

Clinton City Recreation  
**ADULT CO-ED KICKBALL**  
**LEAGUE BYLAWS**  
**FALL 2016**

**PREAMBLE**

**1. Warning and Disclosure**

The primary purpose of the Clinton City Recreation Adult Kickball League is to provide participants the opportunity to play the game of kickball in a structured but recreational manner. The Adult Kickball League allows participants, regardless of sex, race or creed to participate in the game of kickball. All players are expected to exhibit good sportsmanship. It also provides an athletic or physical contest that is governed by the rules of the sport. The Clinton City Adult Kickball Rules should not be considered a guarantee that participants, spectators or others will be safe from injury, death or harm. There are risks and dangers incidental to the game of kickball including but not limited to: being injured by thrown balls, kicked balls or other objects. The game of kickball involves violent physical contact and cardiovascular stress. Kickball involves certain risks including but not limited to: serious neck and spinal injuries, complete or partial paralysis, brain damage, injury to bones, joints, muscles, internal organs, and dental problems. Kickball also involves high risk of ankle, knee, head and neck injuries. Participants engaging in kickball do so with the knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury or death. Participants and spectators assume all risks and danger of personal injury, death, losses, damages to person or property and all hazards arising from incidental to or related in any way to the Clinton City Adult Kickball League.

**2. Disclaimer**

The Clinton City Corporation, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees are not responsible for any injury, death, or loss of property to any person suffered while playing, watching, practicing, or in any other way on Clinton City Property. This includes any reason whatsoever, including ordinary negligence on the part of Clinton City, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees and all others who are involved and including the reckless conduct of other participants. Clinton City Corporation expressly disclaims any and all liability for any injury, death or property loss related in any way to the Clinton City Recreation Programs. This warning, disclosure and disclaimer is intended to be as broad and inclusive as permitted for applicable laws. If any portion is held invalid the remainder of the warning, disclosure and disclaimer will continue in full legal force and effect.

**RULES AND BYLAWS**

**The World Adult Kickball Association (WAKA) Official Rules and ASA rule book will govern play except as amended by the following Clinton City Recreation Department bylaws:**

**I. ADMINISTRATION**

- 1. League Format** – Teams will be guaranteed **8 games** with a **7-game** regular **season** schedule and a **single elimination tournament**.
- 2. Team Names** – All team names must be approved by the Recreation Department. No obscene or offensive names will be allowed.

**3. Tournament** - All teams will be placed into a **single elimination tournament** at the end of the season. Rankings will be determined by (A) regular season win-loss record (B) head to head win-loss record between the two teams tied (C) head to head runs scored/runs allowed differential (D) total runs scored/runs allowed differential (E) coin toss. For a player to be eligible for tournament play, they must have played in at least 2 games during the regular season. Any team attempting to bring ineligible players will be disqualified from the tournament.

**4. Awards** - Individual awards will be presented to each member of the League Champion Team, Tournament Champions and Tournament Runners Up.

**5. Rosters** – Rosters may not exceed 20 players, including the Team Manager. All Waiver/Release/Indemnification/Roster/Code of Conduct Agreements are due at the first game, prior to the first pitch. If the roster is not turned in prior to the first pitch the game will result in a forfeit along with all others played without a properly completed roster. If the roster is not handed in by the second week of play the Team Manager will be notified of termination from league play without a refund. All names must be legible. Players between 16-18 years of age are permitted to play if the player's guardian signs the Waiver/Release/Indemnification/Roster/Code of Conduct Agreement. A player may be removed from the roster at any time. A player may be added to the roster prior to the sixth (6<sup>th</sup>) game of the regular season, by simply going with the Team Manager to the field Supervisor in the Scorekeepers Building and signing the roster. If a player needs to be replaced due to injury, pregnancy, military re-assignment, moving out of the area, etc., after the deadline, a written request including all pertinent information may be submitted to the Recreation Department for consideration. No new or replacement players may be added at tournament time. A player may only appear on one roster per league. If a player is on more than one roster or caught playing with another team that player and possibly those teams will be asked to leave the league. The Site Supervisor may ask for identification from any player he/she feels is violating the rule of using someone else's name and reserves the right to conduct ID checks prior to the start of the tournament.

**6. Player Eligibility** – An eligible player is defined as a player who is at least 16 years of age by the start of the regular season and who is officially registered on the team roster. Those players, who are between the ages of 16 and 18 must have a guardian sign the Waiver/Release/Indemnification Agreement/Roster/Code of Conduct Agreement to play in the Adult League prior to playing in the game. If a team is caught with a player that is younger than 16 years old that team will forfeit the season with no refund. If a player is questioned as to identity by the Recreation Department, that player must present valid photo identification within one (1) hour or before the next game if it is tournament play, or be ruled ineligible. Players may only participate on one team per league. If a player is declared ineligible, playing on a team for which he/she is not a legally registered player, that game and any other game that player has played or does play during that night will be a forfeit.

**7. Uniforms** – All players on a team must wear shirts/jerseys of the same color with a 4" (minimum) contrasting colored number located on the back. Teams will be given two weeks flexibility to obtain jerseys. By the second week of play the entire team must have matching shirts/jerseys or they will be asked to wear Clinton City Recreation uniforms to avoid having the game ruled a forfeit. No obscene or offensive graphics will be allowed on the shirts/jerseys, a sponsor's name will be allowed as long as it is not obscene or offensive. The Clinton City Recreation Department reserves the right to determine if the graphics are obscene or offensive.

**8. Weather Cancellations** – An official decision regarding game cancellations due to weather and/or field conditions will be made by the Recreation Department by 4:00 pm. Team Managers are responsible for checking with the Recreation Department to determine whether the game will be played or rescheduled. Please call our rainout number at 801-614-0796

after 4:00 pm. If the Recreation Department makes a decision before 4:00 pm, we will notify the Team Manager. All rainouts will be rescheduled as double-headers during the regular season, moved to the end of the schedule or if necessary we will play the re-scheduled games on Fridays and Saturdays. Please designate one person from your team to call the rain out number and then inform your team. Teams that want on field cancellation information may call the Softball Complex at 801-614-0892 after 6:00 pm. If a game is rained out or called due to unplayable field conditions, teams are to follow the next scheduled league game listed on the schedule.

**9. Refunds** – Full refunds will not be granted under any circumstances except in the event of a cancelled league or tournament by the Recreation Department. Team withdrawal up to August 12<sup>th</sup> will be subject to a \$15.00 administrative handling fee. No refunds will be given after August 12<sup>th</sup>. Requests for refunds must be made at the Clinton City Recreation Offices, 1651 W. 2300 N. during regular business hours. Refunds will be sent via mail in the form of a check within 10 business days of the withdrawal. For more information call 801-614-0780.

## II. GAME FORMAT

**1. Game time** – Game times will be fifty (50) minutes or seven (7) innings. No new inning will begin after fifty (50) minutes. Official time is kept by the Scorekeeper and begins when the teams are instructed to take the field. The Scorekeeper and Supervisor jointly make the decisions affecting the game time. Legitimate additions include: rain delays, serious injuries, unexpected field maintenance, etc.

**2. Forfeits** – Game time is forfeit time! Any team unable to take the field at the scheduled time will forfeit the game. A team must have 8 players ready to play at the scheduled game time. A double forfeit will count as a 7-7 tie. When a double forfeit occurs in the winner's bracket of a tournament, the supervisor will count and the team with the most eligible players with an eligible jersey will be declared the winner. If the count is still a tie, then a coin flip by the supervisor will decide the winner. Scorekeepers are not required to keep score for scrimmage games due to a forfeit.

**3. Line-ups -** A complete team for all leagues consists of ten (10) players, however, teams may play with a minimum of eight (8) players provided an automatic out is established in the batting rotation for each player missing for a complete team. If additional players arrive late, they must immediately fill the vacant spots in the line-up. The Team Manager may designate, prior to the game, where those automatic outs will be placed in the line-up. Under no circumstances may a team begin or continue play without the required 8 players regardless of the situation. The game is terminated at the point where a team drops below 8 players and results in an automatic loss to that team, regardless of the score. If neither team has 8 players present to play at game time, both will receive a forfeit. All starting line-ups must be submitted to the Scorekeeper at least ten (10) minutes prior to the game time. Lineups need to have names and jersey/shirt numbers of the players and substitutes. Only one representative per team (Team Manager) is allowed upstairs in the Scorekeepers Building. No other team members will be permitted upstairs, unless they are being added to a teams' roster. If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited. All teams must have at least two male players on the lineup. There must be an equal or greater number of females than males at all times. The kicking order must alternate male/female or female/male. No two males may kick consecutively; consecutive female kickers are allowed in the lineup if necessary. If a team is kicking and one of the females does not kick the next kicker (male) will also be called out.

**4. Extra Player (EP) Rule** – The Extra Player (EP) Rule will be allowed, but teams must announce their intent to use an EP to the Scorekeeper when submitting the lineup. The EP must remain in the same position in the batting order for the entire game. When an EP is used all

(12) on the starting line-up must kick and any 10 of those may play defense (five male and five female). The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter the game. If additional players arrive before the lineup has been batted through, they must be added to the bottom of the lineup. Teams must finish the game with the same number of batters as they started with unless an injury/emergency situation occurs or they will be penalized an automatic out for each vacated spot in the batting lineup.

5. **Safety Rule** - Male base runners must attempt to avoid flagrant contact with female fielders or will be declared out.

6. **Walks** – If a pitcher walks a male kicker, he is awarded second base. If there are two outs the female following the male kicker may have the option to kick or occupy first base.

7. **Slide Rule** - If there is a play at the base and/or plate, the offensive player/runner should avoid contact to the best of their ability. Defensive players/basemen may not to block their bases if they do not have the ball. If contact is made and could have been avoided, the offensive player/runner will be called out. If the contact is deemed flagrant “take out slide” the runner may be ejected from the game and possibly suspended from the league.

8. **Stealing** – No base stealing is allowed.

9. **Intentional Game Delay** – Game Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit. If in the opinion of the game Officials, a team is making a travesty of the game such game will be terminated and forfeited accordingly.

10. **Dugouts** – The home team will occupy the third base dugout. For safety reasons no children or bicycles are allowed in the dugout areas

11. **Innings** - Games consist of seven (7) innings with no new inning beginning after fifty (50) minutes. Games tied at the end of seven innings or regulation time will be played to their conclusion. The International Tie-Break Rule will go into effect with the start of the eighth inning or any new inning after 50 minutes. Games called prior to four (4) complete innings will be rescheduled and replayed from the point of interruption. Games called after four (4) will stand, unless tied in which case the game will be rescheduled and completed from the point of interruption.

12. **Slaughter Rule** - A team ahead by 20 or more runs after 3 complete innings will be declared the winner. A team ahead by 15 or more runs after 5 complete innings will be declared the winner.

13. **Kicking Box/Zone** – The area where the kicker is allowed to kick the ball. A 8’ wide by 14’ deep box beginning at the front of the plate.

14. **Strike Zone** – The plate and (1) foot to either side of the plate. A maximum height of (1) foot as it crosses through the strike zone.

15. **Strikes** – A count of three (3) strikes is an out.

**A strike is:**

- A pitch that is not kicked and went through the strike zone
- An attempted kick missed by the kicker inside or outside of the strike zone.

16. **Balls** – A count of four (4) balls advances the kicker to first base.

**A ball is:**

- A pitch outside of the strike zone where a kick is not attempted
- A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box
- A pitched ball that is higher than one foot at the plate
- For each illegal pitch

17. **Fairs and Fouls** – A count of four (4) fouls is an out. Foul balls count towards your strike count.

**A foul ball is:**

- A kick landing out of bounds. The foul is determined by where the ball lands not how it travels to get there. If such a kick is caught on the fly, it is an out.
- A kicked ball landing in foul territory
- A kicked ball touched in foul territory
- A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base;
- A kicked ball whose direction is altered by contact with any object other than the ground in foul territory and called as such
- A kick made on or above the knee
- A kicked ball touched more than once or stopped in the kicking box by the kicker
- A kicked ball first kicked outside the kicking box

**A fair ball is:**

- A kicked ball landing and remaining in fair territory
- A kicked ball landing in fair territory then traveling into foul territory beyond the 1<sup>st</sup>-3<sup>rd</sup> base diagonal
- A kicked ball first touching a player in fair territory
- A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
- A kicked ball that touches a runner before touching the ground in foul territory
- A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory

**18. Outs - A count of three (3) outs by a team completes the team's half of the inning**

**An out is:**

- A count of three (3) strikes
- A count of four (4) fouls
- A runner touched by the ball at any time while not on base (unless a head shot).
- The ball may be thrown at the runner by a fielder (any ball hitting the runner above the shoulders will advance the runner to the base they were running towards.
- Any kicked ball (fair or foul) that is caught before it hits the ground
- Kicking out of order
- A ball tag on a base to which a runner is forced to run, before the runner arrives at the base
- Any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground
- A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
- A tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner originating at that base can tag-up as required due to a caught ball
- A runner off base when the ball is kicked
- A kicker or runner that interferes with the ball
- A kicker that intentionally hits the ball with their hand or arm
- A runner physically assisted by a team member during play
- Any kicker that does not kick in the proper kicking line-up
- A runner leading off the base or stealing

- A runner that passes another runner
- A runner outside of the baseline
- A runner who misses a base, upon the conclusion of the play
- A runner who fails to properly tag up on a caught ball, at the conclusion of the play
- A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner
- A runner coming from home plate who steps on First Base when required to use the Extra Base (while and Extra Base is in use)
- Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base

**19. Ball in Play** - Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

**Interference is:**

- When any non-fielder or non-permanent object except a runner or umpire, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed
- When any runner on or off base intentionally touches a ball or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance
- When a kicker intentionally touches a pitched ball with their hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out and any runners shall return to the base from which they came
- During any play where the ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

**20. Injury and Substitutions** – When a team substitutes, they are required to report to the scorekeeper, as they kick. They are not required to report to the scorekeeper when they go into the field defensively.

**Re-entry Rule:** Any player, starting or a substitute, may be withdrawn and re-entered once during the game provided such player occupies the same spot in the batting order.

- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Any starting player may be taken out of the game and re-entered only (1) one time. If a starter is placed back into the game, he/she must resume his/her original position in the batting order.
- If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited.
- Injured players who do not kick shall not play in the game
- Any player removed from the game for injury or illness must be noted in the scorebook
- The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution

**Courtesy/Pinch Runners:** Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. Courtesy/pinch runners must be of the same sex (a male for a male and a female for a female). Courtesy/pinch runners are allowed for any player. If a player is injured during the game you need to notify the Umpire he/she will be using a courtesy/pinch runner. If the player is injured prior to the game starting they need to notify the Scorekeeper and Umpire that they will be using a courtesy/pinch runner. The courtesy/pinch runner must be the last out made during the current inning or if necessary the last out of the prior inning. The batter must run to first base before the courtesy/pinch runner can enter the game. There are no other allowable runner substitutions.

**21. Equipment –  
Players Equipment:**

Players may not play barefoot or with open toed shoes. No jewelry is permitted. Metal cleats are not permitted. If a player(s) are caught wearing illegal shoes of any kind, the penalty will be as follows: if at kick, the kicker is declared out, if on base, the runner is declared out, if in the field, the player(s) has two minutes to replace the illegal shoes with proper molded rubber or plastic-type shoes. If not done within two (2) minutes, the player must be removed from the game. The above infractions can be called by any opposing player, Umpire, Supervisor, or Scorekeeper.

**Game Balls:** The Recreation Department will provide the official game ball. No other ball is approved for use in kickball games. The ball is a 10” Kickball, properly inflated to a pressure of 1.5 pounds per square inch. The team kicking is responsible for retrieving all balls going out of play, including home run balls. The next inning will not start until all balls have been returned to the field of play. Game time will continue to run until fouled/homerun balls are returned to the field.

**22. Tie Games –** Games tied at the end of regulation time will continue to the completion of the inning. If the game is still tied after the completed inning, the International Tie Breaker will go into affect.

**23. Fielder Positioning –** Proper Field Position must be maintained by all fielders while a pitch is in progress, until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team’s second and each subsequent Position Infraction will result in the kicker being awarded first base regardless of the outcome of the kick. There must be an equal or greater number of female than male players on the field. Male and female players may play any position on the field.

**Pitching:** Balls must be pitched by hand. Pitches must be underhanded. No running up to the rubber to launch a pitch. Any side-arm or over-hand pitches will be considered a ball at the discretion of the umpire. No bouncy pitches, all bouncy pitches will result in a ball.

- The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching rubber when releasing the ball. No part of the pitcher’s front foot may be in front of or across the front edge of the pitching rubber.

- The ball must be within the kicking box when it crosses the plate, to be a legal pitch.

- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball

**Catching:** The catcher must be positioned behind the kicker, within or directly behind the kicking box, and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not make contact with the kicker, or position so closely to the kicker as to restrict the kicking motion. Failure to abide by this rule results in a

ball. Foul tip kicks caught by the catcher must travel above the kicker's shoulders to be ruled an out.

**Fielding:** All infielders besides the catcher must start play and remain in fair territory behind the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked. All outfield players must stand behind the 200' line in the outfield when a female player kicks and cannot cross the line until the ball is kicked. If an outfielder leaves early to catch a ball the kicker will be awarded first base. All infielders have to stay within the perimeters of the dirt when a female kicks. When males are up to kick female players may stand anywhere on the field.

**Infield Fly Rule:** is in effect when there are fewer than two outs and a force at 3<sup>rd</sup> or home bases.

**24. Kicking** - All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.

- All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate. Kicking the ball prior to will be called a strike.
- The kicker may line up outside of the kicking box.
- The kicker must have at least a portion of the plant foot within the kicking box during the kick.
- Bunting is allowed
- The kicker may not trigger a position violation through maneuvers to be deliberately tricky or unsportsmanlike.
- If it's the 3<sup>rd</sup> strike, the kicker is out, ball is dead and runners may not advance
- If an illegally kicked ball is caught in the air by the defense, the kicker is out, the ball is dead and runners may not advance.

**25. Tagging/Throwing Area** – The legal tag/throw area will be from the shoulder and below. Any runner hit in the head (head shot) with a ball will be awarded the base they were advancing to.

**26. Running and Scoring**

**Running:**

- Runners must stay within the baseline. Any runner outside the baseline is out.
- Runners may choose their path from one base to the next and may follow a natural running arc
- Runners are free to change course to avoid interference with a fielder making a play
- When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- No lead-offs or stealing is allowed. If this happens, the base runner shall be called out. A runner may advance once the ball is kicked.
- A runner off base when the ball is kicked is out.
- Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Umpire, the runner is out.
- Fields are equipped with two bases at the first base location for safety. If there is a play at first, the runner should run to the outside base, should be orange/dark, unless there is an overthrow, then they may run to the inside/white base. The first baseman and runner should use the base that is safest to use for each play.
- Running past another base runner is not allowed. The passing runner is out.
- Sliding is permitted.

- Runners are able to avoid a throw-out as long as they remain within the baseline.
- A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- All ties will go to the runner. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.

**Obstruction:**

- Fielders must stay out of the baseline, unless they are attempting to tag a runner out or catch the ball.
- Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
- Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.

**Base Running on Overthrows:** An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.

- A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
- If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- Running past another runner is not allowed. The passing runner is out.

**Scoring:** A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base. At the end of the game the team with the most runs wins.

**27. Home Run Rule** – All leagues will have a one-up home run rule. No team is allowed to be more than one home run (untouched, over the fence) ahead of their opponent anytime. Any home run hit with a one-up lead will result in a single. The team batting is responsible for retrieving all balls going out of play, including home run balls. If the Recreation Department deems it necessary to change the home run rule, teams will be notified one-week prior to implementing the rule. Players that hit a home run must touch all of the bases.

### III. UNSPORTSMANLIKE CONDUCT

Any person verbally and/or physically attacking, or making gestures towards an Umpire, Supervisor, Scorekeeper or City Personnel will be suspended from all Clinton City Sports Programs indefinitely. All teams are responsible for their spectators. Teams may be ejected for unruly spectators.

**1. Conduct** - Any player, Team Manager, or spectator who fails to act in a sportsmanlike manner before, during or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and possibly the park. Unsportsmanlike actions include, but are not limited to: casual profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious to others, throwing equipment, intimidation, unnecessary roughness, trash talking, taunting, or any kind of negative actions directed towards an opponent, spectator, Umpire, Supervisor, Scorekeeper, or City Personnel are not acceptable and will not be tolerated.

**2. Player Ejection** – A player or Team Manager ejected from a game will be automatically suspended from the next game (including tournament games). If an individual is

ejected from a game for unsportsmanlike behavior he/she must arrange an interview with the Recreation Department to request reinstatement into the program. It is the responsibility of the Team Manager to arrange the interview. Anyone ejected twice during the season will be suspended for the remainder of the season. Fighting will be a minimum of a 1-year suspension. The ejection includes the playing facility and Clinton City Park property. Depending on the severity of the action a warning may or may not be issued by the Site Supervisor. The warning is left to the discretion of the Supervisor. On the first or second, if a warning is given, occurrence the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game. All players should understand that if they are ejected, and that team does not have a substitute to take his/her place, the game is ruled a forfeit. If the player/Team Manager does not leave the field/premises immediately the game will be stopped and declared a forfeit. Additional action may be taken including, but not limited to: probation or total suspension.

#### **IV. PARK ORDINANCES**

1. **Park ordinances** - All posted park ordinances will be enforced.
2. **Litter/Waste** – Help us keep costs down! It takes park personnel a lot of time to clean up blowing garbage. Deposit all litter in receptacles provided.
3. **Alcohol** - The possession and/or consumption of alcohol on Clinton City property is strictly prohibited. If you or any member of you team is caught with alcohol or smelling of alcohol your team will forfeit the game. If you are caught with it after your game you will forfeit your next game.
4. **Smoking** – Smoking, including E-Cigarettes, is prohibited in the park.
5. **Dogs** – No dogs are allowed in the park.
6. **Impairment** – Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.
7. **Parking** - Patrons park their vehicles on Clinton City property at their own risk.
8. **Excessive Noise** – Teams and spectators are not allowed to make excessive noises of any kind included but not limited to: whistles, horns, paddles, bells, etc.

All violators of Park Ordinances will be issued a citation by the Clinton City Police Department.

#### **V. WARM-UP AREAS**

Due to safety issues all teams must practice and warm-up either beyond the out-field fences or on the sides of the fields well beyond the complex cemented area. Teams not complying with this will be given verbal warning from the Site Supervisor. Teams continuing to disregard warnings face the possibility of forfeiting games.

#### **VI. PROTEST PROCEDURES**

All protests must be made by the Team Manager and must be done in an appropriate manner.

1. **Rule Protests** – Rule protests are allowed if the Team Manager announces the teams' intent to protest a rule with the Supervisor before the next pitch. The Site Supervisor will notify the other team, the Site Supervisor and Scorekeeper, who will note the protest in the Official score book. A \$50.00 (CASH) protest deposit and Protest Form must be submitted to the Site Supervisor by the Team Manager explaining any protest within 20 minutes of the end of the game. The deposit will be refunded if the protest is upheld. The Scorekeeper may add time, no more than 10 minutes, to make-up the time required to file the protest. Protest Forms are available from the Site Supervisor.

2. **Player Eligibility** - If a Team Manager wants to protest the eligibility of a player it must be before the last pitch of the game. A \$50.00 (CASH) protest deposit and a Protest

Form must be submitted to the Site Supervisor by the Team Manager explaining any protest within 20 minutes of the end of the game. The deposit will be refunded if the protest is upheld.

3. **Umpires Judgment** – An Umpire’s judgment is not subject to protest.

## **VII. INSURANCE COVERAGE**

The City of Clinton, its Recreation Department, Personnel and Affiliates assume no legal responsibility for personal injuries, death or theft of private properties while on or using Clinton City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries, death or theft may occur. Clinton City will not be financially responsible for any personal injuries, death or thefts of private properties.

**The Clinton City Recreation Department reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Adult Co-ed Kickball Program. All decisions rendered by the Recreation Department are final.**

**KICKBALL: Official Rules of the Game  
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