupy the 1st base dugout. If playing back-to-back on the same field and designation for second game changes from Home to Visitor or vice versa, teams do not have to change dugouts.
- * **Any player that runs into or through the temporary fence when there is no possibility of making a play on a ball will be removed from the game for the remainder of the defensive inning in which the violation occurred. NO SUBSTITUTION WILL BE ALLOWED.** If the same player commits the same infraction a second time during the same game, he will be ejected from the remainder of the game and **NO SUBSTITUTION WILL BE ALLOWED.**
- * Unlimited home runs over 250' fence. Any home runs over 300' fence are considered outs (no additional penalty).
- * **Each team must have a "ball shagger" to retrieve balls hit over the 250 fence while their team bats.**
- * 55 minute time limit. "1-pitch" will be played in extra innings.
- * Run rules: 20 after 3, 15 after 4, 10 after 5 innings. "Flip Flop" rule is in effect. No run limit per inning.
- * Start with "1-1" count. No extra foul in Men's leagues; Coed leagues have an extra foul
- * Batting order: May bat traditional (10 or 11) or bat-the-bench (ALL players bat).
- * Lineups must be turned in by scheduled game time with first names and last names, numbers are not required.
- * A 5-minute "penalty time" will be given if a team is not ready at scheduled game time. Resulting penalty is an automatic out charged on the offending team's first at bat. A forfeit will be called when penalty time expires if the team is not ready to play. NOTE: Does not apply to teams that are having to come from another field for consecutive games.
- * Base-stealing will be allowed in Men's leagues.
- * All other DSMA rules apply.
- * **RAINOUT NUMBER: 214.670.0513 after 4:30 p.m.**

Schedules, standings and other information are posted on www.dsma.com.

Questions or comments? Call Barbara at 214.670.6707 or email barbara.barnette@dallascityhall.com.