

City of San Ramon
Parks and Community Services
Adult Sports Programs

2016 ADULT

KICKBALL LEAGUE

PLAYER HANDBOOK



SAN RAMON PARKS & COMMUNITY SERVICES
Creating Community through People, Parks, Partnerships & Programs

All league play will be conducted according to the rules and regulations set forth in the City of San Ramon Parks and Community Services Department Adult Coed Kickball League Manual. Exceptions to these rules will be as stated in this manual. The "Player Code of Conduct" on page 12 and 14 in team packets will govern all players.

LEAGUE DESCRIPTION

The City of San Ramon Parks and Community Services Department reserves the right to remove any player(s) from the league if it deems the player(s) over-qualified for that league's play. This also applies to teams. There are no refunds should your team be removed.

GENERAL LEAGUE INFORMATION

PLAYING FIELDS - All games will be played on the softball diamonds at San Ramon Central Park. Central Park is located at the corner of Alcosta Blvd. and Bollinger Canyon Rd. to the East of I-680.

ALCOHOLIC BEVERAGES - Alcoholic beverages are **PROHIBITED** on all playing fields, dugouts, bleachers, general complex "area" and parking lots. Furthermore, alcoholic beverages are prohibited in all City of San Ramon Parks and have no place at a kickball game. Officials have the authority to remove any player or fan who is drinking or is under the influence of alcohol or drugs. Forfeiture of game may result from infractions. In other words: **NO ALCOHOL! This rule is taken very seriously.**

PLAYER ELIGIBILITY

A. **AGE:** All players must be at least **eighteen (18)** years of age. Any player believed to be under the age of 18 may be carded by city staff at any time. Players should have an ID with them that shows their birth date at all times. Any player found to be underage will be ejected from the game. The team with the underage player will not forfeit the game, but will receive an out every time ejected player's turn comes up in the line-up. If that same team gets caught bringing an underage player in future games, that team will automatically forfeit the game.

B. Players may play on only one (1) team per league.

C. **PLAYER TO A NEW TEAM** - Player must be officially dropped by one team before another team may pick up that player. The first team a player plays for has the right to that player until such time as the player is dropped by the first team. The league director must approve all add/drop forms before being official.

D. Any player playing or attempting to play under an assumed name will be cause for that team to forfeit the game in which that player played as well as the team's previous wins in which the said player played. Should further incident occur during the season, that team will be immediately removed from the league, and barred from further league participation, with a forfeiture of current league fees.

E. The City of San Ramon Parks and Community Services Department reserves the right to determine the eligibility of ALL players, and shall have final judgment on such instances. See Pg. 9 - 10.

TEAM ROSTERS

A. Team rosters must be filled on an official City of San Ramon Parks and Community Services Department team roster form, complete with player's full name, address, telephone number and signatures. Completed rosters are due at registration.

B. Falsifications to team roster or player contracts (such as residency requirements) will cause forfeit for any game in which said player(s) participated. Upon discovery of such falsification, managers/teams will be required to bring non-resident fees up to date.

C. Unlimited roster changes (additions and deletions) will be allowed until the fourth week of the season. At the end of the add/drop period, rosters will be frozen and any non-resident fees which are due are to be paid no later than three days after the fourth day (date) of league play as appears on the schedule. If a team who registered as a resident team is no longer qualified to be considered a resident team (more than 6 non-residents) they will be re-registered as a non-resident team and will have to pay the difference between the non-resident rate and the resident rate. Teams may add players under very special circumstances in off periods of time through meeting with the League Director.

D. Tournament play stipulations: Any player(s) who plays in the playoff tournament must have been added to the roster in one of the official add/drop periods. Also, this player must have participated in at least **one** regular league game in the 6-game season.

E. "Pick up" players may NOT be used in official league games.

F. A resident team may have no more than 6 non-residents at any given time during the season.

PLAYER CONTRACTS

A. All players must sign the team roster or file an add/drop form with the City of San Ramon Parks and Community Services Department to be eligible to play in a league.

B. Those not submitting a signed roster or add/drop form will be ineligible to play in the league until such time as a form is on file and the player has met the other requirements.

LEAGUE MEETING

A. All teams must have a representative at the MANDATORY managers meeting prior to the beginning of league play.

B. Failure to attend meeting may result in team being excluded from league with forfeiture of league fees.

C. Meeting will discuss league schedule, rules and regulations, and other pertinent league information.

SCHEDULES

A. Leagues will consist of 4 to 7 teams.

B. No new inning shall begin after 55 minutes have elapsed. All games will be seven (7) innings or the time limit, whichever comes first. Tie games will be continued **provided time permits**. Once a new inning begins, time shall be allowed to complete the inning and **only that inning**.

C. Each manager shall receive league schedules for her/his team. It is the manager's responsibility to distribute schedules to team players. Schedule will and must be played as published. Requests for changing of schedules and/or rearranging for times to accommodate teams involved in tournaments, leagues, etc., other than those conducted by City of San Ramon Parks and Community Services Department will not be accepted.

D. RAIN-OUT PROCEDURE. All rained out or postponed games shall be made up as soon as possible or at the end of the season. Rained out games made up at season's end shall be replayed in the order of their cancellation the first week after the conclusion of the regular season. Should time not permit these make-up games to be played, only those games affecting top places shall be played. An updated schedule may be handed out in the event of multiple rain-outs. **For updated or last minute rain/field information, phone 925-973-3245 AFTER 3pm!**

FORFEITURES

A. Forfeit time is the scheduled game time. However: A ten minute grace period shall be allowed for the first game of a Monday through Friday night/evening league only. This time shall be elapsed from the time allotted for the game. If a teams uses the ten minute grace period they will in return lose their first at bats.

B. Should a team not field the required minimum eight (8) players to begin a game before the forfeit time has elapsed, the game shall be declared a forfeit. After a forfeit has been declared, a practice game may be played for the remainder of the playing time. Umpires are not permitted to officiate practice games. Teams are required to supply a courtesy catcher if opposition has 8 players. No courtesy catcher is supplied for teams with 9 players.

C. A forfeit shall be declared for non-appearance and tardiness as well as for flagrant violations of league rules and regulations.

D. If a team forfeits two (2) games during the course of the season, the team will be placed on probation and the manager shall meet with the league Supervisor to decide whether the team shall be suspended from further play. All games prior to and after suspension will be declared forfeits. League fees will not be refunded.

E. Teams are encouraged to add additional players to their roster to prevent forfeits. The city has no control over team forfeits.

EQUIPMENT

A. The City of San Ramon will provide a kickball, bases and two staff members to keep score and umpire each game.

B. Teams may supply batters/runner's helmets, safety goggles or mouth guards as an option to prevent the inherent injuries of this game.

C. Metal or steel cleats are **not** permitted. Players are encouraged to use rubber cleats or multi-sport rubber soled shoes.

UNIFORMS

A. Uniforms or shirts are not required. However, teams should make an attempt to have some type of identifying shirt, other than solid white, for their team. Teams with sponsors will probably want to identify (advertise for) that sponsor and help support their business for continued sponsorship by that business.

INJURIES AND ACCIDENTS

A. All accidents or injuries incurred during the course of an official game by players, spectators and/or officials shall be reported to the League Supervisor and recorded on an accident report.

B. The City of San Ramon Parks and Community Services Department does not carry medical liability insurance for its participants.

C. Injuries incurred during the course of an official league game by players, officials and/or spectators shall not be the liability of the City of San Ramon Parks and Community Services Department, their officers, and employees and any organization co-sponsoring or participating in the program.

D. City staff is only permitted to give out ice packs, band aids, and gauze. We no longer give out antiseptic wipes our antibiotic crème do to allergies.

UMPIRES (SCOREKEEPER)

A. The umpire has complete authority during the course of the game. Swearing, threatening or in any manner interfering with game officials before, during, or after the game constitutes grounds for suspension or dismissal from the City of San Ramon Parks and Community Services Department Kickball League. Players and/or teams may be asked to leave the park and the parking lot.

B. The decision of the umpire is final with the exception of those involving rule misinterpretations.

C. The umpire(s) shall have the authority to suspend play at any time for any reason.

EXAMPLES: 1) A team leading by 18 runs decides to allow the other team to score enough runs to keep them within the 12 run limit, by not executing defensively. 2) A major fight breaks out between players and/or spectators, and the umpire(s) determines that continuing the game is not in the best interest of all concerned. 3) The sprinkler system comes on during the game making further play impossible. 4) A player, after being ejected, remains on the field and harasses officials, players and/or spectators. (In examples 1, 2 and 4, teams may be subject to forfeit).

D. The umpire may decide whether a player's attire is appropriate to the game and the teams playing and spectators watching, and whether said player should change his/her attire.

E. City of San Ramon Parks and Community Services Department **scorekeepers** will keep official score book for all leagues.

Lineups: At least 5 minutes prior to each game beginning, the team managers shall provide the scorekeeper with an official line-up card. Player's **full names** are to be given.

THE GAME

A. Home team for each league game will be determined by the league schedule. In the event the home team is not designated, or known, the umpire shall toss a coin to make the determination. In playoffs, the higher placed team is always home.

B. Specific ground rules will be covered by the umpire before the start of each game. Ground rules are very important! Managers must pay close attention and ask questions of the umpire now instead of later in the game when it's too late!

C. Official time will be kept by the umpire/scorekeeper.

D. No less than eight (8), no more than ten (10) players allowed on the field. **Never more than 5 men on the field.**

PLAY REGULATIONS

A. TIME - A "season" game shall be seven (7) innings. However, no new inning may begin after 55 minutes have elapsed. If an inning is in progress at the end of the time limit, the inning shall be completed.

If a game can not continue due to unforeseen circumstances (rain, power, or sprinklers) shall be determined by the umpire who may consult the managers if he/she so chooses. In the (unusual) event that an inning is in progress and it becomes unplayable, the umpire shall call the game and the score shall revert to what it was at the last completed inning. Four complete innings constitutes a legal game.

B. PITCH – The offensive pitcher shall deliver the pitch in an underhand form. **The defensive pitcher may not be in front of the offensive pitcher until the ball has been kicked! Both pitchers must remain within 10 feet of the pitching mound. If the defensive pitcher stands in front of the offensive pitcher, “Dead Ball” will be called. If the ball is pitched and makes it to home plate before “Dead Ball” is called, the ball will be considered live.**

C. KICK – The ball must be kicked with the lower part of the leg. All kicks must be made behind the white line along home plate or a foul will be called. If the kicker crossed the foul line they will be called back unless their ball is caught, then they are out. **No intentional bunting allowed. Any kick that is called a bunt by our officials will be called back and will count as one of the kicker's pitches. If a kicker is called for a bunt on the 4th pitch, the kicker will be out.**

Each batter will receive a maximum of **FOUR** pitches to kick in each at-bat.

D. Substitution - Free substitution (unlimited batting order) will be allowed. A player who leaves the game may return at any time to any position. However, said player must remain in the same position in the batting line-up. Players who arrive late are to be placed at the end of the batting order and wait for their turn to come up to bat. If a player is playing in the field they **MUST** go up to bat (kick).

All leagues may substitute in/out players competitively. Players coming into the game in this situation must report to the scorekeeper for whom they are coming into the game for. In the event that the starting player wants to re-enter the game, he may only replace the person who substituted him. The substitute is then out of the game and may not re-enter.

Substitute Runners: "Courtesy" base runners are allowed for injured players only. In coed, the runner must be of the same sex as the injured base runner. The courtesy runner will be the first available same gender player currently in the line-up who precedes the current batter-runner. Coed leagues will be allowed to use one courtesy runner, per sex, per inning. Only one courtesy runner may be used per inning. In the event of "batting around", another courtesy runner may be used for only the same (injured) player. In the event a second (same gender) courtesy runner is needed in the same inning, the base runner being replaced will be excused from the rest of the game and considered out. Should a team drop below the minimum of 8 players due to this rule, the game is a forfeit.

E. Appeal Plays - Teams no longer have to execute a "correct" appeal play. All the team has to do, when the ball is dead and play has ceased, is tell the umpire they would like to appeal a base.

F. Over Throw Rule – **One** base will be awarded to the base runners if ball is thrown out of play.

G. Aggressive Sliding – Not tolerated!

H. Home Plate Line - For scoring purposes in ALL leagues, a chalk line shall be drawn perpendicular to the third baseline at home plate. Runners are to cross this line rather than run to the plate* (where collision may occur with the catcher). Players who touch home plate or the mat are automatically OUT. Umpires will look for the player's foot to touch ground on the line or over it rather than "breaking the plane". This is so the call can be made more accurately from different positions on the field. Players may slide at the line.

* In the event base runner crosses near the plate, if in the umpire's judgment the base runner interfered with the catcher (on a force play), the base runner shall be called out for interference.

Once a runner has crossed the commit line between 3rd and home, the defensive player with the ball **MUST** tag home plate to record the force out on the runner coming from third. **HITTING THE RUNNER WITH THE BALL WILL NOT COUNT AS AN OUT.** The defensive player with the ball **MUST** touch home in order for the out to be recorded.

Once the runner crosses the commit line, 20 feet from home plate, he/she may not return to third base. **EFFECT:** The runner will be called out if the runner returns and the ball remains live.

***There will be an advancement line halfway between 1st and 2nd and 2nd and 3rd in which once you cross that line and the defensive pitcher has the ball in the pitching circle, you are awarded the next base.**

I. Identification - Upon request by a league official, all players shall be required to produce photo identification. Drivers Licenses or government agency issued photo-identification shall be accepted. League officials (scorekeepers) may use other means of establishing identification at their discretion. League officials will not ID entire teams upon request. However, if there is concern about one or two players, a league official will briefly talk with the questionable player, take some notes, and then play will continue as soon as possible. If player is found to be illegal (later), the game will be declared a forfeit. If the player is unable to provide I.D. they are considered an illegal player.

J. Double first base - The runner should endeavor to go to the orange (foul side) of the double first base unless rounding the base to go to second. In the event there is a play at first, batter -runners going to the white (fair side) base, risk being called out (ump's judgment) for interfering with the first base player. Likewise for the first base person putting foot on orange base - runner will be called safe. *In the event the throw is coming to first base from foul territory (on the first base side), the batter/runner or the defensive player may tag either bag.*

K. Stealing is strictly prohibited in the City of San Ramon Kickball Leagues. Base runner may **NOT** leave the base until the kicker has kicked the ball. If runners leave the base early, a no-pitch call shall be made and the runner will be called out. On a third out, batter returns next inning with new count. **No lead offs.**

L. Any player who plays (and has not left the game) must come up to bat in the batting order; otherwise, that player is out when his/her name appears. However, if a player leaves the game due to injury or on his own account and his/her name appears, the player will be considered out only on their next at bat and skipped over, the next person bats. Said player must notify officials and scorekeeper before leaving the game. **EXCEPTION:** In the event, a player is ejected from a game, when his/her turn to bat comes up, it shall be called an out.

M. Jewelry - Players are to leave any loops, necklaces, watches, posts, bracelets or otherwise protruding jewelry at home or in their sports bag. Any jewelry the umpire deems dangerous must be taken off and no questions asked. No hardships allowed. Medic Alerts will be taped or covered.

N. Extra Innings (playoffs): In the eighth or subsequent inning of a playoff game, each team will begin their turn at bat with a runner on second base. The runner shall be the last batter of the previous inning. There is no courtesy runner for this person.

O. If kicker's shoe flies off during at-bat, kicker will automatically be out.

P. 7 run maximum per inning, **EXCEPT** for last inning of play (no limit)

Q. Twelve Run Ahead Rule* - A twelve (12) run ahead fifth inning rule will be in effect for all regular season games. If either team is ahead by twelve or more runs after the completion of five or more innings of play the respective leading team shall be declared the winner.

FINAL LEAGUE STANDINGS

League winners will be the team that completes the schedule with the best win-loss-tie record (1 point win, ½ point tie, 0 point loss). If teams are tied with the identical point total after completing the league schedule, the team awarded higher final league standing will be the team:

- a. With the best record against each other (if this does not determine a winner, those teams tied move to step b). One team must be able to eliminate all other teams tied by beating each tied team to be awarded 1st place.
- b. With the highest difference between runs allowed and runs scored against teams tied; or
- c. With the highest difference between runs allowed and runs scored against the league; or
- d. By draw.

*Any team with a “tarnished” record will automatically lose the tie breaker. A tarnished record is a team that has a forfeit on their record.

AWARDS

Individual T-shirts, up to a maximum of 20 (depending upon roster), will be presented to championship team in each league.

GROUND RULE GUIDELINES

Field 3 - (northernmost) has a concrete pedestrian walkway, which meanders into foul territory in left field. For playing purposes, this path is **OUT OF PLAY**.

Any ball kicked into the trees in right field foul territory is off limits and considered **OUT OF PLAY**.

COED LEAGUE ADDITIONAL RULES

A. Players must alternate in batting order. Men may not bat consecutively. It is recommended that coed teams submit a batting order for men and a separate batting order for women. Female players must make sure that they stay in order behind the same female of their batting order making sure a male player bats between them. Vice versa for the male batters.

B. An eight (8) player minimum and ten (10) players maximum on the field at all times. If using ten (10) players, at least five (5) must be women. **There may never be more than five (5) men on the field.** There **may** be more than five (5) women on the field. **It is OK to use five men and three women in San Ramon.**

Players **must** conform to field positioning rules:

* At Pitcher or Catcher - There must be at least one female player.

* Infield: There must be at least 50% females playing in the infield.

* Outfield – The outfield must alternate male/female are vice versa. In the event, there is only one female or male, that player must play centerfield. **NOTE: The maximum number of females in the outfield at any given time is two (2).**

***Illegal formation rule:** *In the event that an illegal formation is discovered, the umpire is to stop play, correct the situation, and then continue play from time of discovery.*

C. Sliding shall be permitted at the bases. Sliding is never permitted at home, however, sliding is permitted at the "score-line".

D. All (4) outfielders must remain behind the outfield restriction line, (the dirt infield boundary), until the batter swings at the pitch. Otherwise, umpires discretion. PENALTY: Batter will be awarded 1st base unless (she) reaches the base safely.

E. Coed league ball is 10 inch rubber kickball that the city provides.

F. If a team is using their own catcher, that catcher must cover all plays at the plate. If another player takes a play away from the catcher, the runner will be called safe. The only exception is if the ball is overthrown and the catcher retrieves it and throws it to another player who steps on the plate for the force out. The fact that the catcher has a "significant" role in the play makes it legitimate for another player to make the play at home. The catcher's foot must be on the plate. The mat does not count for purposes of a "plate extension".

G. Continuous batting and free substitution to be used at all times. Each player who is at the game must be included in the lineup and bat.

H. Take Away: If a male fielder (flagrantly) takes a play away on a struck *fly* ball that a woman could have reasonably made (caught), the ball will be called dead and batter will be awarded bases: Outfield - two bases; infield - one base (Umpire's judgement). Players/teams advised to keep in mind angles of play, momentum and natural flow in take away situations. If two players are *attempting* to catch the ball, a take away will not be called.

I. Pegging runners with the ball IS ALLOWED. The ball MUST hit the runner BELOW the shoulders. If a runner is hit with the ball, while not on base, the runner will be called out (unless the ball strikes the runner above the shoulders). *Exception: If the runner slides, ducks, or falls to the ground and is hit above the shoulders with the ball, the runner will be called out.

OUTS

A. After 4 pitches and the ball does not go into play.

B. When a runner is touched by the ball at any time while not on base.

C. If it is a force out . No tagging necessary.

D. Ball is caught in the air, foul or fair.

E. If the offensive pitcher deliberately touches a ball in play.

F. A runner leading off base.

G. If the runner is touched by one of their team mates such as a base coach

FOULS

- A. A kick landing out of bounds.
- B. A kick that lands in bounds but bounces out of bounds before reaching 1st or 3rd base except when touched by a player.
- C. A player who passes the line before making contact with the ball.

Dead Ball

- A. Defensive pitcher has control of the ball in the 10-foot pitching circle.
- B. Ball is thrown out of play.

Kickball Rules at a Glance

General:

- No Alcohol at any city park or facility.
- All players must be 18+ and must have signed the roster/waiver form or add form to participate.
- All players MUST have photo ID on them at all times. City staff may ID check players if necessary (for identity AND age).

The Setup:

- 8 players to start, minimum 3 women, maximum 5 men.
- At least one woman at either catcher or defensive pitcher.
- At least 50% (2) women in the infield.
- Outfield can have a maximum of 2 men and a maximum of 2 women. (WE DO NOT ALLOW 3 WOMEN OUTFIELDERS AT ANY TIME). If a team is playing with 3 outfielders, and only has one woman, that woman MUST play centerfield and the men will play left and right field (vice versa if you only have one man).

The Game:

- Umpires (city staff) are in charge of the fields as well as all calls made during the game. All judgment calls made by umpires are final, unless it is involving a rule misinterpretation.
- Each team will have an offensive pitcher pitch the ball. Both the offensive and defensive pitcher must start in the 10ft. circle around the mound.
- Ball MUST be kicked behind the white line. If ball is kicked in front of line it will be called a foul ball, UNLESS the ball is kicked in the air and is caught, then it will be an out.
- Each batter gets 4 pitches. If batter does not hit ball fair, they will be out.
- Bunts are NOT ALLOWED (judgment call). If leg does not fully extend it will be considered a bunt.
- When scoring, players are NOT allowed to touch home plate, they must cross over the “run line.”
- Advancement lines are halfway between 1st and 2nd, and 2nd and 3rd. Once defensive pitcher has ball in circle, ball is dead. If runner is past the line, they get the next base. If runner is behind the line, they must go back.
- If runner passes commit line between 3rd and home, defensive team must have the ball and touch home plate before runner crosses run line. Pegging a runner will NOT count as an out in this situation.
- No stealing or leadoffs.
- Take away rule: If a man flagrantly takes away a fly ball that a woman could have reasonably caught, ball will be dead and batter will be awarded the base.
- Pegging is allowed but must be done below the shoulders. If runner is hit above shoulders they will not be called out. EXCEPTION: If player ducks, slides, or falls to the ground they are fair game.
- Ball is dead once DEFENSIVE PITCHER gets the ball in the circle. Only the defensive pitcher should be handing the ball to the offensive pitcher.

ADDED RULES:

- If kicker’s shoe flies off during at-bat, kicker will automatically be out.
- Run Rule
 - 7 run maximum per inning, EXCEPT for last inning of play (no limit)



S.A.N.C.R.A.

TEAM AND PLAYER CODE OF CONDUCT

The following “Team and Player Code of Conduct” has been adopted by all participating agencies within S.A.N.C.R.A. and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers, and spectators.

- 1) NO PERSON SHALL: Be guilty of objectionable demonstrations of dissent at official’s decision.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

- 2) NO PERSON SHALL: Discuss with an official in any matter the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.

- 3) NO PERSON SHALL: Refuse to abide by an official’s decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until the League Director considers his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for two (2) league games, and placed on probation for the remainder of the season

- 4) NO PERSON SHALL: Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the League Director. Player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.

- 5) NO PERSON SHALL: Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Player shall remain suspended until the League Director has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for the remainder of the season.

- 6) NO PERSON SHALL: Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of the season.

- 7) NO PERSON SHALL: Appear upon the field of the play at any time intoxicated condition. Officials are required to immediately suspend player from play and report the same to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.
MAXIMUM PENALTY: Suspension for remainder of the season.

- 8) NO PERSON SHALL: At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for one (1) calendar year.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

- 9) NO PERSON SHALL: Be guilty of physical attack an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of season.
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

SPECIAL NOTES:

1. Any person being ejected from a game will be subject to a minimum of a one (1) game suspension.
2. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.
3. Any person that is removed from a game and asked by an official to leave the park of school facility must do so immediately. Failure to do so will result in further disciplinary action.
4. All players ejected from a game are subject to an automatic one (1) game suspension. Depending on the situation, the player may be suspended for more games. This decision will be made by the league administrators

Name: _____ Signature _____

Team: _____ Date: _____