

General Information

League Operations: Athletic leagues are operated by the City of Georgetown Parks & Recreation Department.

All teams must register

The Parks & Recreation Department reserves the right to alter any athletic league schedules, rules, or policies as needed for the benefit of our leagues or their participants.

Location: All games will be played at the McMaster Athletic Complex, located at 101 W.L. Walden Drive in Georgetown.

Alcohol: All alcoholic beverages are prohibited in the dugouts and on the field of play. Glass containers are not allowed at McMaster Athletic Complex. Umpires have the full authority and discretion to remove players under the influence of alcohol for safety of the players.

Tobacco Use: Smoking / vaping / electronic cigarettes are not permitted at the McMaster Athletic Complex.

Pets: Pets are not allowed at the McMaster Athletic Complex.

Parking: Vehicles are not allowed on Georgetown Parks and Recreation Department athletic fields or adjacent pathways and greenspaces. Vehicles improperly or illegally parked may be ticketed or towed by the Georgetown Police Department.

All clients and visitors park at their own risk. The Georgetown Parks and Recreation Department is not responsible for theft or damage to vehicles.

***Amplified Music:** Amplified music is prohibited at McMaster Athletic Complex.

Uniform: Players must always wear shirts, shorts/pants, and appropriate athletic shoes. No football cleats or metal cleats are allowed in league play.

Schedules: Each league will play an 8-week season. All games will be 9 innings or 50 minutes. The clock will start with the first pitch of the game or at the discretion of the umpire. *Length of season is dependent on number of teams registered (average 8 week season)

Team Sideline: The Georgetown Parks and Recreation Department Athletics staff use the TeamSideline website for league scheduling, scores /standings, and communication with teams and players. League information will be updated regularly at <http://www.teamsideline.com/sites/georgetown/schedules>. For up-to-date information regarding weather-related delays, cancellations and closures, please complete the [Athletics Text Message Sign Up](#).

Cancellations: The Parks & Recreation Department will make up the first two rained out games of each season. Further cancellations due to weather will not be rescheduled. No refunds will be offered for cancellations due to weather.

No Call/No Show: If a team will be forfeiting their game, they must give GPARD a written email notice by 12:00pm the day of the game. If the team does not give this notice, there will be a \$50.00 fee that is charged to the team. This fee must be paid by the following game or the team must forfeit the remainder of the games until the fee is paid. This is to eliminate opposing teams and/or staff showing up unnecessarily to play or work. If both teams do not show up and GPARD has not been notified, both teams will take a loss. You will need to e-mail Ashley at Ashley.snyder@georgetown.org for all forfeited notifications.

Field Closures: When necessary, the Parks and Recreation Department may close certain facilities due to weather conditions or safety issues. Fields may also be closed for repairs or to protect them from overuse; keeping athletic fields in optimum condition involves managing the amount of play a field receives and allowing time for proper maintenance to occur. Continued cooperation between the Georgetown Parks and Recreation Department and athletic field users is a critical component of this management.

If a facility has been CLOSED, no activities may be held on that field. Any renter, team or organization that plays on a field that has been officially closed may forfeit current reserved field time as well as future consideration for field use.

Minimum Age: All players should be at least 18 years of age in order to play in the adult softball leagues. Those who are 17 years old may play if their birthday falls during the current calendar year.

Rosters/Restrictions: New team rosters must be turned in each season at the time of a team's registration. Rosters are limited to 20 players. No player may be on two teams' rosters in the same league.

Players are welcome to join teams after the season begins but must be added to the roster prior to the start of the first game in which the individual will be playing. No players can be added the last two weeks of the season.

Waivers: All participants in the league will need to sign two waivers prior to playing, the City of Georgetown Liability waiver and the Good Sportsmanship waiver. All participants need to create an account through Xplor. Waivers will be sent through Xplor via e-mail. Please contact Ashley with any questions or help with creating accounts and waivers.

Lineup Cards: Official lineup cards may be obtained from the umpire at the field and must be turned in ten minutes prior to the scheduled game time. Players on a lineup card must be present at the ballfield. If lineup cards are not turned in as specified, the opposing team has the option of choosing to play as *home or visitor*.

ID: All players must bring a government-issued photo ID to each game in order to be eligible to play.

Ineligible Player: A player who is not listed on a team's line-up (except designated pickup players) or the official roster prior to a game is ineligible. Players found to be on the rosters of two teams in the same league are ineligible. A team using an ineligible player will result in a forfeit of that game.

Roster Protests: Only the opposing team captain or manager may protest illegal or ineligible players. Protest of illegal player(s) must be done during the game while the player in question is in the game. If protested, players must be able to produce proper ID when requested by an umpire.

Rule protests must be submitted in writing within 48 hours.

Game/League Play

1. The official kickball shall be a seamless, pebble-grain surfaced ball, approximately eight inches in diameter. The center of the ball may contain air only. **GPARD will supply game balls.**
2. The legal tag area will be from the shoulder and below. If the ball is thrown, it must be below the waistline.

Starting Play/Live Ball

1. The pitcher will be allowed 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 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 call time
 - b. An injury occurs
 - c. A coach requests a time out
 - d. At the completion of each play and the pitcher has possession of the ball

PITCHING:

1. The pitcher shall take position in the pitchers box.
2. Pitcher must deliver the ball with one hand, releasing the top of the ball below his waist 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 their hand. A violation of this will be a ball called.
4. A strike is called by the umpire:
 - a. When a legal pitch first touches the ground at least once in fair territory and any part of the ball enter 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.
 - b. 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.
 - c. Foul tip, except on the third strike. On the third strike it will be an out.
 - d. For each foul ball not caught when the kicker has less 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 at 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 pitched 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 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, they will be awarded 3 warm up pitches.
- 8. If a pitcher decides to walk a player intentionally, he may do so by notifying the umpire.
- 9. The pitcher must have at least one foot on the rubber until the ball is released from their hands.

KICKING:

- 1. The kicker shall take position in the kicker's circle with 20 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. He/She does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
 - e. He/She interferes with the catcher's ability to make a play.
 - f. 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 they reach base.
- 4. A legally kicked ball is fair when:
 - a. Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not 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.
 - d. It first touches on fair territory beyond first 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 he/she is in fair territory before it touches a fielder.
 - c. Player is declared out for interference while running to first base.
 - d. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
 - e. While running to first, player is tagged or hit with the ball before reaching first base.
 - f. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
 - g. When player leaves the playing field. Player cannot return back to a base.

6. RUNNING THE BASES:

- a. LEADOFFS or STEALING are not allowed.
- 1. A team consists of no less than eight (8) players and no more than twenty (20) players.
- 2. The Playing Field

- a. Base distance is 60'.
 - b. Pitching rubber distance is 53'.
 - c. A double first base will be used
3. A legal line-up will consist of no fewer than eight (4 male and 4 female players) and no more than 10. A legal kicking line up can consist with up to 12 kickers.
4. A team may play with no less than eight (8) roster players from start to finish.
5. Pinch runners- A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted. This pinch runner will be the last recorded out. In Co-Rec, this runner will be gender specific. Once a pinch runner is used, the person going out of the game may not return into the game.
6. **LENGTH OF GAME**
 - a. 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.
 - b. In all leagues, the "run ahead rule" is as follows: (A) 20 runs ahead after 4 or (B) 15 runs ahead after 45 minutes.
7. **Bunting by either gender is not allowed.**
8. If a male batter is walked, he automatically advances two bases. The next batter, female, 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.

City of Georgetown Parks and Recreation Department

Good Sportsmanship

The City of Georgetown Parks and Recreation Department strives to provide a positive environment for people to both observe and participate in various events and programs. Enjoyment, skills development, physical and mental wellness, and good sportsmanship are encouraged in everything we do.

To that end, we will uphold ourselves and our clients to the following standards of behavior:

- ★ To demonstrate and always encourage good sportsmanship and fair play.
- ★ To maintain a positive attitude regardless of the outcome of the match, game, or event.
- ★ To demonstrate self-control, self-discipline and to resolve any conflicts in a positive manner.
- ★ To treat everyone with respect and courtesy.
- ★ To keep tone, volume, language, and gestures appropriate and positive.
- ★ To accept responsibility for one's own behavior, actions, and words, with the understanding that unacceptable behavior will have consequences that limit or eliminate the ability to participate or attend in the future.

There are many different types of unacceptable or inappropriate behavior. The following list is meant to be an example and does not represent all prohibited behavior.

- Touching, pushing, or striking another person
- Mocking, taunting, name-calling, booing or heckling, disrespectful or derogatory yells, chants, songs, or gestures
- Deliberately distracting participants, coaches, officials, instructors, or staff
- Deliberately delaying the program / event / game / match
- Blaming outcome of program / event / game / match on others
- Profanity or inappropriate language
- Tobacco, alcohol, or drug use
- Public inebriation
- Property damage
- Threats of future violence
- Any unlawful behavior / actions

Consequences for unacceptable behavior will vary based on the severity of the action(s) and any previous history of poor behavior. Responses by the City of Georgetown Parks and Recreation Department staff may include but are not limited to:

- Verbal warnings
- Written warnings.
- Immediate ejection from program / event / game / match and facility
- Suspension (short-term)
- Suspension (long-term)
- Criminal charges

Records of all disciplinary actions will be kept on file at the Georgetown Recreation Center for a period in accordance with City of Georgetown document-keeping practices. All parties must abide by the staff's decision at the time of the incident; however, a person may submit a typed protest to the appropriate Recreation Supervisor within 24 hours after the disciplinary action is administered. Decisions made to this appeal are final.

