



LINCOLN  
Parks and Recreation

## 2024 OMEGABALL RULES MANUAL

**2024: Each team will need to bring \$8/game for the umpire pay**

Revision April 19, 2024

**EACH CAPTAIN HAS THE RESPONSIBILITY TO MAKE SURE THAT ALL TEAM MEMBERS ARE AWARE OF THE FOLLOWING RULES AND REGULATIONS!**

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### Program Supervisor

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Team Sports Office  
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Office Hours: 8am-4:30pm Monday-Friday

### General Information

Weather Hotline: 402-441-7892 x 1

Inclement Weather Text Alert: [www.teamsideline.com/lincolnne](http://www.teamsideline.com/lincolnne) and "Join our Email & Text Communication List"

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*The City of Lincoln does not discriminate against any person on the basis of gender, gender identity, or gender expression in the operation, conduct, or administration of community Team Sports programs for youth or adults. For questions regarding this policy, please contact The Lincoln Commission of Human Rights at 402-441-7624.*

### I. OmegaBall

Concept:

OmegaBall is a growing sport that has its foundation in soccer (or its international name, football), but is faster paced game with a lot of action and scoring. OmegaBall is a team game played with one size 5 soccer ball, three (3) teams, three (3) goals, three (3) "Dead Ball" (corner kick) locations, one (1) center spot, three (3) penalty arcs (36' arcs), and five (5) players per team. There are no "throw-ins" and no offsides rule.

### II. THE PLAYING FIELD

- a. The overall pitch (field) is round with a diameter of 175 feet (goals extend slightly beyond 175-foot perimeter).

### III. WEATHER

- a. We will cancel games if the earliest game time temperature is projected to be 32 degrees or below.
- b. We will refer to The National Weather Service website and follow the standards for the Wet Bulb Globe Temperature (WBGT) for extreme heat. We will cancel games if the WBGT number is 88 or greater at the beginning of game time. <http://www.weather.gov/oax/wbgt>

- c. Every effort will be made to make up rain or heat-out games, but the Team Sports staff retains the right to cancel games should sufficient dates not be available. Make-up games may be played on a different night or field than they were originally scheduled, or teams might play a double-header on the same night but on a different field.
- d. **If 26 minutes or 2 completed periods of the game have been played** when a game is stopped due to inclement weather, the game will count as being played and will not be rescheduled.
  - 1. REGULAR SEASON: Games not considered regulation will be restarted from the beginning.
  - 2. TOURNAMENT: Games not considered regulation will be picked up where the game left off when it gets rescheduled.
- e. If a game is delayed due to weather, the site supervisor will excuse the players from the field. All sites will go by the "30/30 rule". This rule states: take appropriate shelter when you can count 30 seconds or less between lightning and thunder. Remain sheltered for 30 minutes after the last sound of thunder. This means when site supervisors see lightning in the sky that is less than 30 seconds apart from each other, the games in progress will be officially delayed, and players will be asked to seek shelter. Games will be delayed 30 minutes after the last lightning strike. **DO NOT LEAVE THE AREA UNTIL THE SITE SUPERVISOR CANCELS THE GAME!!** If players leave and the game resumes, the team could face a forfeit and the game will not be rescheduled!
- f. If ballfield lights are turned off by the supervisor, that is the signal that games are cancelled for the rest of the night.

#### IV. EQUIPMENT/OFFICIALS:

- a. A Minimum of (6) **size 5** soccer balls will be provided. 2 per goal to encourage quick pace of play.

#### V. UMPIRES

- a. **Teams are responsible to pay \$8 per team, CASH ONLY, to the umpire before the start of the game. Failure to pay will result in a forfeit.**
  - I. Payment is due prior to the coin flip.
  - II. If a team does not have their money, the opposing team can implement a 10-minute grace period to allow the team that doesn't have the \$8 to get the money, or they can accept the forfeit. The game will begin once the umpire is paid in full.
  - III. If a team forfeits or no-shows, the Team Sports office will pay the umpire.
  - IV. If a team doesn't pay, the result is a forfeit.
  - V. Any additional questions can be referenced on the *Q & A: Paying Umpires on the Field* located in the "Downloads" section on Team Sideline.
- b. Lincoln Parks and Recreation will provide an umpire for all games and a complex supervisor for the evening.
- c. Umpires/Supervisors have jurisdiction over play and must:
  - I. Cancel the game if lightning is seen or weather-related conditions require cancellation.
  - II. Lightning within 10 miles will result in game cancellations or weather delays for 30 min.
- d. Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

#### VI. JERSEYS

- a. All teams are required to wear numbered jerseys front and back.
- b. All jerseys on the team must be **the same** color!
- c. Goalkeepers will be provided pinnie jerseys to wear as an added identifier to help the person be more distinct while at the position.
- d. If teams do not want to have reversible jerseys, then they need to bring a dark and light-colored t-shirt to every game (numbers are required on both shirts).
  - I. To differentiate between two teams wearing the same-colored t-shirt, one team will be given pinnies to wear as their game jerseys.
- e. **NO TAPED NUMBERS!!!** Only ink, screen print, or iron-on numbers are allowed.
- f. Numbers must be a minimum of 3 inches on the front and 8 inches on the back.

- g. Team members cannot have the same numbers.
- h. Only single- and double-digit numbers are permitted. No symbols.

## VII. PLAYER ELIGIBILITY

All participants must be 18 years of age or older, and not attending high school.

## VIII. ONLINE ROSTER/WAIVER DATES AND DEADLINES

- a. All players must be enrolled on their team's roster by the first game. Additional players can be added until the week prior to tournament play. Absolutely no changes to the roster will be made after tournament play begins.
- b. If a team does not have a minimum of 4 players enrolled on its roster before the start of their first game, that team will have to forfeit the game.
  - I. Teams WILL NOT be permitted to continue the season until they have met the minimum roster requirements!
  - II. After tournament play begins, rosters will be LOCKED and become visible to everyone on the website! Players that have not completed the enrollment process cannot play! It is the captain's responsibility to know who is enrolled on their roster!

## IX. FREE AGENTS/EXTRA PLAYERS

- a. We have an ever-growing free agent list with players of all calibers of talent that are looking for a team! If your team is looking to add players, you can access the "Free Agent Listings" on the website.

## X. LINEUPS

- a. A team shall consist of five players on the field per team, one (1) of which is stationed in the goal as the goalkeeper.
- b. Each team may configure their playing positions in alignment with their game strategy. Each team has one (1) goal to protect and can score on either of the opposing two (2) goals.

## XI. GAMEPLAY & RULES

- a. Three (3) teams of five (5) players each compete to get the ball into the other team's goal, thereby scoring a goal. The team that has scored the most goals at the end of the game is the winner. Players other than goalkeepers may not deliberately handle the ball with their hands or arms during play. Goalkeepers may only handle the ball with their hands inside their penalty arc.
- b. Within regulation play, all players are free to play the ball in any direction and move throughout the pitch.
- c. Players attempt to create goal-scoring opportunities through individual control of the ball, such as by dribbling, passing the ball to a teammate, and by taking shots at the goal, which is guarded by the opposing goalkeeper.
- d. Goalies may also score from anywhere on the field (standard rules apply - goalie may only use hands within their respective penalty arcs; use of hands to score via throwing motion is not allowed):
  - I. If the ball is "passed back" to the goalie from his/her own team, the goalie MAY NOT use their hands.
  - II. If this situation occurs, an indirect free kick is awarded to the team that is applying the most pressure to create the situation.
- e. Opposing players may try to gain or regain control of the ball by intercepting a pass or through tackling the ball while in possession of the opponent; however, physical contact between opponents is somewhat restricted (*standard soccer rules apply*).

## XII. REGULATION GAMES

- a. Matches consist of 3, 13-minute periods with 4-minute breaks after periods 1 and 2.
- b. OmegaBall is generally a free-flowing game, with play stopping only when the ball has left the field of play or when play is stopped by the referee for an infringement of the rules (clock counts down from 13:00).

- c. During the final 2 minutes of the last period, the clock will stop EVERYTIME there is a break in play, including, but not limited to; a scoring play, ball out of bounds, corner kicks, goal kicks, injuries, or penalties.
- d. After a stoppage, play re-commences with a specified restart. Refer to XIX. RESTART OF PLAY AFTER A GOAL for more details.
- e. Teams will rotate goals clockwise each period. Subsequently, a team's sub/technical boxes and team benches rotate with each respective team.
- f. Time stoppage for injuries or fouls/penalties are at the discretion of the referee.

### XIII. TIMEOUTS

There are **NO time-outs** in OmegaBall.

### XIV. COIN FLIP/STARTING THE GAME

- a. Coin Toss: Three captains each toss a coin. Whomever the "odd" team is, wins (i.e., two heads and one tails; tails is the odd result and wins the toss) and may pick possession or a goal to defend, they may not defer.
- b. From there, a standard coin flip occurs between the remaining two captains in which heads or tails is called. The winner may pick possession or a goal to defend. Winner of the toss may not defer:
  - i. Coin Toss Example, Team A wins the first coin toss and chooses to defend Goal 1. Then Team B wins the second coin toss and chooses possession. That would leave Team C with the choice of defending Goal 2 or Goal 3. Team B kicks off from center circle.
- c. The team kicking off does so in the center circle. Only 2 players from that team may be in the center circle.
- d. All other players from all teams (not in the center circle) must remain inside their respective penalty arcs until the ball is in play. There is no direct score from a kickoff.
- e. Whenever a player from the possessing team or a ref sets a ball in play (i.e. kickoff, dead ball /corner kick), the team with possession must start playing within 5 seconds.

### XV. OVERTIME

- a. In the event of a three-way tie, the game will continue with a 5-minute overtime **immediately** (play will not stop) following the end of regulation (if applicable).
- b. During overtime, the first team to score two (2) goals will win the match. The two goals may be scored in any opposition goal.
- c. If all three teams are still tied at the end of the 5 minutes of overtime, a golden goal (first to score) will win the game.
- d. If two teams are tied at the end of regulation play (or an overtime scenario in which there isn't a clear winner via the double-golden goal), the two teams will participate in a penalty kick running shoot-out from the center circle.
- e. The two tied teams that did not win the game will face each other in a shootout scenario for second and third-place positions

### XVI. SHOOT-OUT RULES

- a. Five (5) players from each team (that are tied in the lead) participate in a five (5) shot round (each player shooting once) and alternating teams after each shot. Goalkeepers are included in the shootout.
- b. An attacking player will start on the center spot of the OmegaBall field. The defending goalkeeper will start on the goal line (of the selected target goal) between the goal posts.
- c. Upon the referee's whistle, the attacking player must move the ball towards the target goal. Upon the referee's whistle, the goalkeeper may move towards the attacking player.
- d. The ball (under control of the attacking player) must always be played in a forward motion (side to side is acceptable). If the ball motions **backwards** the shootout turn is over.
- e. If the goalkeeper saves or blocks the ball, the ball is immediately dead, and the shootout turn is over. No rebounds are allowed during a shootout.
- f. The Goalie may roam anywhere to defend the shot but may only use their hands within the penalty arc.

- c. If a goalkeeper uses his/her hands to save a ball outside of the penalty arc, the play is dead, and a penalty kick will be awarded from the penalty spot. The goalkeeper will receive a yellow card for their actions.
  - I. Should the goalkeeper have an existing yellow card, this will now be classed as a double yellow card situation. The goalkeeper will be removed from the game and a replacement goalkeeper must be selected from the remaining four players.
- d. If subsequent rounds are required, it will become sudden death (one-for-one shots).

#### **XVII. SCORING A GOAL**

- a. Scoring a goal in OmegaBall is in alignment with standard soccer rules:
  - I. Goals may be scored in any of the two opposing goals.
  - II. Goals may be scored by any player on the OmegaBall field of play, including a goalkeeper.

#### **XVIII. DEFLECTION GOALS**

- a. A player in an attacking role may shoot at any opposition goal.
- b. If during a shot, a player from either of the opposition teams causes an accidental deflection which ends in a goal, the primary attacking player that committed to the original shot on target will be awarded the goal.
- c. During the primary attacking player shot towards goal: If a player from either of the opposition teams actively changes the position of their body to deliberately redirect or change direction of a shot (toward goal and ends in a goal being awarded), the goal will be awarded to the player who deliberately redirected or changed the direction of a shot on goal at the discretion of the referee.
- d. Whomever was in control last, will typically be awarded the goal.

#### **XIX. RESTART OF PLAY AFTER A GOAL**

- a. When a team is scored upon, that team gains possession and advances it out from their goal, via their goalie on the restart spot (3 yards out from goal, centered).
- b. All opposing team players must be outside of the restarting team's penalty arc. Gameplay does not stop after a goal. The 5-second rule is in effect. It is the discretion of the goalie if they decide to restart with opposing players in their arc. Opposing players may not deliberately linger.
- c. If an opposition attacking player has not exited the penalty arc after a goal, the goalkeeper in possession of the ball has the option to play the active ball. Goalkeepers do not have to wait for the player to clear their penalty arcs.
- d. If an attacking player blocks the path of a restarting goalkeeper, a verbal warning will be issued by the referee.
- e. If the team advancing the ball out of their goal (after they were scored upon) accidentally kicks the ball out of bounds before it is touched by any other team, a corner kick will be awarded to the team that scored the goal.
- f. If the 5-second rule is not being observed, the team will receive two warnings. At the third infraction, the ball will be rewarded to the team that last possessed the ball.

#### **XX. PENALTIES AND FOULS:**

##### **Fouls Inside of the Penalty Arc:**

- a. Fouls in OmegaBall are in alignment with standard soccer rules.
- b. If there is a foul that requires a stoppage (within the penalty arc), the team that absorbed the foul attains possession at the spot of the foul.
- c. Penalty kick fouls align with regular soccer fouls/rules except for this anomaly:
  - I. If a penalty kick is the result of a penalty inside the penalty arc, whichever team commits the foul shall have the penalty kick attempt on the goal it is defending. For example, if team B is attempting to score on Team A, but Team C commits a foul on B, then the penalty shot attempt is moved to Team C's goal and taken by Team B.
- d. When a penalty is committed within a penalty arc and a penalty shot is awarded, ALL players must remain outside of the penalty arc and give the shooter a reasonable amount of space (5 yards) to take the penalty shot.
- e. If the goal is scored, the defending goalie has 5 seconds to restart play. If it is defended and goes

- directly out of bounds, it is a corner kick for the team that attempted the goal. If it is defended but rebounds into play, the ball is live, and all teams/players have a right to the ball. If the penalty attempt misses the goal entirely and is untouched, it is a goal kick/restart by the team defending goal.
- f. If a penalty shot is awarded, time will stop and that shot will be moved to the offending team's position on the field. For example, if Team B commits a foul on Team C, in front of Team A's goal, the ref will reposition the ball to Team B's section of the field.

#### **Fouls Outside of the Penalty Arc:**

##### **a. Direct free kicks are awarded for the standard soccer rule offenses:**

- I. Kicks or attempts to kick an opponent.
- II. Trips or attempts to trip an opponent.
- III. Jumps at or charges an opponent.
- IV. Strikes or attempts to strike an opponent.
- V. Pushes or tackles an opponent.
- VI. Handball outside of the penalty arc.

##### **b. Indirect free kicks are awarded for standard soccer rules:**

- I. Dangerous play.
- II. An attacking player stops a defending goalkeeper from playing the ball with his hands
- III. Stops the motion of a player (obstruction).
- IV. A defending goalkeeper touches the ball by hand after they have released it from possession before it has touched another player.
- V. A goalkeeper touches the ball with hands after a back pass (via kick).

#### **XXI. OUT OF BOUNDS POSSESSION**

- I. OmegaBall has **no throw-ins**.
- II. If a ball exits the field of play, a dead ball/corner kick will be awarded by the referee.

#### **XXII. DEAD BALL/CORNER KICKS**

- a. The team that touched the ball second-to-last gains the dead ball/corner kick. This is deemed as dead ball/corner kick **possession decision**.
- b. If a ball exits play by a player on accident, the dead ball/corner kick is awarded to the nearest opposition player. This is deemed as a dead ball/corner kick **proximity decision**.
- c. There are three **(3)** dead ball/corner kick locations throughout the field.
- d. The Referee will confirm the assigned location of the dead ball/corner kick based on the location the ball was kicked out of bounds. However, **the player in possession may kick the ball in any direction and subsequently towards any goal**.
- e. Once the ball is placed in the dead ball/corner circle, the 5 second rule goes into effect.
- f. Goals can be scored directly from the corner kick spot.

#### **XXIII. GOAL KICKS**

- a. If an opposing team kicks the ball out of bounds within the penalty arc line, the defending team gains possession, via their goalie at the restart spot 3 yards in front of the defender's goal.
- b. All opposing players must be outside of the kicking team's penalty arc:
  - I. Standard Soccer Rules apply to direct free kicks, dead ball, corner kicks, etc. - players must be **5-yards** away.

#### **XXIV. OWN GOALS**

- a. If a team accidentally scores in their own goal, a goal will be deducted from that team (if at zero, the team will go to negative one). A goal reduction is advocated because it is an easier penalty to calculate when considering tracking goal differentials (goals for/goals against). A note should be put on the scorer's sheet.
- b. An own goal cannot be awarded by deflection. The attacking team that attempts a shot or is in an attacking position on a goal will always be awarded the goal.

## **XXV. OFFSIDES**

- a. OmegaBall has **No Offsides**.

## **XXVI. INJURY AND SUBSTITUTIONS**

- a. Subs may enter or re-enter the game at any time, but may only be done from the substitution box, simultaneously. If a player leaves the pitch/game, they ARE allowed to return.

## **XXVII. TOURNAMENT**

- a. A single elimination tournament will start the week after the final regular season game.
  - I. Tournament brackets will be decided based on a team's overall performance during the regular season.
  - II. All brackets will be posted no later than the Tuesday after the final regular season game.
  - III. Teams could be moved from one division to another based on level of play.

## **XXVIII. EJECTIONS**

- a. Game officials can eject any player, coach, or fan for the following: profane language; unnecessary roughness; harassment of officials; unsportsmanlike conduct; destruction of public property; being under the influence of alcohol or drugs during a game.
- b. Any player ejected will face a 1-week suspension from all teams/nights with which they play (or your next scheduled game - in the case of a rainout, scheduled bye, etc., the Team Sports Supervisor will clarify to the team captain).
- c. The team captain and player will be contacted regarding a player ejection/suspension.
- d. Any player ejected will be removed from the game immediately and will not be allowed to play in any games at any fields the rest of the day (as well as the next week- see above). The site supervisor will determine the timeframe in which the ejected player needs to leave the premises. If the ejected player does not comply with the supervisor, the team may receive a forfeit and the player may face further game suspensions.
- e. On every ejection, a report will be completed and given to the Team Sports office. Failure of the team captain to cooperate with this procedure could result in a forfeiture of the game or further sanctions.

## **XXIX. FORFEITS**

- a. Teams should be ready to play at least 15 minutes before game time. At game time, if any team/s are short the required number of players, the other captains of the team/s with the required number of players will have the following options:
  - I. Option 1: Team/s with the required number of players must agree to accept a forfeit at game time.
  - II. Option 2: Team/s with the required number of players allow team/s a grace period of 10 minutes from the scheduled starting time to reach the minimum number of 4 players. Grace period time will be deducted from the playing time period.
- b. In the event all 3 cannot field the minimum required number of players at game time, there will be an automatic 10-minute grace period for all teams. If all three teams have reached the minimum number of 4 players within the 10-minute grace period, the game will begin immediately.
  - I. If all 3 teams do not get at least 4 to begin the game once the grace period is up, the game will be declared a triple forfeit.
- c. Only the team captain can notify the Team Sports Office if their team is willingly forfeiting their scheduled game.
- d. If a team forfeits 3 times during the regular season, they will be dropped from the tournament.

## **XXX. BANNED SUBSTANCES**

- a. Alcohol:
  - I. According to Lincoln City Ordinance 12.08.190: "It shall be unlawful for any person to consume or to have in his/her possession any alcoholic liquor in any park; and it shall be unlawful for any person under the influence of intoxicating liquor to enter or remain in any park."

- II. If alcohol is brought into the dugout by coach, player, or fan, the game will be forfeited immediately.
  - III. If a player appears to be intoxicated, they will not be allowed to play.
- b. Tobacco
- I. Pursuant to Section 12.08.330 of the Lincoln Municipal Code, it is the policy of the City of Lincoln Parks and Recreation that the following facilities shall be designated as "tobacco-free", and tobacco use shall be prohibited. "Tobacco use" is defined as consumption of tobacco products by burning, inhalation, chewing, or other forms of ingestion. This also includes the use of e-cigs and other related devices.
  - II. Tobacco-free facilities include:
    - 1. Picnic shelters located in areas defined as "parkland" - Ball fields and the multi-use sports fields including concession buildings and surrounding areas
  - III. Signage designating facilities as tobacco-free will be posted in prominent locations. Parks and Recreation Department employees, parents, coaches, and park facility visitors are encouraged to assist in achieving compliance by bringing this policy to the attention of persons violating the policy. A person found to be using tobacco products in said areas will be asked to cease their usage or to leave the facility premises.

### XXXI. CODE OF CONDUCT

City of Lincoln Parks and Recreation Department Behavior Policy: Disruptive and/or Prohibited Conduct  
 The City of Lincoln Parks and Recreation Department has established this Behavior Policy to ensure that parks and park facilities are safe, welcoming and provide equitable access to individuals and staff. Individuals, participants, spectators and staff are expected to exhibit appropriate behavior at all times. When any one individual's behavior is so disruptive, threatening, and/or offensive that they are impeding other participants from using parks or park facilities or threatening the safety and security of others or themselves, it is imperative that the Parks and Recreation Department take steps to remedy the situation. Disruptive or prohibited conduct includes any individual or group activity which is harmful or disruptive to other individuals lawfully using parks and park facilities or participating in or observing recreation activities or is otherwise inconsistent with regular activities normally associated with parks and park facilities.

a. Definitions:

- I. "Premises" shall include inside and outside areas of the City of Lincoln Parks and Recreation Department property, including parking lots.
- II. "Parks" shall mean and include any area of public ground dedicated as a park or held for the enjoyment of the public and managed and maintained by the Parks and Recreation Department within or without the limits of the city which is under the city ownership or control.
- III. "Park Facility" shall mean and include any swimming pool, recreation center or any other building or facility held for the enjoyment of the public and managed and maintained by the Parks and Recreation Department within or without the limits of the City which is under City ownership or control.
- IV. "Recreation Activity" shall mean any activity organized and managed by the Parks and Recreation Department for which a fee may or may not be charged, including but not limited to classes, team sports practices and games, and organized events.
- V. "Public Area" shall include parks and park facilities that are open for public use.
- VI. "Non-Public Area" shall mean area where the public is not allowed.
- VII. "Class of Facilities" shall group like-kinds of parks or park facilities such as parks and sports fields.
- VIII. "Disruptive Behavior" shall mean any of a group of identified inappropriate, disruptive or undesirable behaviors that would warrant the intervention of Parks and Recreation Department staff.
- IX. "Prohibited Behavior" shall mean any of a group of identified behaviors that are deemed illegal or that create an unsafe, threatening or insecure environment for other participants. These behaviors can result in immediate expulsion from parks or park facilities with local law enforcement assistance if required.



- X. "Suspension" or "Suspended" shall mean that an individual is provided written notice that they are not allowed on the premises and/or at a class of facilities of the Parks and Recreation Department for a period of up to 30 days as determined by staff.
  - XI. "Banning" or "Banned" shall mean that an individual is provided written notice that they are not allowed on the premises and/or or a class of facility the Parks and Recreation Department for an extended period of time greater than 30 days as determined by the Director.
- b. Prohibited Behavior – The following prohibited behaviors will be seen as grounds for immediate expulsion and suspension and/or banning from any and all parks or park facilities. Refusal to leave the park or park facility when asked to do so by staff shall result in a call to the local law enforcement for assistance. Individuals exhibiting prohibited behavior will be required to leave the premises immediately for the remainder of the day. Depending on the severity of the behavior, an individual may be required to leave the premises with no warning given. Staff response shall be documented. Individuals may be subsequently suspended by staff for a period of up to 30 days or banned for a period of 30 days up to 12 to 36 months after a review by and at the discretion of the Director depending on the nature of the offense. Offenses that may warrant longer banning up to and over 1 year, although all prohibited behaviors are considered serious enough to require banning.
- I. Being at a park or park facility while possessing or under the influence of alcohol or drugs
  - II. Trespassing knowingly into non-public areas of parks or park facilities without prior permission.
  - III. Exhibiting body hygiene that is so offensive as to constitute a nuisance or health hazard to other individuals.
  - IV. Using abusive or threatening language, including but not limited to name-calling, bullying, obscenities, sexist and/or racist language.
  - V. Behaving in a physically violent, threatening or aggressive manner or any behavior that threatens a person's safety and security, including the individual's own safety.
  - VI. Possessing weapons or explosive substances, including fireworks, other than by authorized law enforcement personnel or as allowed by permit or written agreement.
  - VII. Panhandling.
  - VIII. Selling, soliciting or engaging in any other commercial activity without prior written permission from the Director.
  - IX. Interfering with staff's ability to deliver services or to create and maintain a safe and secure environment for other individuals.
  - X. Vandalizing, damaging, or misusing of park equipment or supplies that results in financial loss to the City.
  - XI. Participating in gang related activities, to the extent such behavior is clearly recognizable and unambiguous, including the display or possession of gang related symbols, the use or hand signals, soliciting membership, intimidating or threatening behavior, wearing or displaying any gang colors or clothing identified with gang activities, etc.
  - XII. Committing any criminal offense or participating in any illegal activity, including theft from parks or park facilities or violation of Lincoln Municipal Code ordinances other than minor traffic violations.
- c. Disruptive Behavior – Additional behaviors not listed here may be inappropriate and disruptive as inconsistent with appropriate use of parks, park facilities and recreation activities including violation of rules and regulations of the Park and Recreation Department or rules or policies of a specific park facility. Response to disruptive behavior will generally be progressive in nature. Disruptive behavior shall be determined by staff based on their observation of the behavior and the totality of the circumstances, especially if the situation will benefit from de-escalation or by resolution of the parties involved. Individuals exhibiting disruptive behavior will receive a verbal warning for a first violation. Continued or repeated disruptive behavior will result in being required to leave the premises for the remainder of the day and potential suspension. Staff response may be documented and used in response to the individual's disruptive behavior in the future. Repeat exhibition of disruptive behavior that results in being required to leave the premises more than once in a 30-day period may result in suspension or banning for additional time.

d. Suspension and Banning Procedure

- I. With any prohibited behavior, or any disruptive behavior that cannot be mitigated or resolved as provided herein, staff will initially issue or cause to be issued a written notification of a suspension, herein after referred to as "Notification of Suspension", to the individual committing the offense which shall give notice to the individual the reason for the suspension.
- II. The first suspension by staff shall be for a maximum period of 7 days and shall be a suspension from the premises and/or class of facilities of the Parks and Recreation Department. If an individual has previously been suspended for a violation of disruptive behavior within the prior 6 months or if the offense is especially egregious, they may be suspended by supervisory staff for a maximum period of 30 days from the premises and/or class of facilities of the Parks and Recreation Department.
- III. Upon a finding by the Director that there are reasonable grounds to believe an individual should be banned from any or all of the premises, the Director shall issue a written banning order, hereinafter referred to as reason for the banning, and to what premises the banning applies. Banning Orders of 6 months or more shall be reviewed by the Law Department prior to the issuance.
- IV. The Banning Order shall be served upon the banned individual by certified registered mail when such individual's address is known or by hand delivery by any staff upon knowledge of the individual's entry into any premises or by any contact with the banned individual. A copy of the Banning Order will be provided to all relevant staff. The Parks and Recreation Department shall endeavor to report to the Parks and Recreation Advisory Board regarding Banning Orders on an annual basis.
- V. The banned individual shall have the ability to appeal the Banning Order as provided herein.

e. Appeal Procedure of Banning Order

- I. A banned individual may appeal the Banning Order to the Director by filing with the Parks and Recreation Department a notice of appeal, hereinafter be referred to as "Appellant." The Notice of Appeal of Banning Order shall contain the Appellant's name, address and telephone number if applicable.
- II. Upon receipt of a Notice of Appeal of Banning Order, the Director shall set a date certain for a hearing on the appeal within 15 days from the receipt of the Notice of Appeal of Banning Order. This time period may be extended with the written consent of the Appellant. The Appellant shall be notified of this date by regular mail to the address indicated on the Notice of the Banning Order.
- III. In order to be assured a review of the merits at the hearing, the Appellant must be present at the hearing at which the appeal is heard. Failure of the Appellant to attend the hearing may result in a dismissal of the appeal by the Director, which by the operation will leave the Banning Order in effect.
- IV. The hearing shall occur in the presence of the Director, or designated representative; the Parks and Recreation Advisory Board Chair, or designated represented; and the City Attorney, or designated representative; and the City Attorney, or designated representative.
- V. At the hearing, evidence may be presented. The Appellant shall not be required to offer evidence at the hearing.
- VI. After the hearing, the Director, within 15 days of the hearing on appeal, shall make a final binding written order, hereinafter referred to as "Final Order". The Final Order shall be mailed to the Appellant at the address provided in the Notice of Appeal or Banning Order. The Final Order should contain the final decision of the Director and be approved to form and legality by the Law Department.

f. Non-Compliance: Trespassing

If a banned individual enters or refuses to leave any designated premises before the return date listed in the Banning Order or the Notification of Suspension, pursuant to staff's request to leave, the banned individual will be considered as trespassing and law enforcement will be called.