



# 2021 Kickball Rules

## **Fielding Legal Teams:**

1. Teams must field either 8, 9, or 10 defensive players in every inning.
  - A. If a team cannot field at least 8 defensive players a forfeit is declared.
    - i) A team may play with a minimum combination of 3 of one gender and 5 of another defensively each inning, or 4 and 4. If 4 or more of one gender are available to play, they must do so. Teams may also play with combinations of 4 men and 5 women or 5 women and 4 men.
    - ii) A victory of 7-0 is awarded the team not forfeiting.
2. Any number of players available to a team may kick on offense, in a set rotation, even if the player is not positioned defensively.
  - A. If a player is positioned defensively, they must kick in the set rotation.
3. A pitcher and a catcher must be positioned defensively each inning and must be of opposite gender.
4. Either 3 or 4 infielders must be positioned defensively each inning. Infielders must be positioned on the dirt of the infield.
5. Either 3 or 4 outfielders must be positioned defensively each inning. Outfielders must be positioned on the grass of the outfield.
6. The gender of infielders and outfielders must be as balanced as possible with the fielded defensive players.
7. The kicking order must alternate men and women kickers. All men kicking must kick in set rotation of men. All women kicking must kick in a set rotation of women. These two rotations alternate turns at kicking.

## **Player Substitutions:**

1. All players in the set kicking rotation may freely substitute in and out of defensive positioning each inning.
2. Players may be added to the end of a set kicking rotation if they become available to play after the game has started.
3. If a player must leave the kicking rotation after the game has started, no "Automatic Out" is to be called at their turn to kick.
4. Any base runner may request a substitute "Courtesy Runner" during a time out in play.
  - A. The substitute runner is the player of the same gender in the set batting rotation immediately prior to the current batter, who is not on base.

## **Game Procedures:**

1. Games begin in inning 1 with the start of a game clock set to countdown from 50 minutes. Games may be completed in several different ways:
  - A. 7 innings are completed. (6 1/2 innings if the home team leads)
  - B. 5 innings are completed and inclement weather is declared (4 1/2 innings if the home team leads)
  - C. The 50-minute clock expires AND the current inning's at-bat for the trailing team is completed
  - D. A team leads by 15 or more runs after their opponents have kicked 4 or more times.
  - E. A team fails to field at least 8 defensive players in any inning
2. The Umpire will begin the game clock countdown at the scheduled start time for the game.
  - A. If an earlier game causes a delay from the scheduled start time, the umpire will begin the game clock countdown using this procedure:
    - i) The team from the earlier ("late-running") game must vacate the dugouts promptly.

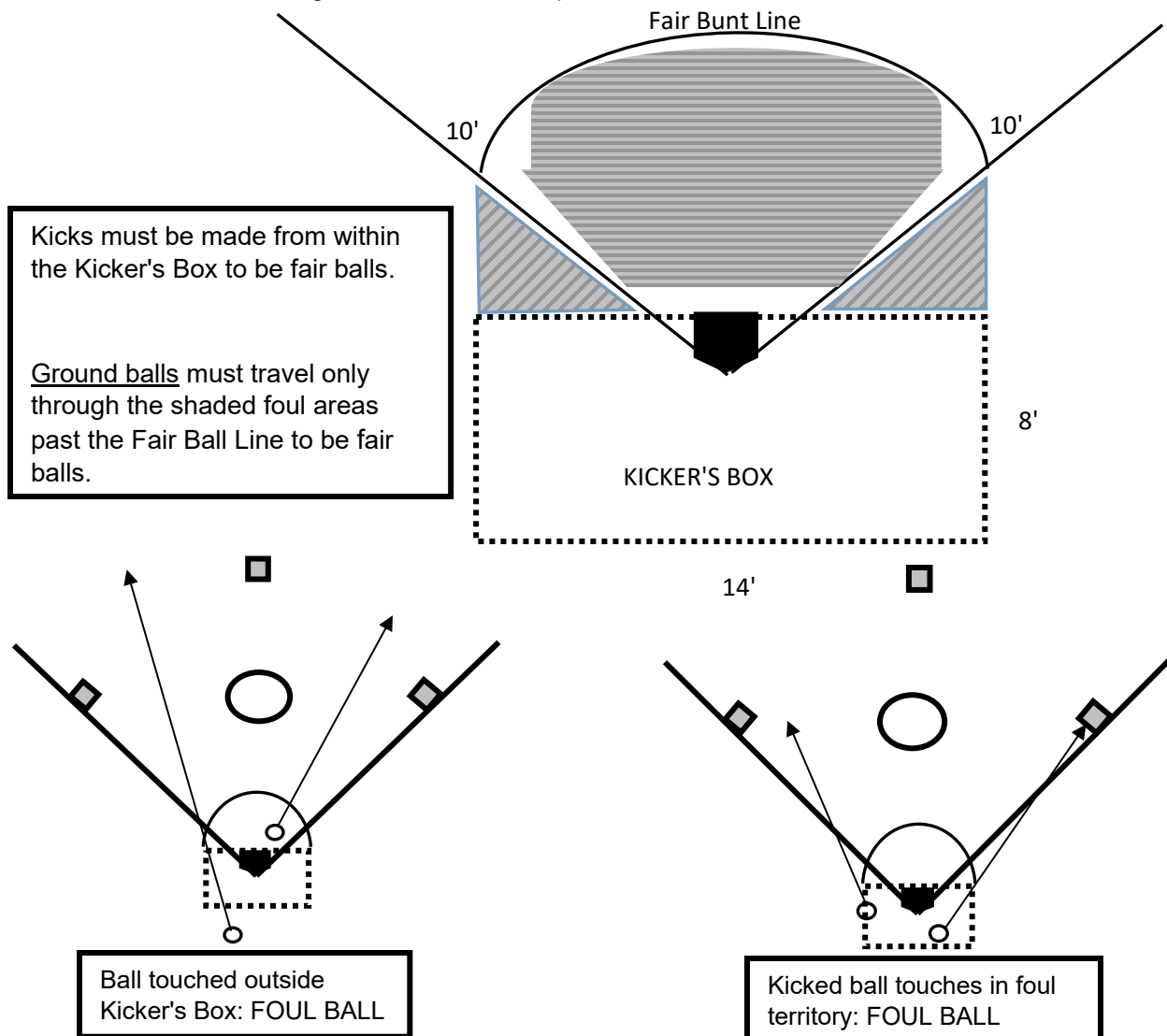
- ii) The scheduled teams are then permitted 2 minutes to occupy the dugouts, for the Home team to take the field defensively, and for the Visitor team to supply the first kicker in the kicking rotation.
  - iii) Two minutes after the late-running game players are out of the dugouts, the Umpire will begin the game clock countdown and call for "Kicker Up".
- 3. Once the game clock has begun counting down, the home team must field at least 8 defensive players to begin the game.
  - A. The Field Supervisor may switch Home team and Visitor team assignments if it facilitates the start of a game. (When the home team does not have enough defensive players, but the visitors do.)
  - B. For games scheduled to begin at 6pm ONLY: A "grace period" of 10 minutes is permitted in order for shorthanded teams to pick-up players from other teams, or for team roster players to arrive. Teams are permitted 10 minutes to field 8 players defensively before a forfeit is declared.
- 4. If the game score is tied at the completion of 7 innings, or after the completion of any inning when the game clock expires, the following Tie Breaker procedure is followed (Extra Innings Rule):
  - A. Each kicker is thrown ONE PITCH.
    - i) A pitched strike or foul ball is an out.
    - ii) A pitched ball is a walk.
  - B. In the first extra inning, the last kicker up in the previous inning is placed on 2nd base to begin the inning. The inning begins with no outs.
  - C. In the second extra inning, the last two kickers up in the previous inning are placed on 3rd and 2nd base respectively to begin the inning. The inning begins with 1 out.
  - D. In the third extra inning, the last three previous kickers are placed on 3<sup>rd</sup>, 2<sup>nd</sup> and 1st base respectively to begin the inning. The inning begins with two outs.
  - E. If a winner is not decided after the completion of three extra innings, the game will result in a tie.

## **Playing Rules:**

1. Pitching
  - A. The pitcher must begin the pitch by presenting the ball to the kicker while standing on the pitcher's rubber.
  - B. The pitcher's foot must be in contact with the pitcher's plate, with the torso of the body facing the kicker, when the pitch is delivered. The pitch must be delivered with an underhand motion.
  - C. The pitched ball must contact the ground at least three times before reaching the Kicker's Box.
    - i) A pitch that does not contact the ground at least three times is declared a ball unless the Kicker attempts to kick it.
  - D. The pitched ball must not bounce higher than 1' (one foot) above the ground upon reaching the Kicker's Box.
    - i) A pitch that bounces higher than 1' inside the Kicker's Box is declared a ball unless the kicker attempts to kick it.
    - ii) EXCEPTION: A "plate bouncy", when the pitch hits home plate and the contours around the plate causes the pitch to bounce above 1' high, is a NO PITCH. No ball or strike is awarded. No kick may be made.
  - E. The pitcher must remain positioned inside the Pitcher's Circle until the pitched ball is kicked.
    - i) The kicker is awarded 1st base if the pitcher leaves the Pitcher Circle before the ball is kicked. The ball is dead.
2. Kicking
  - A. The kicker begins with a count of 1 ball and 1 strike. (1-1).
    - i) The kicker is awarded a strike if they attempt to kick a pitch and miss it.
    - ii) The kicker is awarded a strike if they do not attempt to kick a legal pitch that rolls over or within 1' of home plate.
    - iii) **The kicker is awarded a foul ball strike if they kick any ball that first touches or is touched in foul territory.**

- iv) The kicker is awarded a foul ball strike if they contact any pitch outside the Kicker's Box.
  - v) The kicker is awarded a ball if they do not attempt to kick a pitch that rolls more than 1' (one foot) from home plate.
  - vi) The kicker is awarded a ball if they do no attempt to kick a pitch that bounces more than 1' high inside the Kicker's Box.
  - vii) The kicker is awarded a ball if they do not attempt to kick a pitch that contacts the ground fewer than three times.
- B. The kicker is awarded 1st base if they accumulate a count of 4 pitched balls.
- C. The kicker is declared out if they accumulate a count of 3 strikes.
- i) EXCEPTION: If a kicker advances to a 2-strike count, then either one more strike or two foul ball strikes is an out. (The "Courtesy Foul" rule).
- D. The kicker must attempt any kick from within the Kicker's Box. The kicker's plant foot must be on or within the Box.
- i) Kicking/touching a pitch outside the Kicker's Box is declared a foul ball strike.
- E. A kick must be made by a single contact of the foot or a leg below the knee.
- i) A pitch that contacts the kicker above the knee or is contacted more than once is declared a foul ball strike.
- F. The kick must enter the field without contacting foul territory.
- i) EXCEPTION: A ground ball kick must go through the Fair Ball Line.
- G. The kick must go past the "Fair Ball Line" drawn 10' (ten feet) in front of Home Plate.

See the Diagrams below for examples of Fair ball kicks and Foul ball kicks:



### 3. Running

- A. A runner contacted by the ball while off base is out.
  - i) EXCEPTION: After kicking the ball and running to 1st base safely, the runner may overrun 1st base and continue down the baseline without risk of being put out.
  - ii) After a runner safely overruns 1st base, that runner must return immediately to 1st base. A runner stepping toward 2nd base after overrunning 1st base puts the runner at risk of being put out by contact with the ball.
- B. A runner must remain in contact with the base until a pitched ball is kicked, or the runner is declared out.
  - i) If the kicker "whiffs" or if a pitch is taken for a ball or strike, and the runner runs off base, the runner will be called out.
- C. It is always the responsibility of the runner to avoid contact with any fielder. Crashing into any fielder is Interference and the runner must be declared out.
  - i) When running to 1st base, the runner must stay inside the marked Runner's Lane and touch the ORANGE base in foul territory in order to avoid interfering with fielders.
  - ii) At other bases, runners are not required to slide, but they may never crash into a fielder. If a fielder is obstructing a base illegally, the umpire will rule Obstruction. Runners crashing the fielder will negate the Obstruction and invoke an Interference ruling by the Umpire.

### 4. Fielding

- A. The fielding team must obtain 3 outs to complete their defensive 1/2 inning.
- B. Any kicked ball caught in the air before touching the ground is an out.
  - i) Play continues if a ball is caught in foul territory. Runners may still tag up and advance.
- C. Any runner contacted by the ball while off base is an out.
  - i) A fielder may not contact the runner with the ball in the head or neck. NO EXCEPTIONS. A runner contacted in the head/neck is awarded the base they are running to and the play is dead.
  - ii) A fielder may not contact the runner with the ball with excessive force when (in the umpire's judgement) the runner is in a "defenseless" position. The umpire will award the runner the base and MAY eject the unsportsmanlike player.
- D. Any tag of a base by a fielder holding the ball prior to the arrival of a runner forced to that base is an out.
- E. Infield Fly Rule: An infield fly is a fair kick (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when there is a force out at third base and there are less than two outs. As soon as the infield fly rule is invoked by the umpire, the kicker is automatically out as long as the fly ball stays fair.
  - i) The infield fly rule may only be invoked by the judgement of the umpire, who shall call "infield fly" as soon as possible.
  - ii) If a called infield fly is caught, the kicker is automatically out, and runners must tag up before advancing.
  - iii) If an infield fly is dropped, the kicker is still out, and the ball is still live. Runners do not need to tag up, and all force outs are removed because the kicker is already out.
  - iv) If an infield fly goes foul, all normal rules about foul balls apply. The kicker shall only be called out if the ball is actually caught.
- F. A ball thrown or kicked by a fielder that strikes or goes over any fence surrounding the infield is a dead ball.
  - i) A ball that strikes the fence in the outfield is still a live ball.
  - ii) Any ball that is deemed by the umpire to have struck a fence intentionally by a fielder to create a dead ball will be considered live.
  - iii) Runners who are currently between bases are awarded the next base they are running to.
- G. Fielders may not position themselves in any runner's basepath. Restricting the path of a runner is Obstruction.

- i) At 1st base, the fielder must not move into the Runner's Lane at any time to field a throw. If warranted, defensive obstruction will be called and the runner awarded 1st base. The ball is dead.
    - ii) At 2nd and 3rd bases, the fielder must not obstruct the base or the path to the base until they possess the ball. The runner must be given free access to the base in a standing upright position. The fielder may not position themselves to "force" a runner to slow down or to slide.
  - H. Any fielder may hold the ball inside the Pitcher's Circle to end a play. The Umpire will call "Time Out" and the play is dead.
    - i) Any runner advancing to a base is awarded that base. Other runners must return to the last base occupied.
  - I. All infielders must remain positioned behind a diagonal line extending across the infield diamond from 1st base to 3rd base until the pitch is kicked.
    - i) The kicker is awarded 1st base if a fielder advances in front of the diagonal before the ball is kicked. The ball is dead.
  - J. The pitcher must remain positioned inside the Pitcher's Circle and the catcher must remain positioned behind the back line of the Kicker's Box to receive the pitched ball until the ball is kicked.
    - i) The kicker is awarded 1st base if the pitcher leaves the Pitcher Circle before the ball is kicked. The ball is dead.
- 5. Players should be aware of these Rules and Rules Supplements (RS) from the ASA Rules book that the Umpires will enforce:
  - A. Base Runner's Path (**ASA Rule 8.7.A**) -The base path is the direct line from where the runner is to the next base. A runner is out if they move more than three feet off that line. Three feet is about the length of an outstretched arm attempting a tag; i.e. -- it is very difficult to "dodge" a tag. It is also very difficult to get in a rundown and not leave the direct line to the next base.
  - B. Crashing into a Fielder with the ball (**ASA RS#13**) - If a fielder has the ball, a runner cannot remain upright and make contact with that fielder. This is a "crash" and the runner MUST be called out. This includes plays at all bases, including home plate. The rule specifically states: "To prevent the out ruling, the runner may slide, jump over the defender holding the ball, or return to the previous base touched." For a play at 1st base, the runner must avoid contact with a fielder, and may use either the orange or white base to do so.
  - C. Obstruction (**ASA RS#36**) - Obstruction occurs when the defense hinders a runner in any way. A fielder without the ball must get out of the way of runners. The fielder cannot block access to the base waiting for a throw. A fielder cannot make a fake tag on a runner. (Note that a fielder committing Obstruction by blocking a base DOES NOT allow a runner to Crash into that fielder. Runners must avoid contact with fielders.)
  - D. Blood Rule (**ASA 4.9**) Any player actively bleeding must leave the field until it is stopped. Blood on the uniform must be removed, cleaned or covered.
- 6. The manager of the winning team must sign the umpire's game card at the end of the game.
- 7. Game protests are limited in nature and must use the following procedure:
  - A. If a team is discovered not playing according to any local rules, the violation must be corrected before further play resumes. All completed play stands without the ability to protest.
  - B. Judgment calls by the Umpire cannot be protested. Judgment calls include how many runs have scored and how many outs have been made.
  - C. Protesting the use of an illegal player must be made no later than when the player in question first kicks. If a valid protest is made, the game will continue to be played to completion, under protest.
  - D. If the manager believes an Umpire has misapplied a rule, the manager may file a protest.
    - i) The manager must request an explanation of the rule being applied.
    - ii) The manager must inform the Umpire that a protest is registered.
    - iii) The Umpire will record appropriate game situation information.
    - iv) The Umpire will file a protest report with the Field Supervisor.

- v) The manager must submit a typed report of the protest within 24 hours of the Protested game to the Boulder Recreation Sports Office.
  - (1) The protest must include a description of the game situation and which rule the Umpire misapplied.
  - (2) The protest must include a \$25 fee.
  - (3) If the protest is upheld, the \$25 fee will be refunded.

## **TEAM CONDUCT REGULATIONS**

### 1. Uniform Regulations

- A. All participants must adhere to the following uniform rules while playing in any game:
  - i) The Team Manager is responsible for the proper uniforms for the team. The Umpire or Field Supervisor will direct violations to the Team Manager to be corrected before play resumes.
  - ii) All players must wear a shirt. Shirts must cover the midriff
  - iii) All players must wear shoes.
    - (1) Shoes must be closed toe, athletic style footwear.
    - (2) No sandals, no flip-flops, no "toe-shoe" or barefoot simulator shoes, and no boots of any kind.
  - iv) No metal cleats. No metal toed shoes.
  - v) All players must wear shorts or pants.
  - vi) Jewelry that is deemed dangerous by the Umpire, the Field Supervisor or either team manager is not permitted.
  - vii) Costumes are permitted, but must not cause any hindrance in play or danger to any participant or the Umpire.

### 2. Participant Conduct Regulations

- A. All participants must adhere to the following conduct rules while playing in any game:
  - i) The Team Manager is responsible for the conduct of the team while in the dugout or on the playing field. The Umpire or Field Supervisor will direct violations to the Team Manager to be corrected before play resumes.
  - ii) No animals in the dugout.
  - iii) No drinks of any type outside the dugout at any time.
    - (1) No drinks on the field in pre-game warmups, during practice games, during forfeits, or during post-game handshakes.
  - iv) No players may loiter outside the dugout. The kicker, the on-deck kicker, and two base coaches inside their coaching box are permitted outside the dugout.
  - v) Music may not be of excessive volume, or lewd or vulgar in nature.
    - (1) Music cannot ever be louder than the Umpire's calls on the field.
    - (2) Children and seniors are regular spectators at our games. Please choose appropriate music.
    - (3) If the Field Supervisor receives complaints from players or spectators, teams are required to turn their music off (i.e. - not turned down; but turned off).
  - vi) Do not curse at any other person.
    - (1) Cursing at the Umpire, another program participant, a spectator at our fields, or any league official is grounds for immediate ejection from the City of Boulder facility.
- B. Upon notification of ejection from a game for any reason, the following procedure will be followed:
  - i) The game will be interrupted; the game clock will continue to count down the game time.
  - ii) The ejected participant will gather their equipment from the dugout and leave the facilities.
    - (1) At the Stazio Field complexes, this requires the participant to be in the parking lot, beyond the complex main entry fences.
    - (2) At the Mapleton Field complex, this requires the participant to be outside the sidewalks surrounding the facility.

- iii) The participant's team manager will meet with the Umpire while the participant is exiting the facility.
  - iv) The Umpire is required to record the ejected participant's name on the game card and have the team manager sign it.
  - v) The ejected participant must not have any further interaction with the game from which they were ejected.
    - (1) A violation may result in either the Umpire or the Field Supervisor to declare a forfeit for unsportsmanlike conduct.
- C. When a player is injured during the game, the following procedure should be used:
- i) If the injured player intends to remain in the game, at any position, the game clock continues to count down while the injury is attended to.
  - ii) If the player must be removed from the game, the Umpire will pause the game clock while the injury is attended to.
  - iii) If the player must be taken from the facilities for medical attention, the Field Supervisor will complete an Injury Report.
    - (1) The Team Manager should assist the Field Supervisor with the report.
  - iv) Please note the Blood Rule discussed under Playing Regulations above.

## **LEAGUE ADMINISTRATION POLICIES**

1. Roster Regulations
  - A. All participants must complete and sign the Team Roster and Waiver of Liability for each team they are a member.
    - i) It is the Team Manager's responsibility to have the roster completed by team members.
    - ii) The information on the Roster must be printed legibly, and every team member must sign the Roster/Waiver.
    - iii) Rosters are collected by the Field Supervisors in the first 2 weeks of the league season.
    - iv) Teams will not be permitted to play Game #3 of any season without submitting a Team Roster. The beginning of Game #3 will be delayed by the Field Supervisor while the Roster is completed.
  - B. Participants may play on multiple teams, but must complete a Roster for each team.
    - i) Participants from one team may play as "pick-up" players on other teams without signing that team's Roster. They are not members of that team.
  - C. Players may be added to a Team Roster through the last regular season game.
  - D. For League Championship games, or play-in games to the Championship, only players on the Team Roster may participate.
    - i) Team Managers may request a Roster check of participating players in the Championship or play-in games.
2. Scheduling Policies
  - A. Games are scheduled by the Program Coordinator in the League Office.
    - i) The Field Supervisor's primary responsibility is have participants play the games they are scheduled to play, at the time they are scheduled.
    - ii) Games may be played in adverse weather or on poor field conditions.
    - iii) Games may be shortened because of weather conditions (as in Game Procedures above)
    - iv) Games may be canceled at any time on game day.
  - B. Inclement Weather: In case of inclement weather, decisions on the status of games will be made by 5:00 pm Monday through Friday and 2 hours prior to the 1st game on weekends.

- i) After 5:00 pm on weekdays and after 2 hours prior to the 1st game on weekends, it is the team's responsibility to show up for the game. Be aware games may be cancelled at any time due to weather conditions.
  - ii) If and when games are postponed, the status of games will be updated immediately.
  - iii) **For the status of games, call 303-441-3410, press 1, or check Twitter #BPRsports.**
    - (1) Stazio 1,2,3,4                      303-441-3454
    - (2) Stazio 5, 6, 7                      303-441-1962
    - (3) East Mapleton                      303-441-3455
- C. If a team cannot play a scheduled game, the Team Manager must notify the League Office (303-413-7465) and the opposing team's manager before 4pm on the day of the game (before 2p Friday for Friday and weekend games).
- i) The team will forfeit the scheduled game.
    - (1) EXCEPTION: If the game to be forfeited is canceled on game day because of weather, the forfeit is eliminated and the game will be rescheduled.
  - ii) Failure to properly notify the League office of a "no-show" team forfeit may result in a team fine of \$25 per incident.
- D. If a team forfeits three games during a season, the team may be dropped from the remainder of league play.
- E. Make-up games for canceled games are rescheduled and posted on TEAMSIDELINE.COM two business days after the cancellation.
- i) Games may be rescheduled as doubleheaders on a team's regular playing day.
  - ii) Games may be rescheduled to be played on weekends.
  - iii) The season may be extended to accommodate required makeups.
- F. Team Managers are encouraged to call the League Office (303-413-7465) the day following game cancellations to coordinate make-up scheduling and avoid conflicts.
- G. It is responsibility of the Team Manager to make certain their team knows of rescheduled games.
- H. When your team has a game cancellation: check TEAMSIDELINE.COM**
3. League Standings Policies
- A. Win-Loss records determine the order of league standings.
- B. When teams have identical W-L records, the following procedure is used to determine standings:
- i) Fewest number of forfeits.
  - ii) Head to head (or group) victories, for 2 teams with identical W-L records.
  - iii) Head to head (or group) run differential within a group of identical W-L records.
  - iv) Head to head (or group) runs against.
  - v) Total season runs for
  - vi) A coin toss for 2 teams, a number draw (by proxy) for more than two teams.
- C. The League Championship is determined by the final game of the season.
- i) The final league games are scheduled as "Playoff Position Night" - 1st place plays 2nd place; 3rd place plays 4th place; etc.
  - ii) The League Champion is the winner of the 1st place/2nd place playoff game.
  - iii) Leagues with odd number of teams will use a "play-in game" format, where 2nd place plays 3rd place to play-into the Championship game.
- D. No Umpire Available Rule
- i) In the event that an official fails to be present and the two teams wish to play:
    - (1) The game supervisor must be notified.
    - (2) The absent official form must be signed by both team managers and the game supervisor.
    - (3) At the game's end the form must be given to the game supervisor.
    - (4) The scores will then be entered into the official record.
  - ii) In the event that an official fails to be present and the two teams do not wish to play, a make-up game will be scheduled at Program Coordinator's discretion.



## **CITY OF BOULDER PARKS AND RECREATION-SPORTS**

### **ADULT SPORTS**

#### **OBJECTIVES AND PURPOSES**

The objectives and purposes of the Boulder Parks and Recreation Department Adult Sports Leagues shall be to foster, develop, promote, and regulate amateur sports in the City of Boulder; to establish rules and regulations governing all teams participating; to engage in any activity that will be beneficial to the participants and the leagues' well-being, and to extend the sports as wholesome recreational activities.

#### **GENERAL POLICY STATEMENT**

The Boulder Parks and Recreation Department reserves the right to change any and all rules, regulations and policies whenever due cause warrants a change. When a change is made, all managers of teams affected by the change will be notified immediately.

#### **GENERAL POLICIES**

The regulations stated under General Policies will govern all adult sport leagues: basketball, softball, dodgeball, volleyball, kickball and soccer.

Animals: No animals will be allowed in any sport complex, with the exception of service animals with clearly marked insignia.

Bottles and Kegs: No bottles or kegs are allowed at the sport complexes.

Pleasant View Soccer Complex – No alcohol is allowed.

Sportsmanship and fair play will be the hallmark of all adult sport programs.

The Rules Committee that governs all Boulder Parks and Recreation Adult Sports will be composed of the Recreation Supervisor and the Program Coordinator for the respective sport.

#### **TEAM REGISTRATION**

In the event that we receive the maximum number of team entries during registration, the following priority will be used for teams on the waiting list.

One, teams that played in the same league and classification last year or teams moving up a classification.

Two, teams that were first added to the waitlist.

Three, teams that contain the highest percentage of City of Boulder residents.

Entry Fees and deadlines vary with each sport or league; please refer to the entry fee listed under each sport.

Entries must be received by the published deadline or late fees may be incurred. Teams will not be considered entered until their entry fee has been paid in full.

Dividing Teams: The Boulder Parks and Recreation Department reserves the right and authority to place teams into leagues or divisions so competitive parity can be achieved.

Limit of Team Entries: The number of team entries will be limited due to facility availability. All entries are taken on a first come, first served basis. To assure team entry, team fees must be paid at the time of registration as designated on the specific league information.

#### **ROSTERS**

Each player must sign the roster/waiver form before playing to be considered an eligible player.

Teams may have as many players on its roster as desired. All rosters must be turned in either typed or printed in a neat manner. Teams may add players at any time during the season unless designated by specific league rules.

Refunds: Absolutely no entry or player fees will be refunded once the deadline has passed.

Players may play in as many leagues as they want but only one team per league. Players must sign a roster/waiver for each team they play with.

Participants must be 16 years of age in order to play in the Adult Sport Leagues.

Current varsity athletes in the particular sport from either high school or college are ineligible during "on" season.

#### NO OFFICIAL PRESENT RULE

In the event that an official fails to be present and the two teams wish to play:

1. The game supervisor must be notified.
2. The absent official form must be signed by both team managers and the game supervisor.
3. At the game's end the form must be given to the game supervisor.
4. The scores will then be entered into the official record.

In the event that an official fails to be present and the two teams do not wish to play, a make-up game will be scheduled at Program Coordinator's discretion.

**Release of Liability:** It is the manager's responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in the sports of basketball, softball, dodgeball, volleyball, kickball and soccer. By accepting the role of manager you assume the liability for all players who have not signed the roster. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that the City of Boulder, the affiliated facilities, affiliated teams, and any staff members will not be held responsible for injuries.

### City of Boulder Player Code of Conduct

#### Definitions

**Manager** - A person designated as the team spokesperson. One who is either a player or non-player

**Player** - A person who actively participates in the game, whether it is playing or sitting on the bench, and who is on the roster.

**Spectator** - A person who comes out to watch the games for entertainment with no physical involvement.

**Official** - A person on the field to administer the official rules.

**Participation** - Any involvement in the Boulder Parks and Recreation Department activities such as spectating, officiating, playing, coaching, registering for classes, or attending non-sporting events.

**Recreation Activity** - Any class or event sponsored by the Boulder Parks and Recreation Department.

**Program Coordinator** - The full-time Parks and Recreation employee designated to organize and supervise the activity.

#### No player shall:

\* At any time lay a hand upon, shove, strike, or threaten an official, player, or spectator.

\* Refuse to abide by an official's decision.

\* Be guilty of obscene gestures, objectionable demonstrations, or dissent of an official's decision.

\* Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.

\* Be guilty of physical attack as an aggressor on any player, official, or spectator.

\* Be guilty of using foul language (swearing) or abusive verbal attack upon any player, official, or spectator.

\* Appear on the field under the influence of alcohol to the extent that he/she is inclined to cause harm to him/herself or another player.

\* Misuse or destroy City of Boulder property or facilities.

Officials are required to suspend the player immediately from further play and report the player to the Program Coordinator.

**Minimum Penalty:** Removal from the game, suspension from the team's next game and placed on probation for the remainder of the season.

**Maximum Penalty:** Suspension from all City of Boulder recreational activities for life. Case is subject to review the following year. Police involvement.

#### No player shall:

\* Discuss with an official in any manner the decisions reached by an official. Exception: The manager may confer with the official(s) in a reasonable and civil manner.

\* Smoke while coming off or going onto the field of play in any recreation facility.

**Minimum Penalty:** Warning by the official.

**Maximum Penalty:** Suspension from all recreational activities for one year and probation for the following year. Case is subject to review the following year. Police involvement.

1. Any player being placed on probation for the remainder of the season and reported again for the violation of Code of Conduct will be suspended for the remainder of the season.

2. Any player removed from a game must leave the field, court, or facility immediately. This includes any and all city property and any other property used by the City of Boulder for programs. Failure to do so will carry a maximum penalty of suspension for the remainder of the season.

3. Any person on probation who violates the Code of Conduct will be placed on suspension until the case can be heard by the Sports Dept staff.

4. Any person wishing to appeal a decision reached by the Program Coordinator should do so by calling the department at 303-413-7465 within 72 hours of the sports staff decision.

5. Any ejected player must pay appropriate fine and sit out the designated number of games prior to playing again.

**Failure to comply will result in suspension of playing, per Program Coordinator's decision.**

Last updated 2/19/21