

2011 Kiest Park "250" League

Wednesday Night - Men's Division

	<u>Wins</u>	<u>Losses</u>
1. Buck Em	2	6
2. Power Outage	8	0
3. Bears in Heat	7	1
4. Astros	4	4
5. Reds	2	6
6. The Bambinos	1	7
7. Underdogs	4	4

November 2				<u>Kiest #2</u>				<u>Kiest #3</u>				<u>Kiest #4</u>			
visitor		home		visitor		home		visitor		home		visitor		home	
7:00	Reds	16	The Bambinos	1	7:00	Bears in Heat	17	Power Outage	18	7:00	coed game				
8:00	Buck Em	18	Underdogs	28	8:00	Astros	16	Power Outage	17	8:00	coed game				
9:00	Underdogs	17	Reds	19	9:00	Buck Em	7	Astros	23	9:00	The Bambinos	0	Bears in Heat	22	

November 9				<u>Kiest #2</u>				<u>Kiest #3</u>				<u>Kiest #4</u>			
visitor		home		visitor		home		visitor		home		visitor		home	
7:00	Bears in Heat	14	Underdogs	4	7:00	Reds	9	Buck Em	10	7:00	coed game				
8:00	Underdogs	13	Power Outage	14	8:00	The Bambinos	1	Astros	26	8:00	coed game				
9:00	Power Outage	28	Reds	14	9:00	The Bambinos	1	Buck Em	10	9:00	Astros	12	Bears in Heat	13	

November 16				<u>Kiest #2</u>				<u>Kiest #3</u>				<u>Kiest #4</u>			
visitor		home		visitor		home		visitor		home		visitor		home	
7:00	Astros	9	Underdogs	10	7:00	Power Outage	19	The Bambinos	3	7:00	coed game				
8:00	Astros	23	Reds	20	8:00	Bears in Heat	21	Buck Em	17	8:00	coed game				
9:00	Bears in Heat	26	Reds	16	9:00	Power Outage	21	Buck Em	10	9:00	The Bambinos	2	Underdogs	17	

November 30				<u>Kiest #2</u>				<u>Kiest #3</u>				<u>Kiest #4</u>			
visitor		home		visitor		home		visitor		home		visitor		home	
7:00	Buck Em	15	Bears in Heat	17	7:00	Underdogs	15	Astros	10	7:00	coed game				
8:00	Reds	13	Bears in Heat	14	8:00	Power Outage	19	The Bambinos	6	8:00	coed game				
9:00	Reds	11	Astros	16	9:00	Underdogs	1	The Bambinos	4	9:00	Buck Em	5	Power Outage	15	

- * 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 .