

OFFICIAL RULES GOVERNING ADULT KICKBALL PLAY
City of Round Rock Parks & Recreation Department
301 Bagdad, Suite 250, Round Rock, Texas 78664
Office Phone: 512-218-5540
Rainout Line: 512-671-2898
Registration Link: www.roundrockrecreation.com
Schedule Link: www.TeamSideline.com/RoundRock
(Revised 07-15-24)

I. DEFINITION and ROLES

Round Rock Parks & Recreation Department (PARD) – is the organization responsible for conducting all aspects of the adult softball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, score keepers, suspension hearings & more), leagues schedules & standings and awards, and providing quality service to the league.

PARD Team – is responsible for conducting league registrations, maintenance of league schedules (original, rain outs & playoffs), updating league rosters when applicable, and providing quality service to the league.

Umpires/Scorekeepers – are appointed by PARD. Officials are responsible for conducting adult softball league games from the time of “pre-game” through the last play. Umpires and scorekeepers are also responsible for providing quality service to the league.

Game Time – is the official time listed on the PARD league schedule. Game time is forfeit time. (also known as “scheduled game time”) PARD reserves the right to schedule and reschedule games as deemed necessary. See also Regulations for Game Conduct.

Roster – an official roster is a form provided by PARD that includes team managers, assistant managers, and all players first and last names, Date of Birth and one of the following: their email address, phone number or home address. Completed rosters are due prior to the first game and will result in forfeit should it not be turned in by deadline. Rosters are kept at the PARD office and can be updated throughout the season. No less than eight (8) players and no more than twenty (20) players can be carried on a roster at any time. It is the manager’s responsibility to make sure a roster is current. In the event a player is suspended and not listed on the team roster that is on file with PARD, the entire team could also be suspended.

Team Manager(s) – are completely responsible for their team. This includes but is not limited to: attending managers meetings, receiving schedules, updating their team’s roster as needed, personal, player and fan behavior at all times including from “pre-game” through the last play, handling protests and awards pick-up. Team managers are the team’s liaison between their players and PARD as well as between their players and umpires/scorekeepers.

Players – these are members of registered teams. Players are responsible for their own behavior at all times.

Holidays - the following holidays will be honored, and no games will be scheduled. *The weeks are considered Sunday-Friday.* The holidays are: Easter Sunday, July 4th, Halloween, the week of Thanksgiving, the week of Christmas, the week of New Years, the Sunday of Memorial Day weekend and the Sunday of Labor Day weekend. Games will be scheduled on Memorial Day Monday and Labor Day Monday.

Stealing – There will be no stealing in the Round Rock PARD kickball league.

Bunting – The act of the kicking tapping the ball once with the initial striking leg between any part of the foot and knee, without a complete kicking motion and follow through. If in the umpire’s judgement the kicker intentionally or unintentionally kicked the ball short so that the defense does not have an opportunity to make a play on the ball, a bunt will be called. An automatic out will be called if the umpire declares a bunt.

Rainout Weekend - if excessive rainouts/cancellations occur during a season, a rainout weekend could be scheduled. These games will be scheduled on a Saturday if they cannot be accommodated on teams’ regular scheduled nights. Failure to show for these scheduled games will result in a forfeit. Teams will NOT receive refunds or credits for games not played.

Forfeiting Games - if a team does not give the PARD Athletics Supervisor a 24 hour minimum notice when forfeiting a game, a \$25 fee will be charged to that team. This fee must be paid by the following game or the team will be taken off the schedule. This is to eliminate opposing teams from showing up unnecessarily and inconveniencing them. If both teams do not show up and PARD has not been notified, both teams will take a loss.

Inclement Weather - will be defined as hazardous weather or acts of nature to include, but not limited to: thunder/lightning, heavy rain, snow/sleet, tornado warnings, and flood warnings. Games may be called if fields are unplayable or is considered hazardous to get to the fields (snow, sleet, flooding). Teams may call the rainout line at 512-671-2898 after 4:00pm on game day to find out if games are canceled. If the message is not updated after 4:00 pm on game day, all current scheduled games are still on. PARD will do their best to immediately post game cancellations as soon as they are called. If after 4:00pm, the umpires will determine on site if games are to be played or canceled.

Line-up Sheet/Card – this is the official listing of a batting order turned in to a scorekeeper prior to game time. If the line-up sheet is not turned in before game time, the game is then forfeited. Game time is forfeit time. The lineup shall consist of first name and last name (ex. Joe Smith). Unacceptable lineups include (but not limited to): "J. Smith", "Joe", "Nickname". All names should be written as seen on their ID (ID's may be checked to verify names on the lineup). In the event a lineup does not have a full first and last name, that player will take an "out" when they come up to bat. No warnings will be given to teams.

Travesty of the game - definition: to make a travesty of; parody or ridicule. Travesty of the game is a judgment call by the umpire.

Infield Fly Rule - A fair fly ball (not including a line drive) which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly." The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first; first and second; first and third; or first, second, and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped. **EFFECT:** The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

Bases - bases will be set at a distance of 60' and the pitching rubber will be set at a distance of 53'. A double first base will be used. If used incorrectly the umpire will call the runner out (without the need of a defensive appeal) to call a runner out. This is not an appeal play.

Request to Reschedule Games - if a team is requesting to reschedule one of their games once the official schedule has been posted, a \$50 fee will be charged to the team requesting the change. Games will be rescheduled only if: the other team agrees to reschedule and there is an open spot to reschedule (Parks and Recreation will NOT reschedule if only 1 game is being played on a given night). Fee must be paid before the rescheduling occurs. Any reschedule must fall within the league parameters and approved by the Athletics Supervisor. There will be no refunds or credits given if the night is rescheduled due to inclement weather and the rescheduling fee has been paid.

Dugout/Field Conduct - Only players (18 & over) are permitted in the dugouts/playing field. Under no circumstances should persons 17 years or younger and animals be in the dugout at any time. Alcohol and Tobacco are also not permitted on the field or in the dugout at any time during games. Please keep any alcohol and tobacco outside the playing area <smokeless tobacco is allowed>. Automatic ejections and/or suspensions will be assessed to the person/teams involved. No warnings are to be given.

Animals - Animals are not permitted at any athletic facility during league play.

Music – Music is not allowed during the game at any time. Music may be played before or after a game. However, vulgar and/or explicit language/lyrics, will not be tolerated. Game officials reserve the right to ask anyone to turn off the music if he/she feels it is not family friendly. Players may not play with any type of music device while on the playing field (example- ear buds).

Moving Teams Up - It will be at the discretion of Parks and Recreation to move teams up if necessary in order to make a higher league make (or to allow more registrations in the lower league). Parks and Recreation will look at the roster as well as the previous records the teams has in order to determine if any teams are eligible to move up.

Multiple Teams – If players are playing on more than one team in opposite divisions on the same night, those rosters can only carry 70% of the same players. Example: Team A is on Thursday- North and Team B is on Thursday- South. Those two (2) teams can only carry 70% of the same roster. So, 7 of 10 can be on both teams, but 3 new players must be on one of the teams. Adding an 8th player that is a shared player to that roster would be 73%, thus making the roster

illegal. Adding an 8th player that is new to that roster would be 64%, thus making the roster legal. The percentage of shared players cannot exceed 70%.

II. SUPERVISION AND ADMINISTRATION

- A. In all matters not covered in these rules and regulations, the Athletics Supervisor or a PARD representative will handle all matters concerning rules, eligibility, conduct, behavior, etc.
- B. Officials will be appointed by the Round Rock Parks and Recreation:
 - 1. All officials & staff (umpires & score keepers) so appointed shall have complete charge of the game as outlined in the rules and regulations.
 - 2. For this league we will run only one (1) official.

III. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- A. All teams must follow the proper registration procedure to be eligible for league play.
- B. All league teams will have a roster on record with the Round Rock PARD. If roster is incomplete, protests may result in forfeit.
- C. City league rosters may carry a maximum of twenty (20) players.
- D. All players participating must be eighteen (18) years of age or older the day of the game. All players must have a picture ID at all times. IDs may be checked to confirm age or identity at any time. NO ID – NO PLAY.
- E. All players must be listed on the team roster by 5:00 P.M. on the day of his/her participation with any team. Players can be added by email or called in at 512-218-5540. NO FAXES.
- F. All players participating in a championship game must be listed on the team roster by the 4th played game of the season. If the team roster is full, dropping a player may nullify eligibility for later playoff game. ID's may be checked at any championship game.
- G. A player may participate on any team provided they are listed on the roster and the teams play in different divisions. Any player on two team rosters within the same division is illegal. If protested, both teams may forfeit the game. Said player also becomes ineligible to play in a championship game. A player can be legitimate if he plays in a North and South Division – example.
- H. A player who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Athletics Supervisor.
- I. The responsibility for the eligibility of players will rest with the manager(s) of the teams.
- J. An illegal player can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the official and opposing manager to get approval prior to game time. This will be documented by officials. If the manager chooses not to ask for permission, the existing rule will be in effect and the game will be played as normal.

IV. CLASSIFICATION BREAKDOWN

- A. **YELLOW BALL LEAGUES** - Yellow ball leagues will play with a 8.5-inch ball (diameter).
- B. **RED BALL LEAGUES** - Red ball leagues will play with a 10-inch ball (diameter).

V. EQUIPMENT

- A. **KICKBALLS** - Game Balls will be provided by the Parks and Recreation Department and will be brought to the field by the official.
- B. **UNIFORMS** - Team shirts are optional for Round Rock PARD League play. Players must wear shirts, pants or shorts and shoes at all times. Athletic footwear is required. No street shoes, boots, metal cleats or hard football type cleats can be worn in league play.

VI. REGULATIONS FOR GAME CONDUCT - GENERAL

- A. Game time is forfeit time. Game time is the time listed for your team on the current schedule. Exception: If a team is waiting for player(s) and the opposing manager agrees, the clock will start as scheduled. Once the player(s) show, the game will be played with what time is remaining on the clock. After 15 minutes, the game will officially be called a forfeit if the team still does not have enough players.
- B. All teams will be provided with official line-up cards. Team managers are to print legibly starting line-up, consisting of players first and last name and field position. This should be turned in 5 minutes prior to your scheduled game time.
- C. All lineups are due by scheduled game time-no exceptions. If the earlier game carries over the time limit, the team line-ups are still due by their original game time!

D. Failure to turn in the official lineup card to the scorekeeper by game time could result in a forfeit.

E. NUMBER OF PLAYERS ON LINE-UP:

The line-up will consist of players and their starting members may be added to the available substitute list at anytime during the game.

1. A legal line-up will consist of no fewer than eight (8) players and no more than 10. A legal batting line up can consist of up to 12 kickers. CoRec league play may have more females than males, but if you are kicking 9 players and the 9th and 1st players are male kickers, you will be assessed an automatic out between the 9th and 1st kickers. This rule does NOT apply when females are kicking in the 9th and 1st spots. EXCEPTION: you cannot intentionally or unintentionally walk the 9th kicker to get the automatic out IF there are already 2 outs. The 9th kicker, if male, is walked, he will be awarded 2 bases, (Example: 5 men/4 women OR 5 women/4 men. Not 6 men/ 4 women or 6 women / 4 men).

If a team does not have at least eight players present to start or finish the game, that team will forfeit the game. Players must be present to be considered a team. If neither team has a legal number of players present, the game is a double forfeit.

a. EP/EH in CoRec League play – The line-up will consist of twelve players (six male, six female) and substitutes.

2. No team will be allowed to add an extra player (EP) after the game has started, even if a player is listed as a substitute on original lineup.

3. SHORT-HANDED RULE: In Round Rock League play, a team may play with no less than eight (8) players from start to finish. If a ninth player is not present, then the team will be assessed an automatic out when the team reaches the ninth kicking position. If this ninth player arrives, he/she must kick in the LAST/NINTH slot of the kicking order. No team may start a game short-handed with an EP.

4. THE EP RULE: Round Rock league play allows teams to use an extra player, EP. No team may start a game with an EP if a line-up with eleven was turned in and only have ten players present, then only ten will play and the batting order is limited to ten for the game. During PARD league play, if a team chooses to use the EP, and a player becomes injured or ejected, the said team will lose the EP position if no substitutes are available. If a substitute is available they may be put in to replace the injured or ejected player.

If no substitute is available, the team must cut the line up, to ten (10) players. This is done without liability to the team when in the playing field or when at bat. The players in the EP position may become legal substitutes. The PARD league is a recreational league and allows teams to play shorthanded. If the team drops to eight, the out is taken at the ninth position. If a team drops below eight, the game is forfeited.

5. PINCH/COURTESY RUNNERS: A courtesy runner is allowed one time per inning. This can be any player the team chooses (gender specific). If the chosen courtesy runner is on base and their batting position comes up, an out will be taken. A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted to keep the injured player from aggravating the injury. This pinch runner will be the player who was the last recorded out. In CoRec OHR league, this runner will be gender specific. Once a pinch runner is used due to an injury, the person who is injured will NOT be able to return to the game.

F. LENGTH OF GAME

The umpire will permit fifty (50) minutes playing time or seven (7) full innings, from the time "play ball" is called until he/she calls the last inning. The umpire shall have jurisdiction to call the game without notifying the manager of the last inning. When an inning has started, the inning must be completed unless home team is at bat and leading in the number of runs scored.

1. In all leagues, the "run ahead rule" is as follows: If a team is ahead by X runs after X or X innings, depending on the status of the home team, the game will called a final. (A) 20 runs ahead after 2½ or 3 innings (B) 15 runs ahead after 3½ or 4 innings OR (C) 10 runs ahead after 4½ or 5 innings.

2. In the event of inclement weather/acts of nature to include, but not limited to: thunder/lightning, rain, snow/sleet, four and one half (4 1/2) or five (5) innings of play, depending on the status of the home team, or one half (25 minutes) of the game time limit will constitute a game. If games are called by umpires and have not reached this point, they will be replayed completely.

3. In the event of things "out of our control" such as, but not limited to: light failure, sprinklers coming on, serious injury, etc. causes suspension of the game and the game has not reached the four and one half (4 1/2) or five (5) innings of play, depending on the status of the home team, or one half (25 minutes) of the game time limit, the game will be replayed completely. In the event that the game is beyond that point, the game will "resume" where it was left off. PARD will schedule the game to resume and lineups will need to match as closely as possible. Managers will "approve" each team in order to resume the game. The team/manager that is currently behind (losing) will be given the option to make the game official, if he/she does not want to resume the game.
 4. Rain out games will be rescheduled at the end of the regular season. All games that are cancelled during play are not considered a completed game will be replayed in its entirety. A team does not have to use the same lineup when the game is replayed.
 5. In case of a tie score between the playing teams at the end of fifty (50) minutes play or seven (7) full innings, one (1) complete additional inning of play will be allowed. The "extra-inning" will be a one pitch inning. At the end of the extra inning of play, a tie will stand should both team's score be the same.
 6. After the first complete inning, no warm-up of infield will be allowed. Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- G. **KICKING AND PITCHING**
- a. Kickers will start with a 0-0 pitching count.
 - b. The ball cannot be kicked until it crosses home plate. Kicking the ball prior will result in a strike. If it is the third strike, the kicker is out, the ball is dead, and the 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 the runners may not advance. Kickers with one strike are allowed one foul ball. The next foul ball will result in an out.
 - c. **BUNTING BY EITHER SEX IS NOT PERMITTED.** Please see definition of bunting under section I. It will be at the umpire's discretion to determine if a player made an "attempt at kicking" versus "a bunt".
 - d. Strikes are rolled balls that cross in an area 12" either side of home plate. Therefore, the strike zone is 41" wide.
 - e. Pitchers are not permitted to roll the ball with excessive speed or bounce the ball towards home plate. A ball pitched in this manner will be called a ball even if it crosses the strike zone. The ball can bounce no higher than knee level to be considered a legal pitch. No player may charge forward of the pitcher until the ball has been kicked. This is at the discretion of the umpire.
 - f. Pitchers have 20 seconds to pitch the ball. Failure to do so will result in immediate walk regardless of the count.
 - g. Kickers have 20 seconds to be at the plate. Failure to do so will result in an out.
 - h. Kicker having two (2) strikes will be allowed one (1) foul ball on the third strike. The kicker will be out for any foul ball in excess of one on the third strike or for any called third strike. Example: Kicker fouls off the first pitch (strike two), fouls off the second pitch allowed (foul ball), fouls off the third pitch (kicker is out). If the second pitch is a called third strike, the third strike foul ball is irrelevant and the kicker is out.
- H. If a male batter is walked he automatically advances two bases. The next female batter must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.
- I. **POSITION PLAYERS:** Position players for the field include the following: 1st base, 2nd base, shortstop, pitcher, catcher, left field, right field, center field, and a middle center field/ middle short (this is the only player that can move from infield to outfield). The pitcher and catcher must be of opposite sex. In the infield there must be two players of each sex at the four positions.
- J. **TAGGING/THROWING AREA:** The legal tag area will be from the shoulder and below. The legal throwing area will be from the waist and below.
- K. **BASE RUNNING:** No lead offs or stealing are allowed. If this happens an automatic out is incurred on the kicking team.
- L. **THE "BLOOD RULE":**
1. Any player who has a blood injury during the game, must leave the game and may not return until the injury has been properly cleaned and bandaged. If the uniform has been saturated with

blood, it must be changed. This player may return to the game upon approval from the game umpires.

2. If the injured player is on base, the substitute must be the last recorded batter who was out.
3. First aid kits will be furnished by PARD and will be available at the ball fields. It is asked that teams also provide a first aid kit.

VII. FORFEITS

- A. No forfeit shall be declared earlier than the scheduled game time. TWO EXCEPTIONS:
 1. Team Suspension from league.
 2. Advance notification to the Parks and Recreation Department Office by team manager that his/her team is unable to play as scheduled. This must be completed 24 hours in advance.
- B. Double forfeits are not a tie game; they are counted as a loss for both teams. A team must be present at the field in order to award a forfeit to said "winning team." If neither scheduled team has enough players present, a double forfeit will be declared. If you are the team forfeiting, you **MUST** email the Athletics Supervisor 24 hours prior to the game (or leave a voicemail). If you are the team being forfeited against, you **MUST** email the Athletics Supervisor prior to the game (or leave a voicemail) as a confirmation. Failure to do this will result in a double forfeit.
- C. Forfeiting of two (2) regularly scheduled games may automatically suspend the forfeiting team from further league play, without the benefit of a refund. This may also affect remaining league schedules, which in turn may or may not be altered. Allowing said team to continue in league play (current & future) is reviewed by the Athletics Supervisor.
- D. **Forfeiting a game during regular league will eliminate your team for contention of playing in any championship game or outright winning a league. Your team will NOT be given the "championship" if your team has forfeited any regular league games.**
- E. Forfeits will result in a score of 7-0.
- F. **If a team calls in to forfeit and Parks and Recreations cancels after that point, the forfeit will stand and not be replayed. Exception: a team may pay a reduced rescheduling fee of \$25.**

VIII. PLAYER CONDUCT

A. ABUSIVE BEHAVIOR

1. ABUSIVE BEHAVIOR WILL NOT BE TOLERATED.
 2. Managers are held responsible for the conduct of their players, coaches and spectators.
 3. If the disruptive person(s) is a spectator, the official will give one (1) warning to the disruptive person(s) and the team manager. Should the situation continue, the official has the right to forfeit the game or take other appropriate action deemed necessary. This could include: evict the person(s) from the park, call the police and/or press charges against someone.
 4. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
 5. Players may not consume alcoholic beverages during the game in which they are playing. No alcoholic beverages are allowed on the sideline or on the field. Smoking (cigarettes, cigars, pipes) will not be allowed on the sideline or on the field. Violations of this rule will cause play to stop immediately and the player(s) may be ejected from the game.
- B. In the event a player is ejected the official may:
1. Determine that no further action needs to be taken against the player/team.
 2. Take necessary immediate action i.e. forfeit the game and/or require the offending player(s) to leave the park, etc.
 3. Suspend the player for additional games up to one week. This will include one full week of the player playing in any sport through Parks and Recreation (kickball, softball, basketball, and flag football). This will be effective immediately during the game the player was ejected and will carry a full 6 days. The player may resume play the following week.
 4. The week long suspension will include the suspended player from not participating in any games. This includes all games that the player is listed on a roster and any games he is not on a roster and would play as a "pick up player".
 5. The week long suspension will be in effect until the suspension is completed. Any byes, rainouts and/or other acts of nature that do not permit a team from playing could result in a longer suspension for the player. This will be determined by the Parks and Recreation Department.
- C. In the event the player exhibits extremely dangerous or threatening behavior:

1. The Athletics Supervisor and PARD representatives will determine the suspension of the player. This could include multiple games/weeks suspension and/or probation. It will be the decision of PARD representatives.
2. In the event a team/team member physically or verbally abuses an official or a City employee, said player(s) may be ejected immediately and will not return to play until contacted by the Athletics Supervisor.

IX. PROTESTS:

Only the team manager or the assistant manager may make protests. A protest logged by anyone other than the opposing team manager will not be accepted. All protests must be made to the game official prior to the play or the completion of the game (whichever is applicable). Player eligibility protests must be made prior to the game completion and the following procedures must be followed:

Types of Protests:

- A. Playing Under an Assumed Name:
 - The player in question has until the completion of the game to produce a picture ID that confirms their legal identity. This must be presented and noted to the game official. The official game time is NOT halted to complete this process.
 - If a player cannot or refuses to produce the ID, the game is forfeited immediately under the cause of "playing under an assumed name."
 - When the player in question produces an ID to the official, identification is noted with the official. If the player's ID does NOT match the name he/she she is playing under, the game is forfeited immediately. The officials will make notes as to the nature of the forfeit on said game score sheet and turn it to the Athletics Supervisor.
 - In addition to the game forfeit, the team manager will be suspended for one (1) game.
 - If this occurs a second time, the team will be suspended for the remainder of the season and the team manager will be suspended from all PARD athletic programs for one year.
- B. Illegal Player (not on the team roster):
 - If the protest is regarding an "ILLEGAL PLAYER," the opposing team manager must notify the game official. The official will note the identification of said player and this information will be forwarded to Athletics Supervisor. The protesting team manager must submit a written protest to the Athletics Supervisor within forty-eight (48) hours after completion of the game accompanied by the protest fee of \$25.00/per player. However, Saturday, Sunday or holidays will not count in the time limit.
 - The burden of proof will rest with the manager making the protest.
- C. Any protest other than eligibility of players must be made and noted by the official, at the next immediate stoppage of play and prior to the next play. A written protest accompanied by the protest fee of \$25.00/per player must be submitted within forty-eight (48) hours to the Athletics Supervisor, in order to be accepted.
- D. If the protest cannot be resolved from the rules utilized by Round Rock PARD and/or T.A.A.F., a ruling will be determined by members of the Parks and Recreation team.
- E. The officials' decision shall be final on judgment calls and game conduct. These decisions do not involve interpretation of the rules or the eligibility of players. Judgment calls CANNOT be protested.

X. DETERMINATION OF CITY DIVISION WINNER:

The team with the best overall record will win first place.

1st Place Tie (Two Teams): In the event of two (2) or more teams having the same win/loss record at the end of the scheduled season, the winner will be determined by one (1) play-off game. The playoff game and date will be scheduled by PARD. A coin flip at the field will determine which team is the home team. All players must have a picture ID. IDs will be checked.

1st Place Tie (More than Two Teams): Two (2) games or more games may be played if three (3) or more teams have the same record. If three teams are tied; if 3 or more teams are tied for 1st place a hat draw at the field will determine which team receives the first round bye, or which teams play each other. This will be determined at the field on the day of the playoff games.

Points for or points against will not be taken into consideration when determining playoff pairings. Play-off games will be of fifty (50) minutes or seven (7) innings. PARD league rules will apply in all games.

*If there are excessive rainouts, where regular season or playoff games are unable to be played the Athletics Supervisor reserves the right to declare a winner.

Forfeiting a game during regular league will eliminate your team for contention of playing in any championship game or outright winning a league. Your team will NOT be given the "championship" if your team has forfeited any regular league games.

Awards: All teams winning a championship will receive shirts (L-3, XL-9, XXL-3)

XI. CONCUSSION PROTOCOL:

1. Parks and Recreation provides coaches, parents, referees, contractors, and participants with information from the Center of Disease Control and Prevention (CDC) on the signs, symptoms and behaviors associated with sports related concussions and head injuries; and should incident occur be able to recognize, respond and report. The CDC's website includes concussion resources for coaches, parents, officials and youth participants, as well as access to a training course.
2. PARD encourages all coaches, parents, officials and participants to utilize these resources to educate themselves on the signs, symptoms, behaviors and prevention of sports related concussions and head injuries.
3. The following link about sports related concussions and head injuries is provided to all users:
<https://www.cdc.gov/headsup/youthsports/index.html>

XII. SOCIAL MEDIA POLICY:

We wish to promote effective communication and maintain a respectful dialogue on our social media. In that spirit, here are the guidelines for posting comments:

1. Comments on City posts must be within the scope of the topic under discussion. Your comments must be civil. They must not contain malicious, offensive, threatening, profane or insulting language.
2. No references to the personality of other participants or individuals, or attacks on individual character will be permitted.
3. Information about locating and sharing knowledge and expertise is welcomed, but within the specific discussion provided here.
4. Links to other web sites or pages must be relevant to the topic.
5. Advertising or promotional announcements are not permitted. Event or publication announcements are permitted only if they have direct relevance to the subject of discussion.
6. This is a forum for community issues and not for electoral campaign purposes. Such messages will be removed.