



ADULT LEAGUE RULES

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The Bridge Sports Complex thanks you for being part of the league. Our goal is to create a fun, competitive, and most importantly, SAFE environment for all participants. As our facility grows, we are always willing to look into rule changes although no rule changes will be adopted unless officially changed and announce from the sports department at The Bridge. Have fun and play hard.

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BASKETBALL RULES

(Men & Women)

SECTION 1 - ROSTERS

The Bridge Sports Complex thanks you for being part of the league. Our goal is to create a fun, competitive, and most importantly, SAFE environment for all participants. As our facility grows, we are always willing to look into rule changes although no rule changes will be adopted unless officially changed and announce from the sports department at The Bridge. Have fun and play hard.

1. Players must have a facility waiver signed and be on a team roster.
2. Final roster must be set by week 3.
3. Teams can have up to **12** players on their roster.
4. 5v5 – a minimum of 4 players must be on the court to start the game in order to avoid forfeit.
5. You must field your rostered players. You may only pull players from other teams if you do not have enough to play. In this instance, you may still play but it will be considered a forfeit (*See Pick-ups pg 23*).
6. **Men's Open:** If the league is split into pools or divisions, you may not double roster.
7. To be eligible to play in the playoffs, a player must have **participated in at least 2 regular season games and be on a team roster.**

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BASKETBALL RULES

(Men & Women)

SECTION 2 - LEAGUE / COMPETITION RULES

1. All games will consist of (2) 20 minute halves with a continuous clock.
2. Clock stops in the last 2 minutes of the 2nd half.
 - a. If a team is up by more than 15 points, the clock will not stop.
3. First overtime period will be 3 minutes and the clock will stop normally.
 - a. All remaining overtimes will be 2 minutes and clock stops.
4. Each team will be provided (2) full timeouts per half and do not carry over.
5. In overtime, each team will receive 1 additional timeout.
6. Bonus free throws (one & one) shall be shot on the seventh (7) team foul of each half. On the tenth (10) team foul, a two-shot bonus will occur.
7. No more than 5 personal fouls allowed.
8. A technical foul will result in 1 personal foul.
9. 2 technical fouls in one game will result in ejection and a 1-week suspension.
10. League standings are decided by: a. Team Record b. Head-to-Head c. Point-Differential
11. The top 8 teams in the league standings advance to the playoffs, a single elimination bracket.
12. Due to insurance regulations ONLY players are allowed on the bench. All spectators, family members, etc., must watch game from the sideline opposite of players.
13. **Forfeit Policy:** Email notice of forfeiture of a game must be made to the Bridge Sports Complex 24 hours in advance of scheduled game so the referees and opposing team can be notified in a timely manner. Any forfeit is listed as a 20-0 loss to the forfeiting team. Forfeits will be fined as stated in our forfeit policy (*See Forfeit Policy pg 25*).

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BASKETBALL RULES

(Men & Women)

SECTION 3 - TEAM ATTIRE

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1. No street shoes allowed. Clean gym shoes required.
 2. Teams displayed first on the schedule are considered home. Teams listed second are considered away.
 3. Home = light shirts;
Away = dark shirts
 4. Teams must bring light and dark colored shirts in case of conflict.
 5. Numbers are **MANDATORY** on shirts or jerseys.
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MEN'S SOCCER RULES

(SMALL SIDED)

SECTION 1 - ROSTERS

The Bridge Sports Complex thanks you for being part of the league. Our goal is to create a fun, competitive, and most importantly, SAFE environment for all participants. As our facility grows, we are always willing to look into rule changes although no rule changes will be adopted unless officially changed and announce from the sports department at The Bridge. Have fun and play hard.

1. Players must have a facility waiver signed and be on a team roster.
2. Final roster must be set by week 3.
3. Teams can have up to **12** players on their roster.
4. 6v6 (5 Field Players + Goalkeeper) - a minimum of 4 players must be on the field to start the game in order to avoid forfeit.
5. You must field your rostered players. You may only pull players from other teams if you do not have enough to play. In this instance, you may still play but it will be considered a forfeit (*See Pick-ups pg 23*).
6. To be eligible to play in the playoffs, a player must have **participated in at least 2 regular season games and be on a team roster.**

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MEN'S SOCCER RULES

(SMALL SIDED)

SECTION 2 - LEAGUE RULES

1. All games will consist of (2) 25 minute halves with a continuous clock.
2. Substitutions on the fly.
3. No offsides will be called.
4. GK may only use their hands in small box.
5. Home team is responsible for match ball(s). You can sign out a ball at the front desk with a valid I.D.
6. League standings are decided by:
 - a. Win 3 Pts, Tie 1 Pts, Loss 0 Pts
 - b. Head-to-Head
 - c. Goal Differential
 - d. Least Goals Allowed
7. Playoff overtime will be 4v4 (3 + gk) for 5 minutes. Followed by penalty kicks.
8. The top 8 teams in the league standings advance to the playoffs, a single elimination bracket.
9. Due to insurance regulations ONLY players are allowed on the bench side. All spectators, family members, etc., must watch game from the sideline opposite of players.
10. **Forfeit Policy:** Email notice of forfeiture of a game must be made to the Bridge Sports Complex 24 hours in advance of scheduled game so the referees and opposing team can be notified in a timely manner. Any forfeit is listed as a 6-0 loss to the forfeiting team. Forfeits will be fined as stated in our forfeit policy (See Forfeit Policy pg 25).

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MEN'S SOCCER RULES

(SMALL SIDED)

SECTION 3 - COMPETITION RULES

1. Kick-ins only.
2. The home team kicks off the first half with the away team kicking of the second half. Teams will switch goals at half-time. The home-team will also receive the ball to begin overtime.
3. A kickoff from the center mark starts play at the beginning of each half and every goal. A player who starts play may not play the ball again until it touches another player. All defending team players, at the time of the kickoff, must be 5 yards from the ball.
4. The defending team must be 8 yards away from the ball when a kick is awarded due to a foul.
5. A corner kick will occur on any free kick that happens inside the goal line or a 5ft area outside the goal line.

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MEN'S SOCCER RULES

(SMALL SIDED)

SECTION 4 - TEAM ATTIRE

1. Metal spikes are prohibited.
2. Shin guards are required, covered by socks.
3. Players wear their team's uniform, consisting of the similar if not same colors.
4. The goal keeper shall wear jersey colors distinguished from all other field players and from the Referees.
5. The home team will be responsible for changing colors if both the home and visiting teams have matching colors.

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COED VOLLEYBALL RULES

SECTION 1 - ROSTERS

The Bridge Sports Complex thanks you for being part of the league. Our goal is to create a fun, competitive, and most importantly, SAFE environment for all participants. As our facility grows, we are always willing to look into rule changes although no rule changes will be adopted unless officially changed and announced from the sports department at The Bridge. Have fun and play hard.

1. Players must have a facility waiver signed and be on a team roster.
 2. Final roster must be set by week 3.
 3. Teams can have up to **15** players on their roster.
 4. 6v6 – a minimum of 4 players must be on the court to start the game in order to avoid forfeit.
 5. 2 female players must be on court at all times.
 6. You must field your rostered players. You may only pull players from other teams if you do not have enough to play. In this instance, you may still play but it will be considered a forfeit (*See Pick-ups pg 23*).
 7. To be eligible to play in the playoffs, a player have **participated in at least 2 regular season matches and be on a team roster.**
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For more information, email sports@thebridgewv.com



COED VOLLEYBALL RULES

SECTION 2 - LEAGUE RULES

1. All matches will consist of 2 out of 3 games, rally scoring to 25 win by 2, cap at 30.
2. If the match is determined in 2 games, a 3rd game can still be played if time permits.
3. All teams will receive a 5 minute warm-up.
4. Net height will be mens regulation (7' 11 5/8").
5. Teams will receive one 30 second time-out per game.
6. The first team listed on the schedule is the "Home" team and will serve first.
7. There are unlimited substitutions, provided this privilege is not abused in such a way as to allow a team to gain continuous advantage at the net or at the service line. Teams may sub at any dead ball. With less than six players, the late player may enter during any dead ball situation.
8. There is NO restriction on a male hitting/attacking above the net if a female has not touched the ball, however this rule will be implemented if it becomes a league issue.
9. Unless modified by the following rules, all games shall be played in accordance with the current USAV Rules.
10. League games may be self officiated. Individual team captains are responsible for rule enforcement. If team captains fail to agree upon a call, the point in question shall be replayed.
11. League standings are decided by: a. Team Record b. Head-to-Head c. Total Games Lost d. Total Point-Differential.
12. The top 8 teams in the league standings advance to the playoffs, a single elimination bracket.
13. Due to insurance regulations ONLY players are allowed on the bench. All spectators, family members, etc., must watch game from the sideline opposite of players.
14. **Forfeit Policy:** Email notice of forfeiture of a game must be made to the Bridge Sports Complex 24 hours in advance of scheduled game so the referees and opposing team can be notified in a timely manner. Any forfeit is listed as a 0-2, 0-10, 0-10 loss to the forfeiting team. Forfeits will be fined as stated in our forfeit policy (See Forfeit Policy pg 25).

For more information, email sports@thebridgewv.com



COED VOLLEYBALL RULES

SECTION 2 - COMPETITION RULES

1. A back row player cannot make contact with the ball above the net in front of the 10ft attack line.
2. Players cannot touch the net.
3. Players may touch or step on the center line but may not pass over the center line.
4. **The use of a libero is permitted.**
5. If a ball hits the ceiling or anything attached to the ceiling and has not yet crossed the net, and your team has another touch, your team is allowed to continue to play the ball. If a ball hits the ceiling or anything attached to the ceiling and crosses the net, the ball is considered a dead ball.
 - a. The ball may NOT be played off of the side walls, track, curtains, net posts and antennae.
 - b. The ball may be played off the ceiling, lights, non-moving fan, and basketball hoops.
 - c. A replay will be issued if the ball hits a moving fan or the suspension beam connecting the net and the ceiling.
6. The server is only allowed one re-toss. The server must let the ball drop to the ground. If the server catches the toss, it is considered a side-out.
7. The serve CANNOT be blocked or attacked.
8. The let serve is legal.
9. The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the service hit and the flight path of the ball.
10. The ball may be played with any part of the body.

For more information, email sports@thebridgewv.com



COED VOLLEYBALL RULES

SECTION 3 - TEAM ATTIRE

1. No street shoes allowed. Clean gym shoes required.
 2. Teams must supply and wear same color shirts or jerseys.
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KICKBALL RULES

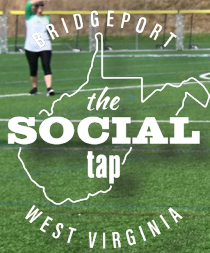
SECTION 1 - ROSTERS

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1. Players must have a facility waiver signed and be on a team roster.
2. Final roster must be set by week 3.
3. Teams can have up to **18** players on their roster.
4. 9v9 - a minimum of 7 players must be on the field to start the game in order to avoid forfeit.
5. Teams must field a minimum of 3 female players.
6. You must field your rostered players. You may only pull players from other teams if you do not have enough to play. In this instance, you may still play but it will be considered a forfeit (*See Pick-ups pg 23*).
7. To be eligible to play in the playoffs, a player must have **participated in at least 2 regular season games and be on a team roster.**

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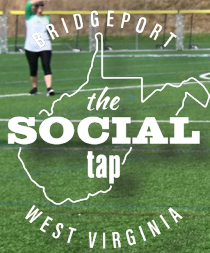
KICKBALL RULES

SECTION 2 - LEAGUE / COMPETITION RULES

- Games will last 7 full innings or 60 minutes with a 10 run mercy rule per inning (except in 7th). If tied additional innings may be played. No new inning shall be started after 50 minutes.
- If time limit is reached and the game is tied, each team will kick one Accuracy Kick.
 - Each team chooses 1 kicker (any eligible player who played in the game).
 - The ball will be placed in front of home plate.
 - The team who kicks the ball, to rest, closest to 2nd base shall be awarded 1 run and the win.
- The first team listed on the schedule is the "Home" team. Home team fields first.
- Teams will pitch underhand to their own batting lineup.
- Teams can bat up to 12 kickers in their starting lineup.
- Teams must submit a kicking line-up at the start of each game.
- No more than 3 male kickers are to kick in a row. A female must kick every 4th at bat.
 - Automatic out if 3 males kick in a row (Including bottom to top of the lineup).
- There are 3 strike outs per team per inning.
- 3 strikes is an out and is called when:
 - The ball crosses the strike zone without being kicked.
 - The kicker swings and misses the ball.
 - The ball is kicked above knee level.
 - The ball is kicked foul.
- League standings are decided by: a. Team Record b. Head-to-Head c. Point-Differential
- The top 8 teams in the league standings advance to the playoff, a single elimination bracket.
- The Bridge Sports Complex will attempt to determine if league games can be played each night. If it's determined that weather will make it very unlikely that games could be played, all league contacts and captains will be notified at 3pm via email.
- If a game is called due to uncontrollable conditions before the 4th inning, it will be replayed in its entirety from the beginning.
- If in advance it looks unlikely games will be played and indoor space is available, a modified version may be played indoors instead of calling the game due to possible uncontrollable conditions.
- Forfeit Policy:** Email notice of forfeiture of a game must be made to the Bridge Sports Complex 24 hours in advance of scheduled game so the referees and opposing team can be notified in a timely manner. Any forfeit is listed as a 10-0 loss to the forfeiting team. Forfeits will be fined as stated in our forfeit policy (See Forfeit Policy pg 25).

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KICKBALL RULES

SECTION 3 - KICKING / FIELDING & BASERUNNING

KICKING

1. All kicks must be made by foot or leg, below the knee.
2. The kicking zone is a 3 foot area in each direction from home plate.
3. A kicked ball must pass the 30- foot bunt line in front of home plate for a fair ball ruling.
4. If the pitcher's turn comes up in the kicking lineup, the kicking team will be allowed to make a substitution.
5. A foul kick is a kick landing in foul territory or a kick that goes foul prior to passing 3rd or 1st base.

FIELDING & BASERUNNING

1. If the pitcher interferes or is struck by a kicked ball, the play will be called dead, and result is an automatic out.
2. Field players who are not involved in making a play may not obstruct the baserunners.
3. Field players may not enter into the 30- foot bunt line until pitch is made. If the field player touches the ball before the ball passes the bunt line, it is considered a fair ball.
4. A ball kicked in foul territory can be caught for an out. If the ball is misplayed or dropped it is considered a foul ball.
5. Baserunners may not attempt to lead off or steal a base.
6. Baserunners may slide to try to avoid contact. No sliding on 1st base.
7. Baserunners will be declared out when struck by a kicked ball, a ball tag, forced out or being hit with the ball. Baserunners will be declared safe they are hit above the shoulders by a fielder. Baserunners will be declared out if they intentionally place their head in the path of the ball.
8. Baserunners must tag-up after a kicked ball is caught to advance to the next base.
9. A run is not scored if the baserunner advances to home plate during a play in which a third out is made.
10. Pinch running due to injury is permitted provided the runner is of the same gender. Pinch running at kick is not permitted. Each team is allowed to use a pinch runner one time per inning.

For more information, email sports@thebridgewv.com



KICKBALL RULES

SECTION 4 - TEAM ATTIRE

1. Teams must supply and wear same colored shirts or jerseys.
2. Gym shoes, soft-soled shoes, or molded plastic cleats may be worn.
 - a. Metal spikes are prohibited.
 - b. All players must wear close toed shoes.

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SOFTBALL RULES

SECTION 1 - ROSTERS

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1. Players must have a facility waiver signed and be on a team roster.
2. Final roster must be set by week 3.
3. Teams can have up to **20** players on their roster. No more than **15** players are permitted to play / bat in any game.
4. 10v10 - a minimum of 8 players must be on the field to start the game in order to avoid forfeit.
 - a. If a team starts the game with 8-9 players, the 9th-10th spot in the batting order will be an automatic out.
 - b. Late players can be immediately added to the field and to the end of the lineup to avoid the automatic out.
5. You must field your rostered players. You may only pull players from other teams if you do not have enough to play. In this instance, you may still play but it will be considered a forfeit
(See Pick-ups pg 23).
6. To be eligible to play in the playoffs, a player must have **participated in at least 4 regular season games and be on a team roster.**

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SOFTBALL RULES

SECTION 2 - LEAGUE RULES

1. Games will last 7 full innings or 60 minutes (Double headers). No new inning shall be started after 50 minutes.
2. The first team listed on the schedule is the "Home" team.
3. The Home team is required to keep the official score book. It will be supplied by the umpire. The following information should be kept at the minimum;
 - a. Line-Up
 - b. Runs
 - c. Outs
 - d. Start Time
 - e. End of Inning Batter
4. The official scorebook must be turned in to the umpire at the conclusion of the game.
5. The Bridge Sports Complex will attempt to determine if league games can be played each night. If it's determined that weather will make it very unlikely that games could be played, all league contacts and captains will be notified at 3pm via email.
6. All games postponed or called due to uncontrollable conditions shall be played at the conclusion of the regular season. Teams are subject to complete make-up games on nights not regularly scheduled.
7. If a game is called due to uncontrollable conditions before the 4th inning, it will be replayed in its entirety from the beginning.
8. At the conclusion of the season, the top 8 teams in the league standings advance to the playoffs.
9. If there is a record tie at the conclusion of the season, seeding will be determined by:
 - a. Head-to-head
 - b. Run differential vs. tied team/s.
10. **Forfeit Policy:** Email notice of forfeiture of a game must be made to the Bridge Sports Complex 24 hours in advance of scheduled game so the referees and opposing team can be notified in a timely manner. Any forfeit is listed as a 10-0 loss to the forfeiting team. Forfeits will be fined as stated in our forfeit policy (*See Forfeit Policy pg 25*).

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SOFTBALL RULES

SECTION 3 - COMPETITION RULES

1. All teams will provide their own bats. Each bat must be checked and stamped prior to the start of the game.
 - a. Bats must pass USSSA criteria as described in the USSSA Rulebook.
 - b. ASA bats will not be approved for play.
 - c. Bats must have one of the following stamps below.
2. The official league ball that will be used is the 12" Dudley Thunder ZN Slowpitch Classic M Stamp Yellow.
3. Pitching distance is 50' and the distance between bases is 70'.
4. The mercy rule will be 20 runs after 4 innings / 10 runs after 5 innings.
5. On a fair fly ball hit over the fence for a home run, the batter and all base runners are credited with a score. The batter and any runner on base do not need to advance and touch the bases. They should go directly to the dugouts area.
6. Home run limit is 3 home runs per game. Any over-the-fence home run after the league limit will be an out. The ball is dead, & runners may not advance.
7. One courtesy runner per inning. The courtesy runner can be any player on the roster. Once the courtesy runner occupies the base, the selected courtesy runner may not be exchanged for any other desired courtesy runner. If the courtesy runner is still on base at the time her/her turn at bat comes up, that spot in the batting order will be an out.
8. Players may slide into any base.
9. Teams may substitute freely on defense each inning.
10. Only a team captain can challenge a play or action on the field.
11. Only a team captain can file an official protest.
12. USSSA rules apply unless specifically noted in our league rules or by the umpire.



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SOFTBALL RULES

SECTION 4 - ADDITIONAL COED RULES OF PLAY

1. A team must be comprised of at least 3 females represented in the batting line-up and on defense.
 - a. It is suggested that the females be evenly distributed in the team's batting line-up.
2. Walking Rule: Any walk , intentional or non-intentional, to a male batter with a female on deck will result in a two-base award. Batter goes to 2nd base and must touch 1st base on the way.
 - a. The female batter has the option to walk or bat, regardless of how many outs.
 - b. Home plate umpire, if asked beforehand, may overrule touching 1st base
3. The official league ball that will be used is the 12" Dudley Thunder Heat 300 .52 c.o.r.
 - a. Secondary ball will be the 12" Dudley Thunder ZN Slowpitch Classic M Stamp
 - b. Females have the option to bat 11" Dudley Thunder SY Classic W Stamp
 - A third base coach will be required.

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SOFTBALL RULES

SECTION 5 - TEAM ATTIRE

1. Teams must supply and wear same colored shirts or jerseys.
2. Gym shoes, soft-soled shoes, or molded plastic cleats may be worn.
 - a. Metal spikes are prohibited.
 - b. All players must wear close toed shoes.
3. All pitchers are strongly advised to wear a mask but not required. Pitchers that chose to play without a mask are playing at their own risk.

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ADULT LEAGUE FAQ



REGISTRATION

Can someone under 18 register for your adult leagues?

Players must be 18 or older prior to the beginning of the season to be eligible to play. No exceptions.

Where can I find registration dates for each season?

The adult league webpage on our website contains registration dates for the entire year as well as the sports that will be offered during each season. www.thebridgewv.com/adult-leagues

What if I miss the deadline to register?

Registration ends at 5pm on the last day of registration. If you miss registration, you are not guaranteed a spot in our adult leagues.

Can adult league registration become full before registration closes?

Yes, we are limited due to field / court space. It is recommended you register early.

ROSTERS

I am a captain and having trouble adding players to my roster, what should I do?

All players need to have an online facility waiver signed before they can be added to a roster by creating a free account on our website. If you are having trouble adding a player to your roster, we can add him/her manually as long as they have a facility waiver signed. bondsports.co/The-Bridge-Sports-Complex/53/general_waiver

Where can I find team rosters?

A link to team rosters is included in the email sent out at the beginning of the season containing league schedule and rules. You can also find team rosters by going to our Adult League webpage, www.thebridgewv.com/adult-leagues, scroll down to find your league sport and click on the button "Standings and Rosters".

I signed up as a free agent, why can't I be assigned to a team by The Bridge?

We do our best to place free agents on teams. Captains pay a team registration fee. We cannot place free agents on teams when team captains already have full rosters made up of their own players.

SCHEDULE

Why have I not received the schedule yet?

We will send out the schedule 2 days after registration closes. If you have not received the schedule by email, check with your captain to make sure you are on the roster. Only rostered players with an email listed on their profile will receive emails about our leagues. If you are on the roster, please check your spam.

My team can't make a certain time, can the schedule be changed?

Requests can be made before the schedule is released. We will do our best to accommodate your team, however we cannot guarantee your request due to field / court space and possible other team requests.

How do playoffs work? (Formats subject to change based on league participation.)

Each season is 9 weeks with 7 weeks of regular season play and 2 weeks of playoffs. The top 8 teams will make the playoffs, a single elimination bracket. If a league happens to have 8 teams or less, all teams will make the playoffs. If a league only has 4-5 teams, a double elimination bracket may take place changing the season format to 6 weeks of regular season play and 3 weeks of playoffs. If a league happens to have 12+ teams, an "A" and "B" playoff bracket may take place.

What if the league falls on a holiday?

In most cases, the league will be canceled for that week.

RULES

Where can I find league rules?

All league rules will be sent by email when the schedule is announced. League rules can also be found on our adult league webpage, www.thebridgewv.com/adult-leagues, as well as on the clip boards underneath the scoresheet during each league game. Each captain will receive a hard copy of the rules during the first regular season game of each season.



Adult League - Free Agents

If you cannot register as a full team, you may sign-up individually as a “free agent”.

Once registration ends, if there are enough free agents registered, a team consisting of the free agent pool will be formed. If there are not enough free agents to form a team, we will reach out to the team captains asking if they need additional players.

If these options do not work out, you will be issued a full refund.

Adult League – Pick-Ups

If a team is short on players during a regular season game, **to avoid forfeit**, that team may pick-up a maximum of 2 players twice per season.

-Exception Softball: A team may pick-up a maximum of 2 players three times per season.

If pick-up players are used, a team may not exceed the maximum number of players allowed on the field/court + 1 sub.***

The captain must notify The Bridge Staff by email (sports@thebridgewv.com) prior to the start of the game.

- Pick-ups cannot be from another team in the same league.
- You may use pick-ups for coed leagues to fill the female minimum without the roster restriction stated above.***
- Pick-ups must sign our online facility waiver.
bondsports.co/The-Bridge-Sports-Complex/53/general_waiver
- **No pick-ups during playoffs.**



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Adult League - Online Coaches Portal using Bond Sports

INSTRUCTIONS FOR TEAM CAPTAINS ARE BELOW:

INVITE / ADD PLAYERS TO YOUR ROSTER

1. Captain goes to their profile by visiting thebridgewv.com and clicking login.
2. Captain selects their team.
3. Input the names & emails of all players.
4. Teammates will receive invite.
5. They will be prompted to create an account.
6. After creating the account, they will sign the online facility waiver and join the team.
7. An online facility waiver is required to be completed and players must be added to the roster to be eligible to play. Final rosters are due by week 3.

If players are having trouble joining your roster, they can be added manually:

1. Players must sign the online facility waiver.
bondsports.co//The-Bridge-Sports-Complex/53/general_waiver
2. Once completed, the captain must email the sports manager to have that player manually added to the roster.



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Adult League - Forfeit Policy

Email notice of forfeiture of a game must be made to the Bridge Sports Complex 24 hours in advance of scheduled game so the referees and opposing team can be notified in a timely manner.

Forfeit will be fined as stated:

- 1st forfeit:
 - o With 24 hours notice: Captain will be issued a warning via email.
 - o Without 24 hours notice: Captain will be issued a \$10 fine.
 - o Without 3 hours notice: Captain will be issued a \$20 fine.
 - o With no notification: Captain will be issued a \$30 fine.
- 2nd forfeit:
 - o With 24 hours notice: Captain will be issued a \$10 fine.
 - o Without 24 hours notice: Captain will be issued a \$20 fine.
 - o Without 3 hours notice: Captain will be issued a \$30 fine.
 - o With no notification: Captain will be issued a \$40 fine.
- 3rd forfeit:
 - o With 24 hours notice: Captain will be issued a \$20 fine and disqualified from playoffs.
 - o Without 24 hours notice: Captain will be issued a \$30 fine and disqualified from playoffs.
 - o Without 3 hours notice: Captain will be issued a \$40 fine and disqualified from playoffs.
 - o With no notification: Captain will be issued a \$50 fine and asked to leave the league.

The captain will receive an invoice by email and the fine must be paid in 7 days.

Adult League - Illegal Player

Use of an illegal player, if detected and challenged by the opposing team within twenty-four (24) hours of completion of the game, shall result in automatic forfeiture of the game in which the illegal player was used. The illegal player will also be penalized. An illegal player shall be:

- a. A player who participates but is not on the team's official roster.
- b. A suspended player who has not been re-admitted to league play.
- c. A player who does not meet playoff eligibility requirements (in playoffs only).



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Adult League - League MVP

Each season we will award an MVP for each league. This vote will take place at the conclusion of regular season play.

How it works:

- Captains will nominate 2 players within the league.
- If one player has the majority of nominations, that player will be awarded League MVP.
- If not, the nominations will be narrowed down, and a league wide vote will take place.

Rules and Requirements:

- If a captain does not place a nomination, all players from that team will be excluded from League MVP.
- Captains can not nominate players from their own team.
- Captains are eligible for League MVP.
- Nominated players must be on a roster and meet the eligibility requirements for playoffs.
- Only league captains and rostered players may take place in the voting process.
- Players may only vote once.
- League MVP must wait a season before being nominated again.
- In Coed Leagues, both a female and male player will be awarded League MVP.



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Adult League - Sportsmanship

Authority of Referee and The Bridge Sports Complex Staff

1. The referee and The Bridge staff have complete control of the game and any disciplinary actions needed to make the game safe and orderly.
2. The referee and The Bridge staff shall issue a warning to any offending player, which, if not responded to in a positive and sportsmanlike manner, shall result in the immediate forfeiture of the contest on the part of his/her team.
3. Examples of poor sportsmanship that would result in warning or forfeiture are:
 - a. Striking, shoving, or any physical contact directed toward a league official or another player.
 - b. Smoking at the complex.
 - c. Using or being under the influence of drugs and alcohol.
 - d. Initiating or continuing aggressive behavior toward a league official or another player beyond that action incidental to the game.
 - e. Continued unsportsmanlike behavior, such as, but not limited to, bullying, profanity, harassment of game officials and other players, failure to comply with instructions of the Sports Manager, or other acts which disrupt the orderly and sportsmanlike operation of the game.

Note: The length of the suspension will be determined by the severity of the individual(s) actions under the sole discretion of The Bridge Sports Manager.

4. Any player initiating or continuing an act of physical violence (including shoving or pushing) toward another player or league official shall be immediately suspended from the game.
 - a. Upon further investigation by The Bridge Sports Complex Staff, the player may be suspended from competition in all activities at the complex for up to a period of at least (1) year, and indefinitely thereafter.
 - b. Any player ejected from a game must leave the ENTIRE confines of the Bridge Sports Complex within (5) minutes following his/her ejection or the game will be declared as forfeiting to the non-offending team.

Adult League –



Official League Protest Form

SECTION I: (To be filled out by Captain of team making protest)

Name of Team: _____ Name of Captain: _____

Name of Opposing Team: _____

Time/Date: _____ Location: _____

Official Name: _____

This protest is against () Official or () Opposing Team or () Opposing Player

State the rule you are protesting: _____

Explain what happened: (Use the back of this form if needed.)

The decision of the official was: (Use the back of this form if needed.)

I feel this decision should have been: (Use the back of this form if needed.)

This form must be completed to this point and signed by the captain of the protesting team and be delivered in person or emailed (sports@thebridgewv.com) to the The Bridge Sports Complex Office within 24 hours.

Signature of Captain Making Protest: _____

SECTION II (to be filled out by the The Bridge Sports Complex) It is the decision of the The Bridge that this protest be ruled () VALID () INVALID The following action should be taken:

Sports Manager: _____ Date: _____



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Adult League – Hall of Fame

Fall 2024:

Men's Soccer

Men's Basketball

Coed Softball

Champion

[Celtic Hoops](#)

[Warlocks](#)

[Suicide Squad](#)

Captain

Josh Thornton

Chris Prescott

Daniel Wells

League MVP

[Wayne Tiller- Toepokes](#)

[Bryant Irwin – Redeem Team](#)

[Bretton Wall – Green River Group](#)

[Nicole Walker – K&Q of Chaos](#)

Winter 2025:

Men's Soccer

Men's Basketball "A"

Men's Basketball "B"

Coed Volleyball "Gold"

Coed Volleyball "Silver"

Champion

[Celtic](#)

[The Basketball Team](#)

[Dome Crew](#)

[Bump That](#)

[Sugar and Spike](#)

Captain

Zach Hartly

Drew Pingley

Mike Walker

Savannah Burns

Brittany Legg

League MVP

[Zach McCord – Celtic Hoops](#)

[Derek Sevier – Dome Crew](#)

[Ali Burton – Team Mullet](#)

[Ryan Martin – Sugar & Spike](#)

Spring 2025:

Men's Soccer

Men's Basketball "A"

Men's Basketball "B"

Men's Basketball 35+

Champion

[Celtic](#)

[The Basketball Team](#)

[Minors Auto Sales](#)

[Old Dome Squad](#)

Captain

Josh Thornton

Drew Pingley

Travis Minor

Mike Walker

League MVP

[Declan McGill – Pathetico Madrid](#)

[Jared Tadlock – Thicck Boiiz](#)

[Brayden Edgell – Minors Auto](#)

[Chris Everson – G-Force Old Heads](#)

Summer 2025:

Champion

Captain

League MVP



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Adult League – Live Stream

We offer live streaming for our courts and diamond fields. You may also watch past games if you are unable to watch the live stream.

- Go to our website: www.thebridgewv.com
- Click on the "Live Cameras" button.
- Click on the " Bridge Sports Complex" link.

Adult League – Facebook Group

Please join our Adult League Facebook Group and stay up-to-date on league information.

- Early Bird Registration Information
- Regular Registration Information
- League Schedules
- Weekly Score Updates
- League Winners
- Changes / Cancellations
- Adult Tournaments

Facebook: The Bridge Adult Leagues

<https://www.facebook.com/groups/860205809083631>

Adult League – Suggestion Box

Have suggestions, feedback or ideas?

Fill out the google form either anonymously or include your email if you would like a response back from our team.

<https://forms.gle/easSHwjaJAbFisMS9>

Complaints against officials, players, and teams will only be considered by turning in an Official League Protest Form found on pg. 28.