

## ZERO TOLERANCE POLICY

The Clover Parks & Recreation Department has adopted a “Zero Tolerance Policy” for all participants, coaches, spectators, and other persons. Profanity, fighting, heckling, disrespect, complaining, threats, or alcoholic beverages will not be tolerated. **Violators will be subject to suspension from Clover Parks & Recreation sponsored programs and facilities.**

The Clover Parks & Recreation Department’s programs and facilities are designed to offer leisure activities for families, groups, and individuals of all ages with diversified interests. Sporting events are provided by the department as opportunities for friendly competition while promoting a spirit of sportsmanship among participants and a pleasant environment for spectators.

Participants, coaches, managers, team representatives, and spectators are expected to conduct themselves in a sportsmanlike manner, before, during, and after an event, on or surrounding any Town of Clover

## OFFENSES AND PENALTIES

**A. Designated team representatives and coaches are responsible for the conduct of themselves, team members and other appropriate representatives at all times.**

**B.** Conduct which may be interpreted by a staff member or game official as threatening to the administration or control of the contest, including by not limited to constant complaining, heckling, and bickering will result in immediate ejection from the contest and playing facilities for an amount of time deemed necessary by the Clover Parks & Recreation Department.

**C. Abusive Language.** No person involved in any Clover Parks & Recreation activity or facility will be allowed to use profane, vulgar, excessively loud, or abusive language. Failure to comply will result in immediate ejection from the contest and playing facility for an amount of time deemed necessary by the Clover Parks & Recreation Department.

**D. Alcoholic Beverages.** Alcoholic beverages are not allowed on Town of Clover property or at Clover Parks & Recreation sponsored activities and events, including gyms, parking lots, restrooms, etc. No person having the discernible odor of alcohol about his or her person will be allowed on Town of Clover property or at Clover Parks & Recreation sponsored activities and events. Failure to comply will result in immediate ejection from the contest and removal from the premises for an amount of time deemed necessary by the Clover Parks & Recreation Department. Anyone associated with a youth or adult team that is found with alcoholic beverages on Town of Clover or Clover School District property will be removed for a time deemed necessary by the Clover Parks & Recreation Department and is subject to fines or arrest by law enforcement.

**E. Tobacco Products.** No person will be allowed to use cigarettes, cigars, pipes, or any other tobacco products on or near Clover Parks & Recreation or Clover School District property. Failure to comply will result in immediate ejection from the contest and playing facility. Coaches and other team representatives will not be allowed to leave the gym to use tobacco products during a game.

**F. Fighting.** Fighting in any form by any person involved in any Clover Parks & Recreation activity or facility will not be tolerated. Fighting shall be defined as “an act or attempted act of violence by one person towards any other person, including physical abuse and thrown objects.”

## SUSPENSION WILL OCCUR AS FOLLOWS CONCERNING FIGHTING AND THREATENING

**A.** Threatening a game official, participant, spectator, or representative of the Clover Parks & Recreation will result in immediate ejection from the contest and a one-year suspension from all Clover Parks & Recreation sponsored activities and facilities.

- B. Physically striking or attempting to strike a coach, player, or spectator will result in immediate ejection from the contest and a one-year suspension from Clover Parks & Recreation sponsored activities and facilities.
- C. Physically striking or attempting to strike a game official or representative of Clover Parks & Recreation will result in immediate ejection from the contest and a permanent suspension from all Clover Parks and Recreation sponsored activities and facilities.

### **OTHER GUIDELINES AND PENALTIES CONCERNING ADULT LEAGUES**

- A. If a player or coach is ejected from the contest by an official, Clover Parks & Recreation will review the circumstances surrounding the ejection and determine the suspension. The ejection and the suspension will be final.
- B. Clover Parks & Recreation reserves the right to determine violations of the above rules, to set penalties for violations, and to set in place other rules of conduct deemed necessary for the proper administration of the program.**

### **TEAM REPRESENTATIVE**

Each team is required to have a "team representative". The team representative is the person our department contacts regarding rain out games, meetings, schedule changes, etc. It is the responsibility of the team representative to inform his/her team members about the by-laws, game schedules, make-up games, etc. Teams should recruit a dependable person to fill this very important position. Team representatives are responsible for the actions of their players, therefore, if a player is ejected; the team representative is subject to ejection.

### **PRACTICE POLICY**

The Clover Parks & Recreation Department will not provide scheduled practice times for the adult kickball league. The team representative may contact the Clover Parks & Recreation office at (803) 222-9493 to check availability and schedule a practice. Team representatives may sign up for a maximum of two practices a week. The Clover Parks & Recreation Department reserves the right to cancel any practices to reschedule make-up games.

### **REGISTRATION PROCEDURES AND FEES**

- A. Team must turn in the Roster/Player Affidavit/Code of Conduct to the Clover Parks and Recreation Department by **the second week of regular season play**.
- B. In order for a team and its players to be eligible for the league, the team fee of \$250.00, which includes awards and other direct costs, must be paid at the time specified during the pre-season organization meeting. There will be a \$50 performance bond fee for all teams (must be written as a separate check). The check will be cashed if your team forfeits a game. No out of state checks will be accepted. No refunds will be given after Friday, June 3<sup>rd</sup>.
- C. Insurance is the responsibility of each team. The Clover Parks & Recreation Department will not be responsible for providing insurance. Each team has the option to purchase team insurance.
- D. The Clover Parks & Recreation Department will provide two umpires for each game. Each team will be responsible for paying **ONE** umpire at the **START** of each game at a rate of \$20.00 per game. If only one umpire is present, each team will pay the umpire \$15.00 each. No game will begin until both teams have paid the umpires. Any team that does not pay the umpires before the start of the game will forfeit the game.

### **Roster/Lineup**

- 1) A team may have a maximum of twenty (20) players on its roster.
- 2) Players must be at least eighteen (18) years of age.
- 3) Teams must have at least five (5) females on the roster.
- 4) Rosters must be submitted to and approved by the Clover Parks and Recreation Department two weeks after the team's first scheduled game.

- 5) Only players listed on the team's roster are allowed to play. Substitute players can be picked up from other teams in the league.
- 6) Teams can start the game with eight players without a forfeit. Teams must have eight of their own player present at the start of the game. Teams may only pick up two substitutes from the league. (Teams can only pick up one (1) female, one (1) male, or two (2) females) Substitutes must play right field, third base and kick last in the lineup. Teams playing with eight (8) players, the ninth (9<sup>th</sup>) kicker is out. If a team has nine (9) players then no out will be given for the tenth (10<sup>th</sup>) kicker. Team may not pickup substitutes if they have at least ten (10) players present at the game. Teams may not pick up substitutes during the end of season tournament.
- 7) Line-up: Kicking line-ups must be exchanged by the teams no later than ten minutes prior to the scheduled game time. Teams have the option to use a continuous kicking line-up (all players present for the game kick) or only kick eleven players in the line-up. This must be told to the umpire and other team prior to the start of the game. If you choose to kick eleven players there will be free substitution on defense, but offensively players will have to substitute into the kicking line-up. Line-ups must alternate male and female kickers in the kicking order, once per lineup two male players are allowed to kick back to back. A male at the top of the line-up and a male at the bottom of the line-up constitutes for two males back to back. If you do not have enough females to arrange your line-up in this manner then the first female in the line-up kicks after the last female in the line-up. If the next female up to kick is on base, the last recorded out (male or female) will run for her.

### Field, Equipment and Conduct

- 1) Official Kickball is a ten inch (8.5") round rubber ball. (Supplied by Clover Parks and Recreation)
- 2) All bases are sixty (60) feet apart.
- 3) The strike zone is two feet (2') on each side of home plate and one foot (1') above home plate.
- 4) Players not kicking or not playing in the field must be inside the designated areas.
- 5) Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- 6) HUSTLE RULE: Coaches/Mangers are to instruct their players to hustle on and off the field at all times. Umpires will enforce this rule by calling balls if the defense is not ready and by calling strikes if the offense is not ready
- 7) In the interest of safety, metal cleats of any type will not be allowed
- 8) All teams are encouraged to wear uniform shirts displaying the team name and a number on the back.

### General Rules

- 1) **Pitching:** Each team will pitch to the other team. The pitching plate will be forty feet from home plate. Pitchers must keep one foot in contact with the pitching plate while pitching and cannot go in front of the pitching plate until the ball is kicked. Slow to moderate pitches only, no extremely bouncy balls and no spinning is allowed. Any pitch determined by the umpire to be too fast, too much spin and any pitch that crosses the plate at a height higher than one foot will be call a ball. No redo pitches will be granted. Intentional walks may be given to any kicker (a player may only be walked once per game) by the pitching team, no pitches must be thrown the pitching team must simply let the kicker know he or she is being walked.
  
- 2) **Kicking:** All kicks must be made by foot. The strike zone will be marked. The ball is put in play when the pitcher rolls the ball toward home plate and the kicker attempts to kick the ball. The kicker must kick the ball either on or behind the home plate. If the kicker kicks in front of the plate, based on the umpire's determination of where the plant foot is, the umpire will raise his/her hand. If the kick results in an out, the play stands. If the kick results in the kicker reaching base, the umpire will call a strike. **Each kicker begins with a two balls and one strike count.** A foul ball is considered a strike. **A kicker will be called out if they foul the third strike.** **Female kickers can bunt** as long as the ball passes the eight foot (8') bunt line; otherwise a foul ball will be called. **Male kickers must kick away.** Each team will receive one warning for male kickers bunting that will result in a strike and re-kick. After the warning any male kicker called for bunting will be called out. A

Ground rule double is an award of two bases from the time of pitch to all base runners including the kicker-runner as a result of the ball leaving play after being kicked fairly into the field of play. Home Run- Any ball that travels over the outfield fence in fair territory without touching the field of play. The kicker is not required to touch all four bases he/she must only touch first base for the run(s) to count.

- 3) **Base Running:** A double first base will be provided and runners must use the orange base in foul territory. No leading off or stealing is allowed. You may slide into any base, except first. Any runner that slides into first will be called out. A runner not on his/her base when the ball is kicked is out. Runners will advance one base on a ball that is thrown out of bounds (example: goes over the fence, goes into the dugout). On an overthrow (that stays on the field) runners may advance at their own risk. You may use a runner for anyone due to injury only. The pinch runner **MUST** be the last out. Last out female for female, and last out male for male. Pinch runners cannot be used as an offensive strategy in any way. Please make the other teams coach aware of which player(s) will need runners in advance, unless an injury occurs during the game. Runners must tag up on a fly ball once the ball has made contact with a defensive player. A play ends when the pitcher has control of the ball on the pitching plate and runners have stopped on or are proceeding back to a base. The umpire will call time when he/she feels the play is over.
- 4) **Defense:** Ten (10) players on the field defensively (at least four (4) females). Outfielders may play one-step towards home plate in the infield. Defensive players (other than the pitcher and catcher) cannot cross the fielder marks at the forty five foot (45') mark of the first (1<sup>st</sup>) and third (3<sup>rd</sup>) baselines until the ball is kicked otherwise the pitch will be called a ball for the kicker. The defensive player must stay out of the baseline; or the runner advancing to the base will be called safe. Defensive players are allowed to be in the baseline if in the act of making a play and the runner must avoid the defensive player. The catcher plays alongside the third base line and cannot enter into fair territory or leave the catcher's box until the ball is kicked. The catcher's box will start at fifteen (15') foot mark of the third base line and run to the forty five (45') foot mark of the third base line. If the catcher enters fair territory early and is the first to touch the ball, the play is dead and the kicker is awarded first base and all runners advance one base. Catchers are not allowed to block the plate. The ball can be thrown at any runner off of a base to record an out. The ball must hit the runner anywhere from the shoulders and below. Runners will be called safe if the ball hits them anywhere above the shoulders (unless the runner is sliding or ducking). A runner that is hit above the shoulders will receive one (1) extra base. Any player legally hit by the ball while not on a base is out.
- 5) **Infield Fly Rule:** If runners are on first and second with less than two outs and if a fly ball is in fair play, and in the umpire's judgment it is catchable by an infielder with ordinary effort the kicker will be called out. If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the Kicker is out, there is no force, and the runners must tag up to advance. If "infield fly" is called and the ball lands fair without being caught, the Kicker is out, and there is no force, but runners are not required to tag up. If the fly ball is near the foul lines, the umpire is to declare "infield fly, if fair." If the ball is not caught and ends up foul (including if it lands fair and then rolls foul before passing first or third base), infield fly is canceled, and the play is treated as an ordinary foul ball. In contrast, if the ball lands foul and then rolls fair before passing first or third base, the infield fly takes effect and the batter is out.
- 6) **Time Limit:** Make sure you are at the field approximately 15 minutes before game time. All games are 45 minutes with no inning limit. A new inning may not start if there is less than one minute to go. Game time is forfeit time, no grace period, no exceptions. All forfeits will be recorded as a 7-0 score. If regular season games are tied after the time limit is reached the game is recorded as a tie. 4 complete innings will constitute a complete game. EXCEPTION: Games shortened by reason of curfew, rain, or other acts of God shall be regulation games provided both teams have kicked four times, or in the case of the home team leading, three times, or when a team is twenty runs ahead after three complete innings of play.
- 7) **Mercy Rule:** A winner will be declared when a team is leading by twenty runs after three complete innings or two and one-half innings if the home team is winning, fifteen runs after four complete innings or three and one-half innings if the home team is winning or ten runs after five complete innings or four and one-half innings if the home team is winning.

8) **Post Season Play:** At the conclusion of regular season play, a post-season double elimination tournament will commence. Tournament games may be played any day of the week, including days different from regular season play. Tournament seeds are determined by overall team records at the conclusion of regular season play. The tie breaker system is ordered (1) head-to-head competition; the result(s) between the two or more teams will be considered, (2) head-to-head point differential; the point differential between the two or more teams will be considered, (3) overall point differential; the entire regular season point differential between the two or more teams will be considered. There will be NO consolation games.

9) **Inclement Weather:**

- A. Whenever possible, the Clover Parks & Recreation Department will make decisions regarding cancellations of games due to inclement weather by 4:00pm the day of the game. For cancellation information, call the Clover Parks & Recreation Department at (803) 222-9493 or visit our website at [www.cloversc.org](http://www.cloversc.org). Please do not call before 4:00pm
- B. If staff is unable to make a decision by that time, you should report to the field for a game time decision as to whether or not the game(s) will be canceled.
- C. In the event a game is canceled, the Clover Parks & Recreation Department will notify the team representative of each team involved as soon as possible. The Clover Parks & Recreation Department will reschedule umpires.
- D. Rescheduled games will be played at the earliest available date and time (including Wednesday's and Friday's), which may necessitate later games and/or double-headers. Rescheduled games are final. In the event of a large number of cancellations, the Clover Parks & Recreation Department may have to reschedule games at the end of the regular season. The Clover Parks & Recreation Department reserves the right to cancel games rescheduled for the end of the season that do not affect league standings.

10) **Protest Procedure**

- I. Call time-out to halt play.
- II. Notification of intent to protest can be made only by the team head coach.
- III. The protesting team must immediately notify the head umpire and all scorekeepers of the intent to file a protest.
- IV. The head umpire and coach should make sure that the scorekeepers keep accurate records of the protest time and game situation (kicker, count, runners on base, etc.).
- V. File an official, typewritten, protest with the Clover Parks and Recreation Department, along with a \$50.00 protest fee, no later than twenty-four (24) hours after the time of the protest. In the event the game is scheduled on a Friday or Saturday, the protest and fee must be filed no later than 5:00 p.m. the following Monday in which the protest occurred.

The protest will be reviewed and an appropriate ruling will be made as quickly as possible by the Clover Parks & Recreation Department.

All parties involved will be notified in writing by the Clover Parks & Recreation Department of any decision reached.

**Protest Fee:** A fifty-dollar (\$50.00) fee shall accompany each and every protest filed. Should the protest be upheld, the fee will be refunded to the person who provided the fee. Should the protest be rejected, the filing fee will be retained and placed in the General Operating Fund of the Town of Clover.

### Sample Roster

<b>Roster 1</b>	<b>Roster 2 (Not Enough Females)</b>
<b>1. John</b>	<b>1. Connor</b>
<b>2. Female 1</b>	<b>2. Female 1</b>
<b>3. Larry</b>	<b>3. Joe</b>
<b>4. Female 2</b>	<b>4. Female 2</b>
<b>5. Josh</b>	<b>5. Noah</b>
<b>6. Drew</b>	<b>6. Female 3</b>
<b>7. Female 3</b>	<b>7. Paul</b>
<b>8. Derrick</b>	<b>8. Female 4</b>
<b>9. Female 4</b>	<b>9. Grant</b>
<b>10. Scott</b>	<b>10. Female 1</b>
<b>11. Female 5</b>	<b>11. Chuck</b>
<b>12. Brett</b>	<b>12. Female 2</b>
<b>13. Female 6</b>	<b>13. Steve</b>
<b>14. Jeff</b>	<b>14. Female 3</b>
<b>15. Female 7</b>	<b>15. Mike</b>
<b>16. Tony</b>	<b>16. Female 4</b>
<b>17. Female 8</b>	<b>17. Jake</b>