



PLANO ADULT SPORTS

KICKBALL BY-LAWS

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Article I. City of Plano Policies & Procedures

Section 1.01 GOVERNMENT

1. This league shall be governed by the Plano Parks & Recreation Department and assisted by an Adult Kickball Advisory Committee.
2. The Kickball Advisory Committee shall rule on protests, appeals, and extended disciplinary action.
3. This league will be played by the official City of Plano Kickball By-Laws.
4. Per City Ordinance, the consumption or possession of any alcoholic beverage is prohibited in all parks located within city limits. This also includes park parking lots.

Section 1.02 REGISTRATION

1. Registration information is available on our website (www.teamsideline.com/plano) There you will need to click the dropdown "Sports We Offer", click the corresponding sport, and then click the link, directing you to the registration portal. If you would like to register over the phone you can contact us at 972-941-5275 with your payment information. You may also register in person at the Adult Sports office, 5901 Los Rios Blvd. Office hours are Monday through Friday from 8:30 AM – 4:30 PM. A receipt will be e-mailed to you or given to you.
2. Special requests that are noted in the appropriate location on the registration form will be honored **if possible.**

Section 1.03 FEES

1. Each team shall pay a participation fee set by the Parks & Recreation Department.
2. All fees shall be paid in full by the designated due date set by the Parks & Recreation Department.
THERE WILL BE NO EXCEPTIONS.
3. There will be no refunds once the schedules have been published.
4. All teams are required to play game schedules as posted. Game schedules will not be changed to accommodate individual teams. The only changes to game schedules will be made by Parks & Recreation Staff due to rain-outs or other unforeseen administrative or facility-related circumstances.

Section 1.04 ELIGIBILITY

1. **AT ALL TIMES, THE RESPONSIBILITY OF THE ELIGIBILITY AND CONDUCT OF PLAYERS AND SPECTATORS RESTS WITH THE MANAGER OF THE TEAM.**
2. All participants in adult team sports must have attained the **age of fifteen (15)** prior to the registration date.
3. Participants who either live, work, or worship within the city limits of Plano will receive registration priority. However, non-resident teams will be permitted on a space-available basis.
4. No player shall be eligible who has not signed the official playing roster or player addition form (both can be found in the Downloads tab on www.teamsideline.com/plano).

5. Players may not play on different teams within the same league. No player will be released to play on another team in the same league. Players may play on more than one team; however, they will do so at their own risk.
6. No player may participate who has been suspended from any other affiliated Parks & Recreation activity until approved to play by the Kickball Advisory Committee upon recommendation by the Parks & Recreation Department.
7. Teams may question eligibility of only two players per game. Whole rosters may not be questioned. Teams playing ineligible players will forfeit all games in which the ineligible persons appeared in the lineup and may forfeit all remaining games in the current season's schedule. The ineligible person will be suspended, and no entry fees will be refunded. Managers playing ineligible or suspended players may be suspended for two (2) full calendar years from Plano Parks & Recreation Department activities.

Article II. Rules

Section 2.01 GENERAL RULES

1. The official kickball shall be a seamless, pebble-grain surface ball, approximately ten inches (10") in diameter. The center of the ball may contain air only (balls will be provided by the Parks & Recreation Department).
2. Each team is allowed two (2) one-minute timeouts per game.
3. The legal tag area will be from shoulder and below. If the ball is thrown, it must make contact below the shoulders. If a thrown ball strikes the runner in the head, the referee will call a "Dead Ball" stopping the play and award the runner the base he/she was going to. All other runners must return to the last base touched at the time "Dead Ball" is called.
4. There shall be no infield fly rule.

Section 2.02 STARTING PLAY/LIVE BALL

1. The pitcher will be allowed five (5) warm-up pitches to start the game (first inning).
2. Three (3) warm-up pitches will be allowed if there is a change in pitchers.
3. The ball becomes dead and not in play when:
 - a. The ball is illegally kicked.
 - b. A kicker makes no attempt to kick at a pitch.
 - c. A foul ball is not caught.
 - d. The offensive team causes an interference.
 - e. A blocked ball is declared dead.
 - f. A pitched ball, not kicked by the kicker, is touched by the catcher.
 - g. A "no pitch" is declared.
4. The ball becomes dead when an umpire calls "time." Time is called when:
 - a. In his/her judgment, conditions justify calling time.
 - b. An injury occurs.
 - c. A coach requests a time out.
 - d. A play is completed and the pitcher has possession of the ball.

Section 2.03 PITCHING

1. The pitcher shall take position in the pitcher's box.
2. Pitcher must deliver the ball with one hand, releasing the top of the ball below his/her waist aiming toward home plate. A violation of this will be called a ball.
3. The pitcher must remain in the pitcher's box until the ball leaves his/her hand. A violation of this will be called a ball.
4. A strike is called by the umpire:
 - a. The strike zone is defined as the area outlined within the kicker's box by chalk to include home plate and 12 inches from each side of the home plate.
 - b. When a legal pitch first touches the ground at least twice in fair territory and any part of the ball enters any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The ball must clear the kicker's circle.
 - c. When a legally-pitched ball is kicked at and missed by the kicker, or the kicker's attacking leg misses the ball and the ball hits the kicker's other leg.
 - d. When there is a foul tip, except on the third strike. On the third strike it will be called an out.
 - e. For each foul ball not caught when the kicker has fewer than two strikes.
5. A ball is called by the umpire:
 - a. For each pitched ball, which does not enter the strike zone and is not struck by the kicker.
 - b. When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
 - c. For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker.
 - d. For each illegal pitch.
 - e. For each ball, which does not clear the kicker's circle.
6. A no-pitch shall be declared when:
 - a. The pitcher pitches during a suspension of play.
 - b. The ball slips from the pitcher's hand during his/her swing back.
 - c. The pitcher pitches a quick return pitch.
 - d. The pitcher pitches before the umpire calls for the pitch.
7. If a new pitcher comes in after the game begins, he/she will be allowed three (3) warm-up pitches.
8. If a pitcher decides to walk a kicker intentionally, he/she may do so by notifying the umpire.

Section 2.04 ENCROACHMENT

1. Encroachment: A fielder's position is defined by the front of the fielder's torso.
2. Fielder Encroachment: Occurs when any fielder crosses the encroachment line between 1st base and 3rd before the ball has been kicked. Failure to do so results in a fielder encroachment call.
3. Catcher Encroachment: When the catcher is improperly positioned by not standing behind the kicker and within the Catcher's Zone and Kicker's Box, on the front by the back hip of the kicker, and on the rear by the limits of the field. No part of the catcher's body may cross in front of the kicker's back hip nor be positioned outside the catcher's zone until the ball is kicked or until the kicker lets the ball pass. Failure to do so will result in a catcher encroachment call.
4. Encroachment is only penalized by the kicking team choosing to:

- a. Nullify the result of the play, and add two (2) balls to the kicker's count (if the addition of two balls to the count would raise the balls count over four, the kicker is walked), OR,
- b. Allow the result of the play to stand.

Section 2.05 KICKING

1. The kicker shall take position in the kicker's circle with 10 seconds after the umpire has called "Kicker Up." The kicker shall not leave the kicker's circle once the pitcher has begun the windup.
2. The kicker is out when:
 - a. A third strike is called.
 - b. Kicker leaves the kicker's circle during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the circle and does NOT attempt to kick the ball, he/she will have either a ball or strike called against him/her.
 - c. A foul tip is legally caught on the third strike.
 - d. After kicking a second foul ball with a two-strike count.
 - e. He/she does not enter the kicker's box within 20 seconds of the umpire calling "Kicker Up."
 - f. He/she interferes with the catcher's ability to make a play.
 - g. He/she steps on the plate.
3. The kicker becomes a runner when:
 - a. Ball four is called.
 - b. An infielder interferes with the pitch.
 - c. A legal kick has taken place and he/she reaches base.
4. A legally-kicked ball is fair when:
 - a. Ball settles or is touched by a fielder or umpire while on or over fair play territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, and not by the position of the fielder.
 - b. It is on or over fair territory when bounding past the infield.
 - c. It first touches the white part of first, second, or third base.
5. The kicker/runner is out when:
 - a. He/she interferes with the catcher's ability to make a play.
 - b. He/she touches his/her own kicked fair ball, while in fair territory, before it touches a fielder.
 - c. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
 - d. While running to first, player is tagged or hit with the ball before reaching first base.
 - e. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
 - f. When player leaves the playing field. Player cannot return back to a base.
6. Bunting will be allowed.
7. If a male kicker is walked, he automatically advances two bases. The next kicker, female, must kick if there are no outs or one out. When there are two outs, the female kicker has the option to kick or walk.

Section 2.06 RUNNING THE BASES

1. LEADOFFS or STEALING are not allowed.
2. Courtesy runners will be allowed in all leagues. Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner. Only one runner, per sex, per team (a man for a man or a woman for a woman) may be used per inning. If a courtesy runner's turn at kick comes while on base, the courtesy runner will be called 'out,' removed from the base and take his/her turn at kick.
3. There is to be NO HEAD FIRST SLIDING. The runner will automatically be called out if he/she attempts a head first slide.

Section 2.07 THE PLAYING FIELD

1. Base distance is 60'.
2. Pitching rubber distance is 53'.
3. A double first base will be used.
4. On a play made on a kicker/runner advancing to first base, the kicker/runner must use only the orange portion of the base, and the fielder must only use the white portion of the base. After a kicker/runner passes the first base, both the white and orange portions of the base become live. Exception: On a force out attempt from the foul side of first base, the defense and the kicker/runner can use either the orange or the white portion of the base.
5. A second home plate will be used. The runner will run to the second home plate. The catcher will remain on the regular home plate. If the runner runs to the regular home plate instead of the second home plate, it will be an out. If a runner returns to third base after passing the commitment line (a marking 20 feet from the second home plate), the runner will be called out, and the ball will remain live.

Section 2.08 LENGTH OF GAME

1. The umpire will permit fifty-five (55) minutes playing time or seven (7) full innings, from the time "Home team take the field" is called until he/she calls the last inning.
2. The "run ahead rule" is as follows:
 - a. 20 runs ahead after 4 innings.
 - b. 15 runs ahead after 45 minutes of play.
3. Games that are called due to rain or other unforeseen circumstances will be considered final if the game has progressed through forty (40) minutes of play. All uncompleted games will be started from the beginning.

Section 2.10 THE LINE-UP

1. Line-ups will be exchanged at the home-plate meeting before the game. All players must either be on the official roster submitted to the City of Plano Adult Sports Department or they must have completed a player addition form after the original roster has been turned in.
2. A team may play with no less than eight (8) roster players from start to finish.
3. A team should consist of an even number of males and females; however, a team can play with more females than males. A team CAN NOT play with more males than females.
4. Teams may have up to 10 players in the field on defense, but no fewer than 8. There must be at least 4 females in the field during defense.

5. A kicking line-up can consist with up to 16 kickers.
6. Males may NOT kick back-to-back.
7. Teams may not add additional kickers to the kicking order once the game begins.
8. Line-up cards are available on our website at teamsideline.com/plano (Downloads page).

Section 2.11 SHORT-HANDED RULE

1. Games may begin if a team has eight (8) players. There will be an automatic out when the absent player(s)' time comes to kick. **Teams may play shorthanded, but teams may not play with fewer than eight (8) players.**
2. Games will begin at the scheduled time, and the clock will be started. In the event that a team does not have the required number of players to begin the game, that team will automatically become the visiting team and will kick first. The game will continue to be played until such time as there are no longer any eligible kickers or the team does not have the minimum number of required players upon the completion of the third out. At that point the game will be called a forfeit.
3. In the event that neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur.
4. The official score of a forfeited game due to ejection or due to a lack of players shall be recorded as **10-0**. In the event that a team has to forfeit due to injury, the official score shall be recorded as **5-0**. In the case that a double forfeit occurs the score shall be recorded as 0-0.

Section 2.12 TEAM ROSTERS

1. Please be mindful when picking your team name. The City of Plano Parks & Recreation leagues and facilities are family friendly. Please refrain from using suggestive, derogatory, profane, or offensive team names. The City of Plano Adult Sports Staff has the right to refuse any team name that may be viewed as non-family friendly.
2. Team rosters will be limited to twenty (20) players.
3. Players must be fifteen (15) years of age.
4. All players must sign the official team roster form or have completed a player addition form prior to playing in a game.
5. The official roster form must be completed and submitted to the Adult Sports department by the third scheduled game. Your completed roster form is to be submitted online or e-mailed to adultsports@plano.gov. You may also submit your roster in person at the Adult Sports office, 5901 Los Rios Blvd. Adult Sports office hours are Monday through Friday from 8:30 AM – 4:30 PM.
6. In order to add a player to the team after the roster has been submitted, a player addition form must be filled out and turned in to the Adult Sports office.
7. Players may not be added to your roster after the completion of the sixth game played in the season.

Section 2.13 UNIFORMS

1. Shirts must be numbered with a legal number of contrasting color. Numbers must be permanent (no tape) and must be at least 6" tall. Numbers are required on the back of all jerseys.

2. A player must change his/her shirt, or fail to participate, if the umpire deems the shirt or number unsuitable.
3. If two players wear the same number, both players may not participate in a game at the same time.
4. Players may not switch jerseys after the line-up has been submitted to the umpire.
5. During cold weather, players may wear a jacket over an appropriate jersey.
6. Apparel including uniforms worn by spectators, players, managers, and coaches must be appropriate and may not be obscene, lewd, vulgar, profane, or disruptive in manner in either written or graphic format. Anyone wearing apparel as described will be considered a public nuisance and will be subject to penalties provided in Ordinance 15-3 of the City of Plano.

Section 2.14 SHOES

1. All players must wear closed-toe shoes (sandals are not acceptable). Metal spikes, boots, and screw-on spikes that have exposed metal are illegal.
2. A player must change his/her shoes, or fail to participate, if the umpire deems his/her shoes to be unsafe for themselves or for others. If a player refuses to change his/her shoes, the player will be removed from participation for the remainder of the game.

Section 2.15 FORFEITS

1. The official score of a forfeited game due to ejection or due to lack of players at game time shall be recorded as **10-0**. In the event that a team has to forfeit due to injury, the official score will be recorded as **5-0**. In the case of a double forfeit, the official score shall be recorded as 0-0.
2. Games will begin at the scheduled start time, and the clock will be started. If the event a team does not have the required number of players to begin the game, that team will automatically become the visiting team and will kick first. The game will continue to be played until such time as there are no longer any eligible kickers or the team does not have the minimum number of required players upon the completion of the third out. At that point, the game will be forfeited.
3. If neither team can produce the required number of eligible players at the stated game time, a double forfeit will occur, and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game. If the forfeit is the last game of the evening, the bases will be taken up, and lights will be turned off.
4. **Forfeiture of three (3) league games will automatically suspend a team for the remainder of the season. All remaining games to be played will be forfeited and no entry fee refund will be made. The scores for all completed games will be recorded as played.**
5. If a team manager knows prior to game time that his/her team will be required to forfeit the game due to lack of eligible players, he/she should verbally forfeit the game only by contacting the Adult Sports staff by phone. **Prior to 4:30 PM, please call 972-941-5275. After 4:30 PM, please call staff at the Heritage Yards softball complex office at 972-712-3930.** Leave a message if necessary so that the opposing team can be notified. This forfeit will count as a forfeit toward suspension from the league.
6. "No-Show" Forfeit Rule: This rule applies only if **no players** show up for the scheduled game and the Adult Sports Staff has not been notified of the forfeit. A voicemail left at the correct phone number will be considered a notification if left before your team's scheduled game time.

7. Forfeited games will be rescheduled only if all games scheduled for the day and game time are canceled by the Adult Sports Staff (due to weather or other unforeseen circumstances) prior to the scheduled start time of the forfeited game.

Section 2.16 RUNS PER INNING

1. Teams may score a maximum of five (5) runs per inning including the last inning.

Section 2.17 TIES

1. If the score is tied at the end of seven innings and/or the end of the time limit, the game will be over and the score shall be considered a tie.

Section 2.18 PROTESTS

1. **Rule Interpretation Protests:**

- a. Protests will not be received or considered if they are based solely on a decision involving the accuracy of a judgment on the part of an umpire.
- b. Only protests involving the **misinterpretation** of a playing rule will be allowed.
- c. Only protests that actually affect the **win-loss** outcome of the **protested game** will be considered.
- d. **Teams wishing to protest the misinterpretation of a playing rule must:**
 - i. Notify the home plate umpire stating the reason for the protest prior to:
 1. The next pitch **OR**
 2. All infielders having left fair territory, if on the last play of the inning **OR**
 3. The umpire having left the playing field, if on the last play of the game
 - ii. Notify City Staff in writing, signed by the team manager, and filed by 4:30 PM the next business day.
 - iii. Provide a \$50.00 deposit (cash or check) to City Staff by 4:30 PM the next business day. If protest occurs during the playoffs then the protest and deposit must be handled immediately at the Heritage Yards office. If the protest is upheld, the deposit will be refunded.
- e. All protests will be ruled on by City Staff and the Umpire-in-Chief.
- f. If the protest is upheld, all penalties will be determined by City Staff and the Umpire-in-Chief whose decision shall be final.
- g. It is recommended that both teams keep a scorebook. The home team's book will serve as the official scorebook from which standings and records will be recorded.

2. **Eligibility Protests:**

- a. **Teams wishing to protest the eligibility of a player must:**
 - i. Inform the home plate umpire that the game is being played under protest and identify the person(s) in question prior to the completion of the game.
 - ii. Notify City Staff of the protest in writing, signed by the team manager, and filed by 4:30 PM the next business day.

- iii. Provide a \$50.00 deposit (cash only) to City Staff by 4:30 PM the next business day. If protest occurs during the playoffs, then the protest and deposit must be handled immediately at the Heritage Yards office. If the protest is upheld, the deposit will be refunded.
- iv. The eligibility of only two (2) players per game may be challenged.
- v. All protests will be ruled on by the City Staff and the Umpire-in-Chief.

b. Protested player(s) must:

- i. Produce picture identification to the Umpire issued by the Texas Department of Public Safety within ten (10) minutes of the completion of the game. **Failure to produce picture identification will result in an automatic forfeiture by the team using the player(s) in question.**
- ii. City Staff will verify the identity of the player(s) in question with the umpire. Rulings on player eligibility will be made within 48 hours, and City Staff will notify both team managers. **If the team roster is not on file and a player's eligibility is challenged, the game in question will be automatically forfeited.**

Article III. Discipline

Section 3.01 MANAGER'S RESPONSIBILITIES

1. Managers will be responsible to see that all their players know and abide by the rules as stated in the City of Plano Adult Kickball By-laws. Further, managers are responsible for their players knowing and abiding by the City of Plano Adult Sports Sportsmanship Guidelines. If a manager cannot or will not control his/her players and spectators, he/she faces league sanctions ranging from removal or ejection to forfeiture of games.
2. The manager shall be the official representative of the team unless he/she designates one of the players as a team representative on the line-up card prior to the start of the game. **Only** the manager or his designated team representative may discuss a call or decision made by the officials. The manager or designated team representative is responsible for maintaining the team's cooperation with the umpires and City Staff and must be present at the game.

Section 3.02 SPORTSMANSHIP GUIDELINES

1. Unsportsmanlike conduct is contrary to the basic principles of athletic sports. The player Sportsmanship Guidelines have been established for the protection of the participants and spectators. Violation of the Sportsmanship Guidelines is not condoned by the City of Plano Adult Sports Department.
 - a. **No Person Shall:** At any time lay a hand upon, shove, strike, harass, or threaten an umpire. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
 - b. **No Person Shall:** Be guilty of objectionable demonstrations of dissent at an umpire's decision.
 - c. **No Person Shall:** Refuse to abide by an umpire's decision. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
 - d. **No Person Shall:** Discuss with an umpire in any manner the decision reached by such umpire except the manager or designated team representative.

- e. **No Person Shall:** Be guilty of using unnecessary rough tactics in the play of the game against a person of the opposing team. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- f. **No Person Shall:** Be guilty of endangering a player, league umpire, City Staff, or spectator.
- g. **No Person Shall:** Be guilty of physical attack upon a player, umpire, City Staff or spectator. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- h. **No Person Shall:** Be guilty of an abusive verbal attack upon a player, umpire, City Staff or spectator. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- i. **No Person Shall:** Appear upon the field of play at any time in an intoxicated condition. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- j. **No Person Shall:** Use profane language before, during or after any game on City property. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- k. **The Manager and Team Shall:** Be responsible for the conduct of their fans and supports. If fans and supporters become abusive toward team members, umpires, or City Staff, they place the team in jeopardy of forfeiting the game.

Section 3.03 PENALTIES

1. Use of profane language and/or unsportsmanlike conduct shall be an automatic suspension. It shall not be necessary for the Adult Kickball Advisory Committee to meet except to increase the length of a suspension.
2. Unsportsmanlike conduct will not be tolerated at any time for any reason. Managers, players, coaches, and spectators may be suspended from league play for any violation of the Sportsmanship Guidelines before, during, or after any game on City property. The Parks & Recreation Adult Sports Supervisor will decide on the length of suspensions, but there shall be a **minimum of two games or more** for the violation of any Sportsmanship Guideline.
 - a. **Two-Game Suspension:** The player shall immediately be ejected from the game in which he/she is playing. The player is required to leave the facility and is ineligible to play in any other game that night. The two-game suspension shall be enforced beginning with the next game in the league in which the violation occurred.
 - b. **Suspension Greater Than Two Games:** The suspension shall be effective for the number of games designated following the game in which the violation occurred. The suspended player may not return to the park and will not be allowed to participate with any team playing in a City of Plano kickball league game or tournament until the suspension has been fulfilled.
3. Any player **ejected** from a game **must immediately leave the park**. If the player refuses to leave the park or threatens an umpire at the time of the ejection, the game will be forfeited even if there are still eight (8) players eligible to play.
4. Bye-weeks and rained out games do not count towards a suspension.
5. Players may not participate in playoffs or tournament games until the full suspension has been served.

6. Playoff games will count as games served to fulfill a suspension.
7. The suspension will be carried over to the next season if a player does not have a sufficient number of games remaining on his/her team schedule to complete the suspension.
8. There will be an indefinite period of time for fighting (fights will be defined as intent to do harm). Any or all persons involved in a fight will be suspended. Whole teams may be suspended if the infraction is severe enough (i.e. striking an umpire, mass fights, striking a City Staff member, etc.).
9. A **one-year suspension** will be warranted if a second two-game suspension is drawn. **THE MAXIMUM PENALTY APPLIED AFTER THE SECOND EJECTION MAY RESULT IN A ONE-YEAR SUSPENSION FROM PARTICIPATION IN ALL CITY OF PLANO ADULT SPORT LEAGUES.**
10. A **one-year or more** suspension will be issued for striking an umpire or City Staff member.
11. Umpires have the option of **removing** a player for minor infractions. A removal means that the player may not play for the remainder of the game only. The player **does not have to leave the park**, and the game may continue if there are at least eight (8) players eligible for play. **The umpires have the right to increase a removal to an ejection if the unsportsmanlike behavior continues.**
12. Any player(s) found on park property in possession of an alcoholic beverage will be immediately ejected from the game, which will result in an automatic two-game suspension. The game will cease, and the result will be an automatic forfeit. If a player(s) are found in possession of an alcoholic beverage on park property **before a game**, the team's scheduled game(s) that night will be an automatic forfeit. If a player(s) is found in possession of an alcoholic beverage **after a game**, the team's next scheduled game(s) will be considered a forfeit.

Section 3.04 APPEALS

1. The City of Plano Adult Kickball Advisory Committee will accept appeals of suspension from teams or players as long as:
 - a. The length of the team or player suspension is four (4) weeks or greater.
 - b. The suspension is not connected to any pending investigations by law enforcement.
2. To file an appeal, the team or player must:
 - a. Contact the City of Plano Adult Sports Supervisor within three (3) days of being notified of the suspension.
 - b. Provide a written account of the incident that led to the suspension, stating why the suspension should be terminated or reduced. This written account must be received within 48 hours of contacting the Adult Sports Supervisor and declaring the desire to appeal the suspension.
 - c. Provide contact information for any and all witnesses to the incident.
3. The City of Plano Adult Kickball Advisory Committee will review all written documentation provided by all parties involved including players, umpires, spectators, and City Staff. Upon reviewing the written documentation, the Committee will decide the necessity of:
 - a. **A meeting** with all involved parties to gain additional information.
 - i. If the Kickball Advisory Committee finds it necessary to meet with the individuals involved, staff will set the date, time, and location of the meeting. All involved parties will be contacted and informed of the date, time, and location of the meeting. Every effort will be made to give at least one (1) week notice of the meeting. Once a date and

time for the meeting have been set, they will not be changed or rescheduled except for unforeseen circumstances.

b. A suspension

- i. If the Kickball Advisory Committee decides that meeting with all the involved parties is not necessary, Committee members will decide if the suspension is warranted. If the suspension is deemed to be warranted, members will decide if it should be shortened, lengthened, or remain as is.
- c. Once The Kickball Advisory Committee has ruled on the suspension, the team or player will be notified by the City of Plano Adult Sports Supervisor who will inform them of the Committee's ruling. All appeal rulings by the City of Plano Kickball Advisory Committee are **FINAL** and may not be appealed a second time.

Article IV. General Information

Section 4.01 DETERMINATION OF LEAGUE WINNER

1. If a tie exists for any award position, the following tiebreaker criteria will be followed:
 - a. Win-loss in head-to-head games
 - b. Fewest runs allowed in head-to-head games
 - c. Most runs scored in head-to-head games
 - d. Fewest runs allowed in league play
 - e. Most runs scored in league play
 - f. Play a tiebreaker game

Section 4.02 FREE AGENT LIST

2. A "free agent" list is maintained by the Adult Sports Staff. This list contains information regarding individuals wishing to be added to a team. The free agent list can be found on the "Kickball" page located on our website at www.teamsideline.com/plano .

Section 4.03 AWARDS

1. 1st place award consisting of fifteen (15) custom championship shirts for first-place winners.

Section 4.04 QUESTIONS

1. The Adult Sports office telephone number is 972-941-5275, and the fax number is 972-941-7469. Office hours are Monday through Friday from 8:30 AM – 4:30 PM. The City of Plano Parks & Recreation Department is located at 5901 Los Rios Blvd.