



# METRO PARKS AND RECREATION

## Metro Parks Athletics League Rules

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# Basketball

***NOTE: To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at any time.***

**ELIGIBILITY:** Teams will consist of individuals that have reached the age designated prior to the start of league play. (i.e. 50 & Over League participants must have reached the age of fifty (50) prior to the start of league play).

**CLASSIFICATION OF LEAGUE:** Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

**PENALTY:**

ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

**ROSTER:**

1. Team rosters will be limited to a maximum of fifteen (15) players.
2. The first fifteen (15) players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter will be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own handwriting will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. Initial rosters must be turned in to your leagues scorekeeper prior to the start of their first scheduled game. Original rosters must be turned in; **no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the scorekeeper prior to the start of the next game.
7. Final rosters are due to the scorekeeper **BEFORE the start of a team's third played game.** If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.

11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

**PENALTY:** ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.

**SIGN-IN SHEET:**

1. A sign-in sheet will be available from Metro Park's personnel before each game. Metro Park's will not seek out a player or coach to secure signatures on the sheet before your game. It is the manager's responsibility to ensure that all players have signed the sheet before each game.
2. A team must have at least five (5) eligible players ready to play at their scheduled game time or at the start of their game in the event the preceding game runs late. **THERE IS NO GRACE PERIOD!**
3. Players must sign the sign-in sheet in his own handwriting prior to participation in a game. Failure to meet the minimum eligibility requirements by the scheduled game time will result in automatic forfeit. **YOU MUST MEET YOUR MINIMUM LINE UP STANDARDS.**
4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

**PENALTY:**

ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.

**EQUIPMENT & AWARDS:**

1. Each team must furnish their team's own t-shirt/uniform. **Metro Parks will not provide game shirts/uniforms.**
2. Shirts must have a readable number on the front and back of the shirt. All shirts worn by team players must be the same color.
3. Championship shirts will be awarded to the league regular season champion.
4. League champion and league tournament champion trophies will be awarded.
5. Each player must wear proper athletic attire in order to participate in the league (rubber soled gym shoes, sweats, warm ups, shorts etc.)

**GAME RULES (18 & Over / 50 & Over):**

1. Game length will be two (2) twenty (20) minute halves. The clock will stop on every whistle during the last two (2) minutes of each half.
2. There will be a three (3) minute break between halves.
3. Each team will be entitled to four (4) one minute time outs and can be used at anytime during the game. Only one unused timeout can be carried over to overtime. In the event of overtime, teams will be awarded one additional time out a piece.
4. The scorekeeper will keep the official time and official score. Any conflict occurring between the scoreboard and the scorebook, the scorebook will be the official record of the game.
5. The clock will stop due to official time outs, team time outs, and during the last two (2) minutes of each half on all whistles.
6. Substitutes can only enter the game once they have reported to the table and checked in. Substitutes must be motioned into the game by an official. Substitutes may enter the game freely during time outs or after halftime breaks.
7. No Jewelry may be worn at anytime on the basketball court.
8. Two (2) behavioral technical fouls will result in participant's loss of eligibility for the current game and the next game. Four (4) behavioral technical fouls in one season will result in suspension from the league without refund.
9. Games tied at the end of regulation will be settled by a two minute overtime period. If the game is still tied at the end of overtime, the game will be determined by a sudden death overtime period (first team to score wins). In overtime the clock will stop on all whistles.
10. Teams will be assessed a technical foul if fans verbally abuse officials or metro parks personnel.
11. Each participant in a Metro parks administered basketball league, program or tournament must upon request provide any metro Parks representative with personal identification acceptable to such representative. Failure of any participant to provide acceptable identification when requested shall result in immediate ineligibility for the game which the Identification is being requested.
12. On free throws we will play the release of the ball and players may have the block on the lane for positioning.
13. Kentucky High School Athletic Association rules will govern in instances not addressed by Metro Parks' rules and guidelines.
14. At anytime during the second half a team is down twenty (20) they clock will only stop during time outs. At any point during the game a team gets down thirty (30) the game will be ruled a mercy and the game will be stopped.

**GAME RULES (60 & Over):**

1. Games will be played half court.
2. Game length will be four (4) ten minute quarters.
3. There will be a one (1) minute break between quarters and a three (3) minute halftime break.
4. Each team will be entitled to four (4) one minute time outs and they can be used at any time during the game. Only one unused timeout can be carried over to overtime. In the event of overtime, teams will be awarded one additional time out a piece.
5. The scorekeeper will keep the official time and official score. Any conflict occurring between the scoreboard and the scorebook, the scorebook will be the official record of the game.

6. The clock will stop due to official time outs, team time outs, and during the last two (2) minutes of the 2nd and 4th quarters on all whistles.
7. Substitutes can only enter the game once they have reported to the table and checked in. Substitutes must be motioned into the game by an official. Substitutes may enter the game freely during time outs or after halftime breaks.
8. No Jewelry may be worn at any time on the basketball court.
9. Two (2) behavioral technical fouls will result in participant's loss of eligibility for the current game and the next game. Four (4) behavioral technical fouls in one season will result in suspension from the league without refund.
10. Games tied at the end of regulation will be settled by a two minute overtime period. If the game is still tied at the end of overtime, the game will be determined by a sudden death overtime period (first team to score wins). In overtime the clock will stop on all whistles.
11. Teams will be assessed a technical foul if fans verbally abuse officials or metro parks personnel.
12. Each participant in a Metro parks administered basketball league, program or tournament must upon request provide any metro Parks representative with personal identification acceptable to such representative. Failure of any participant to provide acceptable identification when requested shall result in immediate ineligibility for the game which the Identification is being requested.
13. On free throws we will play the release of the ball and players may have the block on the lane for positioning.
14. Kentucky High School Athletic Association rules will govern in instances not addressed by Metro Parks' rules and guidelines.
15. If a team is down twenty (20) points at any time during the 2nd half the clock will only stop during time outs.

### **GAME RULES (Youth League):**

***NOTE: The ultimate goal of this league is to provide instruction in good health, teamwork, and fair play. Competition is secondary to good sportsmanship. The following rules have been developed to promote this league's mission.***

1. Each game will consist of four eight (8) minute quarters – running clock.
2. Players are expected to be at games 15 minutes prior to the official start or earlier if their coach requires.
3. The ball size used for all games will be 28.5”.
4. Each team will be allowed two (2) one (1) minute time outs per half – no carryovers.
5. There will be a five (5) minute halftime after the second quarter.
6. Overtime (if needed) will last two (2) minutes- running clock.
7. The clock will continue running except during the last minute of the second and fourth quarters – unless one team is twenty (20) points or more ahead of the other.
8. Free throws must be shot within 10 seconds of the clock being stopped.
9. Teams are allowed to play zone defense.
10. If a team is up ten (10) or more points on its opponent then the team with the higher score is not allowed to press.
11. Two (2) technical fouls in one game by any coach or assistant coach sitting on the players' bench will result in immediate removal from the bench for that game and a one game suspension.

All coaches are subject to removal from the league if a chronic or extreme situation arises with their conduct.

12. Coaches will have two (2) warnings (total) to advise them of any rule infraction. After the second warning, a technical foul will be assessed against the coach.
13. Only two (2) coaches are allowed to sit on a team's bench with the players.
14. Only one (1) coach should approach the scorer's table for any reason.
15. Coaches must make players check in at the scorer's table prior to entering the game.
16. All players must play one full quarter unless injury occurs.
17. Substitutions can only be made during the fourth quarter. The only exception is when a player is injured at which point the following applies:
  - In the event that a player is injured during the first, second or third quarter, the player that enters the game for the injured player will not be allowed to reenter the game if he/she has played on full quarter and then the additional time to cover the injured player's position.
18. A player may not play more the two (2) quarters in any one game. If a team has only 10 players the first five will play the 1<sup>st</sup> and 3<sup>rd</sup> quarter and second five will play the 2<sup>nd</sup> and 4<sup>th</sup> quarter.
19. Coaches are reminded that this is primarily an instructional league. Coaches are not permitted to yell or scream in the direction of anyone at the scorer's table or insult or berate a player.
20. No player or coach will use profanity. An immediate technical will be assigned to any player or coach who is caught using profanity.
21. Basketball players' shorts must be pulled up to the waist; "no sag". Players' shirts must be tucked in at all times.

### **FORFEITS:**

1. **Game time is forfeit time.** There will be no grace period for forfeits. Metro Parks employee will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

### **DISCIPLINE:**

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that players, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be

enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

**1. Ejection from a game shall result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

#### **MANAGER DUTIES:**

1. It will be the duty of the team manager to see that all contracts, roster changes, player choice for tournament play, and other documents concerning his/her players or team are filed as required by the Athletic Department.

2. The manager has the responsibility to keep players informed of all rules.

3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

#### **OFFICIALS:**

1. The Athletic Department will assign officials/scorekeepers.

#### **LEAGUE POLICIES:**

- Team Captains are responsible for the complete payment for all league fees.
- Team Rosters must be filled out completely and turned in by first game to the scorekeeper. Additions and changes to the roster are permitted up to the start of a teams third played game of the season.
- If a team is not prepared to play at its designated game time and/or does not have the minimum number of players at the designated game time, the game will be declared a forfeit. There will be no grace period prior to a forfeit being declared.
- If a game is stopped due to dangerous weather conditions prior to the beginning of the second half or prior to a previously designated point, the game will be replayed in its

entirely. If a game is stopped thereafter, it will be considered a complete game and the score will stand. There is no requirement that each team have the same amount of offensive series before the game is stopped.

- Any excessive verbal or physical activity will result in an unsportsmanlike conduct penalty. This rule applies to players, managers and coaches on the field and on the sidelines.
- Fighting or obscene language will result in an automatic ejection from the league with no refund of payment. Unsportsmanlike behavior will not be tolerated.

#### **IMPORTANT NOTES:**

**Game time is forfeit time. There is no grace period!** The scorekeeper on site will keep the official time. There is no other official time.

For rainouts and Inclement weather questions, team managers or coaches may call 458-0142. A recording will be available **after 4 PM** the day of the game.

#### **Weekly Schedule and Standings**

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and flag football standings. The standings are updated weekly as scores and results are received.

# Flag Football

***NOTE:** To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime.*

**ELIGIBILITY:** Teams will consist of individuals that have reached the age of eighteen (18) years old prior to May 1st of the current season.

**CLASSIFICATION OF LEAGUE:** Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

**PENALTY:** ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

## **ROSTER:**

1. Team rosters will be limited to a maximum of sixteen (16) players.
2. The first sixteen players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter will be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own handwriting will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. Initial rosters must be turned in to the Athletics Office prior to the start of their first scheduled game. Original rosters must be turned in; **no photocopies, emails, or faxes will be accepted.** **Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletic Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game.** If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.

11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

**PENALTY: ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.**

#### **SIGN-IN SHEET:**

1. A sign-in sheet will be available from Metro Park's personnel before each game. Metro Park's will not seek out a player or coach to secure signatures on the sheet before your game. It is the manager's responsibility to ensure that all players have signed the sheet before each game.
2. A team must have at least six (6) eligible players ready to play in the Men's league and at least seven (7) eligible players ready to play in the Co Ed league at their scheduled game time or at the start of their game in the event the preceding game runs late. **Co-Ed teams must have a minimum of two women and a maximum of five men present in order to start game. THERE IS NO GRACE PERIOD!**
3. Players must sign the sign-in sheet in his or her own handwriting prior to participation in a game. Failure to meet the minimum eligibility requirements by the scheduled game time will result in automatic forfeit. **YOU MUST MEET YOUR MINIMUM LINE UP STANDARDS.**
4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

**PENALTY: ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.**

#### **EQUIPMENT:**

1. Each team must furnish their team's own t-shirt/uniform. **Metro Parks will not provide game shirts/uniforms.**
2. Teams are responsible for furnishing their own game ball to be used when they are on offense. Balls will be switched out when teams change possession from offense to defense.
4. **NO METAL CLEATS OF ANY KIND WILL BE PERMITTED.**
6. Uniforms are not required, but team T – Shirts are suggested.
7. Championship shirts will be awarded to the league regular season champion.

8. League champion and league tournament champion trophies will be awarded.

**GAME:**

1. **Time** the game will be divided into two 18 minute halves. Each team is allowed two one-minute timeouts per game. Both timeouts may be used in either half. The offensive team will have 30 seconds to snap the ball once the referee has spotted the ball. The official game clock will be maintained by a referee and will run continuously except for time-outs or serious injury. The clock will stop during the final 2 minutes of play for the following occurrences:

- Incomplete pass.
- Player advancing the ball goes out of bounds.
- Either team scores (The clock will not continue until the opposing team snaps the ball after the PAT attempt. The clock does not run during extra points).
- Penalty.
- Declared Punt.
- Time Out

**\*\*If a team is leading by 17 points or more, the clock will run continuously during the last two minutes of play.**

2. Games will start promptly at the scheduled game time. EXCEPTION: When a game runs late, the next game will start immediately upon conclusion of the preceding game. **GAME TIME IS FORFEIT TIME! There is no grace period.** The time keeper/down marker game employee will keep the official time. There is no other official time.

3. **Beginning of the game** teams must be lined up on opposite sidelines. Before the start of the game, the referee will toss a coin in the presence of opposing captains, after first designating which captain shall call the toss. The team that wins the coin flip at the start of the game must choose one of the following:

- Offense
- Defense
- To defer the choice of the above options to being the second half
- The team that does not choose offense/defense will select which goal to defend

**\*\*Play starts from the 10 yard line at the beginning of each half. At the beginning of the second half, the teams will change their direction of play.**

4. **Snapping the ball into play** to begin each play, the ball must be snapped by a center to the QB who is lined up behind the center. The ball must be snapped to the person calling the snap count and there are no “silent counts”. Players may shift and change formations prior to the snap of the ball, but must be stationary at the time that ball is snapped. One player is allowed in motion at the time the ball is snapped, but cannot be moving towards the line of scrimmage. A snap from center is not required on declared punts. A minimum of 4 players must be lined up (set) at the line of scrimmage at the snap of the ball.

5. **Intentional Grounding** intentional grounding will be called when a passer due to pressure from the defense, throws a forward pass without a realistic chance of completion. Intentional grounding will not be called when the passer throws a pass that lands at or beyond the line of scrimmage, even if no offensive player(s) has a realistic chance to catch the ball (including if the ball lands out of bounds, over the sideline or end line).

6. **Inadvertent Whistles-** should an inadvertent whistle be blown, the team in possession of the ball at the time of the whistle will have two options: take the result of the play with the ball declared “dead” at the spot where the whistle was blown, or replay the down from the original

line of scrimmage. If an inadvertent whistle is blown during a pass play while the ball is in the air, the play will be declared “dead” and replayed from the original line of scrimmage.

7. **Overtime** will consist of each team having one offensive possession starting at the opponent’s 20-yard line. The offensive team will have 4 un-timed downs to score a touchdown (all regular penalties will apply during the overtime period). If a touchdown is scored, the offensive team will have the option to go for a 1 or 2 point conversion (female scoring will still result in 8 point touchdown and double conversion points). If teams are tied after the 1st overtime period, the process will repeat and teams will be required to go for a 2-point conversion upon a touchdown.

8. **No Contact/No Blocking** there is no blocking or tackling permitted in the league. **Players acting as offensive linemen must have their hands behind their back when protecting the quarterback from defensive rushers.** Offensive linemen can position their bodies at any particular angle in an attempt to direct the rushers to a particular area, but there is no contact permitted. “Picks” are permitted as long as no physical contact is initiated. No downfield blocking/tackling is permitted. Illegal contact includes tripping, contact with the QB, any intentional contact by an opposing player and contact with an opposing player after a ball is tipped. Also note that rough play may result in an unsportsmanlike penalty. Anyone in violation of this rule is subject to penalty, suspension and/or expulsion from the league.

9. **Co-Ed requirements** the offense will be penalized if it fails to use a female as an “operating player” at least once within three consecutive downs. The penalty for running three consecutive plays without using a female as an “operating player” will be a five yard penalty, lose of down and a female must be the “operating player” on the next play. For example, if a male player catches or runs the ball on a play that a female must be the “operating player”, the offense will be penalized and must replay the gender requirement.

**Note: The term “closed” or “forced gender” means that a female must be the “operative player”. The term “open” means that any player, male or female, is eligible to be the “operative player.”**

**An operative player is defined as a player who:**

- Is the intended receiver in the eyes of the official
- Runs the ball as the primary runner (must cross the line of scrimmage)
- Receives the snap as the QB and scrambles past the line of scrimmage or attempts to pass the ball forward
- Receives the snap and immediately spikes the ball at her feet in order to stop the clock in the last 2 minutes.

**An operative player is NOT defined as a player who:**

- Hands off the football to another player Snaps the ball into play
- Receives a handoff only to pass or handoff the ball to a male before crossing the line of scrimmage
- Receives a lateral from another player and does not cross the line of scrimmage.

**\*There is no gender requirement for extra points and punt plays.**

10. **First Down** each team shall have four downs to earn a first down or score. First downs are achieved when a team crosses either of the 20 yard markers (20, 20) based on its original field

position. Offensive teams may elect to punt on fourth down. All punts are “live” and may be fielded after bouncing on the ground. However, if a receiving player “muffs” (touches) the ball and it hits the ground, the play is dead. If a team does not punt, fails to score or earn a first down the opposing team will obtain the possession.

- **Scoring** the scoring shall be assigned as following: Touchdown: 6 pts (male QB, male receiver), 8 pts (female QB, female receiver).
- **A male cannot pitch to a female past the line of scrimmage for an 8 pt Touchdown.**

#### **Extra Points:**

- From the 5 yd line– 1 point (male QB, male receiver), 2 points (female receiver, female QB) From the 10 yd line- 2 points (male QB, male receiver), 4 points (female receiver, female QB)
- **A male cannot pitch to a female past the line of scrimmage for a 4 point conversion.**
- A defensive player may return an interception for two points on a two point extra point attempt.

12. **Pass Rush** once the line of scrimmage has been marked, the referee will walk off five paces towards the direction the offense is going and place another marker. This “5 pace” marker is the “RUSH LINE”. Only defensive players that are behind this marker when the ball is snapped may cross the line of scrimmage to rush the QB. No players lined up inside this “zone”, may rush the QB. If the line of scrimmage is between the goal line and the five yard line, the RUSH LINE will be the goal line. The rush line ban will never be placed inside the end zone. **Note: The RUSH LINE will not be applicable when the QB lines up directly behind the center to receive the snap of the ball; that is, when the QB is not in a shotgun formation. In such situations, defensive players lined up in front of the RUSH LINE may rush the QB.**

13. **Continuance of play** will continue until:

- Ball carrier has at least one flag pulled by an opponent (see flag specifics for a few exceptions/additions concerning flag pulling)
- Ball carrier leaves the field of play
- Ball carrier scored
- Ball carrier’s knee touches the ground
- Ball touches the ground

14. **Spot of the ball** the ball will be spotted where the ball is at the time the ball carrier’s flag is pulled. If the ball crossed the plane of the goal line before the ball carrier’s flag has been pulled, it will result in a touchdown (ball extension). 15. **Punts** a punt must be declared and cannot be faked. The receiving team may return a punt once it has hit the ground. The referee shall notify the defensive team prior to a punt. All punts are “free punts”. Punts must be kicked and cannot be thrown. A team need not snap during a punt. A dropped snap during a punt is not a fumble. The kicking team may not cross the line of scrimmage until the ball is kicked. Downfield blocking is not permitted. The receiving team may not raise hands or jump to block a punt. If a punt is “shanked” and caught, it is a live ball and is returnable. The punting team may down the punted ball if the receiving team makes no effort to gain the ball. A punt through the end zone will be spotted at the 10 yard line. If a player drops the ball in the end zone, the ball is spotted at the 10 yard line and is not counted as a safety.

16. **Turnovers** a change of possession (not after a score) can only occur due to downs or an interception. A fumble is not a turnover and the play is considered dead at the point of the ball fumble. A lateral may be intercepted and returned by the opposing team.

17. **Flag Requirements** No personal flags and/or belts are allowed. Only Metro Parks issued flags and/or belts will be allowed during the game. Flag guarding is not allowed. Flag guarding is defined as any action that is made with the arms, hands, or legs that prevents a player from being able to pull another player's flags. A player engaging in flag guarding will be penalized. It is illegal to pull the flag of a player who does not have possession of the football. Throwing flags is not allowed. Shirts and belts must be tucked in and flags must be securely attached. If a ball carrier/receiver loses a flag accidentally, inadvertently, or on purpose play shall be stopped at the place where flag is dropped. It is a penalty for a ball carrier to stiff arm, charge into, or deliberately try to knock over a defensive player. In addition, a ball carrier may not leave his/her feet (jump/dive) in an effort to gain extra yardage.

18. **Sportsmanship** Metro Parks endorses the principles of good sportsmanship. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can include the following: Fighting, pushing, verbal/physical abuse directed towards an official or opponent, profanity/obscene gestures, flagrant/violent fouls, taunting/trash talking/baiting, cheating, throwing/abusing equipment and physical intimidation. A player may be ejected from a game (or a team may be evicted from the field of play) for engaging in Unsportsmanlike Conduct. An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit. The league has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts. These guidelines apply to players and spectators.

19. **Standings** will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) total amount of points scored on the season amount of points; b) least amount of points allowed on the season.

20. The team manager / coach are responsible for contacting the Athletic Department for game times, tournament schedule, rainouts, rescheduling of games, etc.

**AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!! IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING RAIN-MAKE UP DATES.**

**FLAG FOOTBALL PENALTIES:**

#### **Defensive Penalties**

- Off Sides = 5 yards/Replay Down
- Illegal Participation = 5 yards/Line of Scrimmage/Replay Down
- Illegal Rushing = 5 yards/replay Down
- Pass Interference = Spot Foul/First Down
- Holding = 10 yards/Spot of Foul/First Down
- Illegal Flag Pull = 5 yards/Spot of Foul
- Illegal Contact = 5 yards/First Down
- Tripping

- Contact with the QB
- Any intentional contact by an opposing player (referee discretion)
- Contact with an opposing player after a ball is tipped
- Rough play may result in an unsportsmanlike penalty
- Illegal Stripping = 5 yards/Spot Foul
- It is illegal to bat or strip a ball from a player's hand

**A game cannot end on a defensive penalty even if time expires. One untimed down will be required to complete the game.**

### **Offensive Penalties**

- Illegal Participation = 5 yards/Line of Scrimmage/Replay Down
- Illegal Formation = 5 yards/Line of Scrimmage/Replay Down
- Illegal Motion = 5 yards/Replay Down (This is a “dead ball” foul and may not be declined)
- False Start = 5 yards/Replay Down (This is a “dead ball” foul and may not be declined)
- Illegal Pass = 10 yards/Line of Scrimmage/Lose of Down
- Intentional Grounding = Loss of Down/Spot Foul
- Gender Violation = 5 yards/Loss of Down/Next play remains “closed”
- Offensive Pass Interference = 10 yards/Previous Line of Scrimmage/Replay Down
- Holding = 10 yards/Line of Scrimmage/Replay Down
- Illegal Contact = 5 yards/Loss of Down
  - Pushing Off
  - Any other intentional contact by an offensive player on a defensive player in the field of play
- Flag Guarding = 5 yards/Spot of Foul/Loss of Down
- Jumping/Diving = 5 yards/Spot of Foul/Loss of Down
- Off Sides = 5 yards/Repeat Down
- Blocking = 10 yards/Spot of Foul

### **UNSPORTSMANLIKE CONDUCT**

- Arguing with Official = 10 yards/Possible Ejection
- Use of (towards players, referees, league staff, coaches, sidelines, spectators) = 10 yards/Possible Ejection
- Excessive Contact/Rough Play
- 10 yards and loss of down (offensive)/First Down (defensive)
- If official determines that contact was initiated “with intent to harm”, the offending player will be ejected from the game. The player must leave the field of play immediately. If the player does not leave the field him/her team may be charged with a forfeit for the game regardless of score or time remaining. Any player ejected from a game may not play in any other games that day.
- The ejected player may not play in future games without league approval.
- An official may call a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit.

- The league has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts.

### **FIGHTING**

- Automatic ejection from the game
- Once ejected, a player must leave the field. If the player does not leave the field his/her team may be charged a “forfeit” for that game, regardless of score or time remaining. Any player ejected from a game may not play in any other games that day.
- The ejected player may not play in future games without league approval.
- An official may ball a forfeit for unsportsmanlike conduct. Even if the game has ended, an official may call a forfeit.
- The League has the authority to suspend and/or expel a player or team from the league and/or future game(s) at its discretion with no refund of monies for such acts.

### **PROTEST:**

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.
3. The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident. **FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.**
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISOUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

### **FORFEITS:**

1. **Game time is forfeit time.** There will be no grace period for forfeits. Metro Parks employee will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

## **DISCIPLINE:**

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that players, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

**1. Ejection from a game shall result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

## **MANAGER DUTIES:**

1. It will be the duty of the team manager to see that all contracts, roster changes, player choice for tournament play, and other documents concerning his/her players or team are filed as required by the Athletic Department.

2. The manager has the responsibility to keep players informed of all rules.

3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit. **AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!!**

## **OFFICIALS:**

1. Only the officials have the authority to call a game off due to the conditions of the field after 6:00 p.m. Games (in the process of play) will not be called off due to rain until 30 minutes have elapsed unless agreed upon by both team managers and the officials decides that the field is not playable.

2. The Athletic Department will assign officials/scorekeepers/time keepers/down marker.

### **TOURNAMENT QUALIFYING**

#### **SPRING LEAGUES:**

- Leagues with 7 or more teams the **TOP 4 TEAMS QUALIFY**
- Leagues with 6 or fewer teams **ALL TEAMS QUALIFY**

#### **FALL LEAGUES:**

- **ALL TEAMS QUALIFY**

#### **AWARDS:**

A team trophy will be awarded to the league winner and tournament winner (if there is a tournament). Team championship shirts will be awarded to league winners according to the number of individuals listed on their final roster (max 16). Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

#### **LEAGUE POLICIES:**

- Team Captains are responsible for the complete payment for all league fees.
- Team Rosters must be filled out completely and turned in by first game. Additions and changes to the Roster are permitted up to the start of a team's third played game of the season.
- If a team is not prepared to play at its designated game time and/or does not have the minimum number of players at the designated game time, the game will be declared a forfeit. There will be no grace period prior to a forfeit being declared.
- If a game is stopped due to dangerous weather conditions prior to the beginning of the second half or prior to a previously designated point, the game will be replayed in its entirety. If a game is stopped thereafter, it will be considered a complete game and the score will stand. There is no requirement that each team have the same amount of offensive series before the game is stopped.
- Any excessive verbal or physical activity will result in an unsportsmanlike conduct penalty. This rule applies to players, managers and coaches on the field and on the sidelines.
- Fighting or obscene language will result in an automatic ejection from the league with no refund of payment. Unsportsmanlike behavior will not be tolerated.

**ABSOLUTELY NO ALCOHOLIC BEVERAGES OR DRUG USE ARE ALLOWED ON THE FIELD. Any player using drugs or alcohol in the playing area, the parking lot, before, or during the games will be ejected from the league with no refund of payment. THIS RULE WILL BE STRICTLY ENFORCED**

#### **IMPORTANT NOTES:**

**Game time is forfeit time. There is no grace period!** The scorekeeper on site will keep the official time.

There is no other official time.

For rainouts and Inclement weather questions, team managers or coaches may call 458-0142. A recording will be available **after 4 PM** the day of the game.

**Games in the process of play that are cancelled due to weather or poor field conditions will be considered final if the first half has been completed. The team leading at the end of the first half will be awarded the win. Games called before the first half is complete will be postponed and made up on another date.**

**Initial rosters must be turned in to the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted. Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.**

Final rosters are due before the third played game. If not turned in, the Athletics Office will consider the initial roster as the final roster. No player will be eligible to play until they sign a roster.

Each team coach or manager is responsible for discovering the dates and times of rescheduled games.

**AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!**

**Team Packets will not be mailed. They will be issued to coaches/managers at the registration desk at the time of registration. Packets will include rules and roster sheets. Game schedules will be available on line once registration has closed. Games will begin the week of August 23.**

**Weekly Schedule and Standings**

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and flag football standings. The standings are updated weekly as scores and results are received.

# Kickball

***NOTE:** To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime*

**ELIGIBILITY:** Teams will consist of individuals that have reached the age of eighteen (18) years old prior to May 1st of the current season.

**CLASSIFICATION OF LEAGUE:** Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous Season performances.

**PENALTY:** ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

## **ROSTER:**

1. Team rosters will be limited to a maximum of twenty (20) players.
2. The first twenty players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter shall be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own hand writing will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. **Initial rosters must be turned in to the Athletics Office prior to the start of your first scheduled game. Original rosters must be turned in; no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletics Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game**. If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.

11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season and tournament games.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

**PENALTY: ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.**

**SIGN-IN SHEET:**

1. A sign-in sheet will be available from the scorekeeper before each game. The umpire/official will not seek out a player or coach to secure signatures on the sheet.
2. A team must have 4 men and 4 women (8 eligible players) ready to play at their scheduled game time or at the start of their game in the event the preceding game runs late. **THERE IS NO GRACE PERIOD!**
3. Players must sign the sign-in sheet in their own handwriting prior to participation in a game. Failure to have at least (8) eligible players ready to play by scheduled game time will result in automatic forfeit.
4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

**PENALTY: ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.**

**EQUIPMENT:**

1. **Metro parks will not provide team shirts.**
2. Base line for men and women will be 65'.
3. **NO METAL CLEATS.**
4. Uniforms are not required, but team T – Shirts are suggested.
5. Metro Parks will provide kickballs.

**GAME:**

1. **All league games will be 7 innings in length or on a 55 minute time limit which ever comes first. No new inning will start after fifty-five (55) minutes has expired. Clock starts at game time as soon as the umpire/official calls the teams to the field. It is coach's**

- responsibility to get start time from umpire/official. Umpire/officials time is the official time.** If a game is tied at the end of seven (7) innings or at the end of fifty-five minutes of play, the game continues until the winner is determined.
2. Games will start promptly at the scheduled game time. EXCEPTION: When a game runs late, the next game will start immediately upon conclusion of the preceding game. **GAME TIME IS FORFEIT TIME! THERE IS NO GRACE PERIOD.** The umpire/official on site will keep the official time. There is no other official time.
  3. No infield practice will be allowed after scheduled game time.
  4. Every league will be structured for each team participating to have a minimum of 6 (fall season) or 8 (summer season) games.
  5. Each player will have four (4) rolls to kick. Three (3) fouls and the player will be ruled out.
  6. Ball is considered in play until roller has ball in his/her possession at the rollers mound.
  7. Every player (**16 max**) who is signed in to play on the team must kick. The line up must alternate between male and female throughout at all times.
  8. Ten players may play defense as long as it is an equal number of men & women. **There may be more women than men but never more men than women playing in the field.**
  9. Bunts are allowed by **WOMEN ONLY!** MEN will not be allowed to bunt. Bunt must travel past the bunt line on the field (30 feet arc).
  10. All defenders must stay behind the rollers mound until ball is kicked. Failure to do so will result in the kicker being safe at first (1st) base and runners advancing one (1) base.
  11. Ball being thrown out of play all runners will advance one (1) base only.
  12. Runners must stay within baselines. Fielder must stay out of baselines. Runners hindered by any defender at discretion of the umpire will be deemed safe.
  13. Runners may not lead off the base or steal. If runner is off base when the ball is kicked fair or foul he/she will be out.
  14. Runners wishing to advance on a caught fly ball must tag up before advancing. If runners leave the base early, he/she will be called out.
  15. **HITTING A RUNNER WITH THE BALL ABOVE THE SHOULDERS IS NOT ALLOWED. ANY RUNNER HIT ABOVE THE SHOULDERS IS SAFE AND ADVANCES ONE (1) BASE. ANY RUNNER WHO DUCKS HEAD OR USES HEAD TO BLOCK THE BALL WILL BE CALLED OUT. ANY PLAYER WHO INTENTIONALLY THROWS A BALL AT ANOTHER PLAYERS HEAD WILL BE KICKED OUT OF THE GAME. REPEAT OFFENDERS WILL BE KICKED OUT OF THE LEAGUE.**
  16. Standings will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss.
  17. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) best record against teams with the same amount of points; b) least amount of runs allowed vs. teams with same amount of points.
  18. The team manager / coach are responsible for contacting the Athletic Department for game times, tournament schedule, rainouts, rescheduling of games, etc. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS OR DAYS OTHER THAN REGULAR LEAGUE DAYS!! IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING RAIN-MAKE UP DATES.**
  19. There are three run rules for Metro Park leagues. They are:

- Ten (10) runs after five (5) innings
- Fifteen (15) runs after four (4) innings
- Twenty (20) runs after three (3) innings

### **PROTEST:**

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.
3. The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident. **FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.**
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISOUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

### **FORFEITS:**

1. **Game time is forfeit time.** There will be no grace period for forfeits. The umpire/official will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

### **CO-ED SPECIFIC RULES:**

1. The batting order will alternate the sexes. The batting order should never have two men batting in sequence. (A woman should always separate male batters.)
2. **There can never be more men than women on the field.**
3. **Men must only slide headfirst.** An out will be called on any male sliding feet first. It is suggested that experienced players only perform headfirst sliding.
5. **WOMEN ONLY are allowed to bunt! MEN are restricted from bunting.**
6. All players must wear shoes. Shoes with metal spikes are illegal. No shoes with detachable cleats that **screw on** are allowed; however, shoes with detachable cleats that **screw in** to the shoes are allowed.

7. There are no Co-Ed defensive positioning requirements. The only restriction is that there should never be more men than women in the field at any time. **Providing a catcher is optional as long as the kicker is willing to retrieve and return the ball to the pitcher.** If a kicker stops the pitched ball with his or her foot in an effort to return the ball to the pitcher, the umpire will charge the kicker with a foul ball. If a kicker decides to take the pitch, please stop the ball with your hands or let it hit the back stop.

### **DISCIPLINE:**

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that player, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

**1. Ejection from a game will result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

### **MANAGER DUTIES:**

1. It will be the duty of the team manager to see that all contracts, roster changes, and other documents concerning his/her players or team are filed as required by the Athletic Department.
2. The manager has the responsibility to keep players informed of all rules.
3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS OR ALTERNATE NIGHTS OF THE WEEK. GAMES MAY TAKE PLACE AT ALTERNATE FIELDS IN ORDER TO GET RAINOUTS COMPLETED.**

#### **UMPIRES:**

1. Only the umpires have the authority to call a game off due to the conditions of the field or inclement weather. **Games in the process of play that are cancelled due to weather or poor field conditions will be considered final only if the home team is leading after 3 ½ innings or which ever team is ahead after 4 completed innings of play.** Any game that falls short of this will be suspended and teams will pick up where they left off at a later time that will be determined by the athletics office.
2. The Athletic Department will assign umpires and scorekeepers.

#### **TOURNAMENT QUALIFYING:**

##### **SPRING LEAGUES:**

- Leagues with 7 or more teams the **TOP 4 TEAMS QUALIFY**
- Leagues with 6 or fewer teams **ALL TEAMS QUALIFY**

##### **FALL LEAGUES:**

- **ALL TEAMS QUALIFY**

#### **AWARDS:**

A team trophy will be awarded to the league winner and the league tournament winner (if there is a tournament). A tee shirt will be awarded to every participant up to a maximum of 15 to league champions. Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

#### **IMPORTANT NOTES:**

Players may be required to present a picture ID at the game site in order to verify eligibility.

**Game time is forfeit time. There is no grace period!** The umpire/official on site will keep the official time. There is no other official time.

For Rainouts and Inclement Weather questions, team managers or coaches may call 458-0142. A recording will be available **after 4 PM** the day of the game. If it is not raining at the time the athletics office closes at 5 pm, game cancellations due to poor field conditions or weather will be decided at the field by the umpires.

**Initial rosters must be turned in to the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted. Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.**

Each team coach or manager is responsible for discovering the dates and times of rescheduled games.

**AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON ALTERNATE DATES AND FIELDS.**

Team schedules, memos, roster sheets, and rules have been made available to download and print under the kickball link. Coaches and players can access the link by going to <http://louisvilleky.gov/metroparks/recreation/athletics>.

**WEEKLY SCHEDULE AND STANDINGS:**

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and kickball standings. The standings are updated as scores and results are received.

# Softball

**NOTE:** *To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime.*

**ELIGIBILITY:** Teams shall consist of individuals that have reached the age of eighteen (18) years old prior to the current season.

**CLASSIFICATION OF LEAGUE:** Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

**PENALTY:** ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FORFEITED.

## **ROSTER:**

1. Team rosters will be limited to a maximum of twenty (20) players.
2. The first twenty players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter shall be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own hand writing will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. Initial rosters **must be turned in to the Athletics Office or to the Metro Parks representative working your field prior to the start of their first scheduled game.** Original rosters must be turned in; **no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletic Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game.** If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.** If a player plays on two teams and those teams go to the Louisville Metro Tournament, he/she must declare which team they will be playing with to the athletics office before the tournament begins (applies only when both teams are in the same division of the Metro City Tournament). If the player does

not declare a team, the first team that he/she played for in the Louisville Metro tournament will be that player's team. **A player may not join another team after his original team is eliminated.**

9. Any player released from a team may not rejoin that team or join any other team in the same league.

10. Team manager must sign releases.

11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season. Players will be required to show picture ID in order to participate in the Louisville Metro Tournament.

12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.

13. The coach or team manager is responsible for verification of the eligibility of team members.

**PENALTY: ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.**

#### **SIGN-IN SHEET:**

1. A sign-in sheet will be available from the scorekeeper before each game. The scorekeeper will not seek out a player or coach to secure signatures on the sheet.

2. A team must have at least nine (9) eligible players ready to play at their scheduled game time or at the start of their game in the event the preceding game runs late. **Co-Ed teams may have 4 women to start game. THERE IS NO GRACE PERIOD!**

3. Players must sign the sign-in sheet in their own handwriting prior to participation in a game. Failure to have at least (9) eligible players ready to play by scheduled game time will result in automatic forfeit.

4. Coaches or team managers may list all players on the sign-in sheet. However, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**

5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

**PENALTY: ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.**

#### **EQUIPMENT:**

1. Each team must furnish their team's equipment (bats, gloves, balls, etc.). Each team will provide and hit their team's ball for each game. Each team must also have replacement balls in case a ball is lost or hit out of play.

2. Base line for men and women will be 65'.
3. Ball size for women's league will be 11". Ball size for men's league and co-ed league will be 12". **The balls cannot be more than a .52 core/ .300 Max Compression**
4. Any bats deemed illegal by ASA will be deemed illegal in Metro Parks' leagues. Any player using an illegal bat will be ejected from the game.
- 5. NO METAL CLEATS.**
6. Uniforms are not required, but team T – Shirts are suggested.

#### **GAME:**

1. **All league games will be played on a fifty-five (55) minute time limit. No new inning will start after fifty-five (55) minutes has expired. Clock starts at game time as soon as umpires call teams to the field. It is coach's responsibility to get start time from scorekeeper. Scorekeeper's time is the official time.** If a game is tied at the end of seven (7) innings or at the end of fifty-five minutes of play, the game continues until the winner is determined.
2. Games will start promptly at the scheduled game time. **EXCEPTION:** When a game runs late, the next game will start immediately upon conclusion of the preceding game. **GAME TIME IS FORFEIT TIME! There is no grace period.** The scorekeeper on site will keep the official time. There is no other official time.
3. No infield practice will be allowed after scheduled game time.
4. Every league will be structured for each team participating to have a minimum of six (fall) or eight (summer) scheduled games depending on the season. Each league presents the opportunity for two teams from that league to advance to the Louisville Metro Tournament.
5. Each batter will enter the game with a "1 ball, 1 strike" count.
6. The batter is out after a third strike, including a foul ball that is hit after two strikes.
7. Substitutions: Any of the starting players (including an EP) may be substituted or replaced and re-enter once, provided the players occupy the same batting positions whenever in the line-up.
8. In the event of an out of the park home run, base runners are not required to run bases. The batter will also be credited with a run without running the bases or touching first.
9. Standings will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss.
10. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) best record against teams with the same amount of points; b) least amount of runs allowed vs. teams with same amount of points.
11. The team manager / coach are responsible for contacting the Athletic Department for game times, tournament schedule, rainouts, rescheduling of games, etc. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES CAN / WILL BE RESCHEDULED ON DAYS OTHER THAN THE ORIGINAL DAY THAT YOU SIGNED UP FOR IN ORDER TO COMPLETE SEASONS IN A TIMELY MANNER. IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING RAIN-MAKE UP DATES.**
12. The Extra Player (E.P.) is similar to the Designated Hitter (D.H.) rule. The Extra Player is included in the batting order like a Designated Hitter, but they are also eligible to play on defense without making a formal substitution.
13. There are three run rules for Metro Park leagues.
  - Ten (10) runs after five (5) innings

- Fifteen (15) runs after four (4) innings
- Twenty (20) runs after three (3) innings

### **PROTEST:**

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.
3. **The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident. FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.**
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISOUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

### **FORFEITS:**

1. **Game time is forfeit time.** There will be no grace period for forfeits. The umpire will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, taunting, persistent questioning of officials calls, or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion can declare the game a forfeit.

### **RULES:**

1. All games are to be played according to **ASA Softball Rules** unless otherwise stated in Metro Parks rules.
2. For any outfield-fenced field, there will be a home run limit of five (5). Any home runs hit in excess of five will be an out.
3. **The Athletic Department reserves the right to make any changes in the established rules, as it deems necessary.**

### **EXTRA-PLAYER RULE (EP)**

1. Using an extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game.
2. If an EP is used, all 11 (12 for Coed) on the starting lineup must bat and any 10 of those may play defense. Defensive positions may be changed, but the batting order must remain the same.
3. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter in the same batting position.

### **CO-ED SPECIFIC RULES:**

1. The batting order will alternate the sexes. In the event that there are more women than men in the lineup, the batting order should never have two men batting in sequence. (A woman should always separate male batters.) You can not bat (11) eleven players, either (10) ten or (12) twelve with an equal number of men & women.
2. Co-ed play will use a 12-inch softball.
3. **Men must bat opposite their normal hand.** However, the pitcher may turn them around if he or she chooses. Once the opposing team has requested a batter to change hands that batter must remain changed for the entire game. The opposing team cannot request a return to the batter's opposite hand.
4. A team can play with 9 players (women and men) defensively and offensively, but with **NO** more than 5 men. If a team starts with 4 women, they must take the automatic out for the men batting back to back.
5. **Men must slide headfirst only.** An out will be called on any male sliding feet first. It is suggested that experienced players only perform headfirst sliding.
6. All players must wear shoes. **Shoes with metal spikes are illegal.** No shoes with detachable cleats that screw on are allowed; however, shoes with detachable cleats that screw in to the shoes are allowed.
7. If a man walks, intentionally or not, he takes two bases and the female behind him has the option of walking or hitting.
8. There are no Co-Ed defensive positioning requirements.
9. A team may bat as many as twelve (12) players, but any ten (10) can play defense at any time. **A team may not bat (11) eleven players.**

### **SPECIAL GROUND RULE:**

At Seneca Park, on fields #1 and #2 - if a ball is hit into the street, a ground rule triple will be awarded.

### **DISCIPLINE:**

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that players, coaches or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language, intoxication, unnecessary roughness, flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

**1. Ejection from a game will result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause will be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statues, and other local laws.

#### **MANAGER DUTIES:**

**1. It will be the duty of the team manager to see that all contracts, roster changes, player choice for tournament play, and other documents concerning his/her players or team are filed in a timely manner to the athletics office.**

2. The manager has the responsibility to keep players informed of all rules.

3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS OR ALTERNATE NIGHTS OF THE WEEK. GAMES MAY TAKE PLACE AT ALTERNATE FIELDS IN ORDER TO GET RAINOUTS COMPLETED.**

#### **UMPIRES:**

1. Only the umpires have the authority to call a game off due to the conditions of the field or inclement weather. **Games in the process of play that are cancelled due to weather or poor field conditions will be considered final only if the home team is leading after 3 ½ innings or whoever is a head after 4 complete innings.** Any game that falls short of this will be suspended and teams will pick up where they left off at a later time that will be determined by the athletics office.

2. The Athletic Department will assign umpires and scorekeepers.

## **TOURNAMENT QUALIFYING:**

**SPRING LEAGUES:** Leagues with 7 or more teams the **TOP 4 TEAMS QUALIFY**

Leagues with 6 or fewer teams **ALL TEAMS QUALIFY**

**FALL LEAGUES: ALL TEAMS QUALIFY**

### **AWARDS:**

1. A team trophy will be awarded to the league winner, tournament winner and runner-up. A tee shirt will be awarded to every participant up to a maximum of 15 to league winners. Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

### **IMPORTANT NOTES:**

For rainouts and inclement weather questions, team managers or coaches may call 458-0142. A recording will be available **after 4 PM** the day of the game. If it is not raining at the time the athletics office closes at 5 pm any game cancellations due to poor field conditions or weather will be decided at the field by the umpires.

**Initial rosters must be turned in to the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted. Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.**

**Final rosters are due before the third played game, no exceptions.** If not turned in, the Athletics Office will consider the initial roster as the final roster. No player will be eligible to play until they sign a roster.

Each team coach or manager is responsible for discovering the dates and times of rescheduled games. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!!**. Any bats deemed illegal by ASA will be deemed illegal in Metro Parks' leagues.

**Team schedules will be emailed. Schedules, rules, standings, roster sheets, and registration forms can be found by visiting the website below.**

### **WEEKLY SCHEDULES AND STADINGS:**

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and softball standings. The standings are updated every two weeks as scores and results are received.

# Volleyball

***NOTE:** To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime.*

**ELIGIBILITY:** Teams will consist of individuals that have reached the age of eighteen (18) years old prior to May 1st of the current season.

**CLASSIFICATION OF LEAGUE:** Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

**PENALTY:** ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

## **ROSTER:**

1. Team rosters will be limited to a maximum of fifteen (15) players.
2. The first fifteen players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter shall be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own hand writing will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. **Rosters must be turned in to the Athletics Office prior to the start of your first played game. Original rosters must be turned in; no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletics Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game**. If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.

11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

**PENALTY: ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.**

**SIGN-IN SHEET:**

1. A sign-in sheet will be available from the scorekeeper before each game. The umpire/official will not seek out a player or coach to secure signatures on the sheet.
2. This is a 6 on 6 co ed volleyball league. Teams must have three (3) males and three (3) females on the court at all times. Teams can play with a minimum of five (5) players. Teams that play with five (5) must have two (2) females on the court at all times, failure to do so will result in forfeit for an illegal lineup. More females than men on the court is allowed during play. Anything less than a legal five player lineup will be a forfeit.
3. Players must sign the sign-in sheet in their own handwriting prior to participation in a game. Failure to have at least (5) eligible players ready to play by scheduled game time will result in automatic forfeit.
4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

**PENALTY: ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.**

**EQUIPMENT:**

1. **Metro parks will not provide team shirts.**
2. Rubber soled athletic/tennis shoes must be worn at all times.
3. Proper athletic attire must be worn at all times.
4. Uniforms are not required, but team T – Shirts are suggested.
5. Metro Parks will provide game balls.
6. Teams are encouraged to bring their own balls to warm up with. Metro Parks may have some warm up balls available.

## **GAME:**

1. All league games will use rally scoring.
2. Best two out of 3 sets constitutes a game.
3. The first two sets will be played to 25 points. The sets will be awarded to the team who reaches 25 points first and wins by two or which ever team reaches 30 first.
4. The third and final set will be awarded to the team who reaches 15 points first and wins by two or which ever team reaches 20 first.
5. Players may serve over or underhand as long as they are behind the service line when contact is made.
6. Each team gets one 45 second time out per set.
7. Blocking of the serve is not permitted.
8. Any ball that hits the ceiling on your team's side of the court is considered in play and can still be played. Any ball that hits the ceiling on the other team's side of the court will be called out.
9. Any ball that hits the walls or basketball goals will be called out.
10. **At least one hit must be made by a woman before the ball can be returned/hit back to the other team if hitting/touching the ball more than one time.**
11. Men **are not** allowed to spike the ball at the net. Men are only permitted to spike from behind the attack line.
12. Women **are** allowed to spike the ball at the net.
13. Men **are** allowed to play defense at the net and they can block.
14. Each team must rotate when appropriate. Going out of order will result in a sideout and a point for the other team. Players positioned in the back row must stay in the back row during play.
15. Standings will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss.
17. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) best record against teams with the same amount of points b) Most points scored against teams with the same amount of points.
18. **GAMES THAT ARE CANCELLED FOR WHATEVER REASON MAY BE PLAYED ON ALTERNATE DATES!! IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING MAKE UP DATES. EVERY EFFORT WILL BE MADE BY THE ATHLETICS OFFICE TO PLAY YOUR MAKE UP GAMES ON YOUR REGULAR DAY OF PLAY.**
19. Player substitutions are allowed at any time but only when the ball is dead.
20. Situations or scenarios that take place during play not covered in these rules will be governed and ruled upon according to the volleyball rules and regulations of the KHSAA.

## **PROTEST:**

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.

3. The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident. **FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.**
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISOUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

#### **FORFEITS:**

1. **Game time is forfeit time.** There will be no grace period for forfeits. The umpire/official will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

#### **DISCIPLINE:**

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that player, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, Coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

1. **Ejection from a game will result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case**

**and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

#### **MANAGER DUTIES:**

1. It will be the duty of the team manager to see that all contracts, roster changes, and other documents concerning his/her players or team are filed as required by the Athletic Department.

2. The manager has the responsibility to keep players informed of all rules.

3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit.

#### **AWARDS:**

Team tee shirts will be awarded to every participant up to a maximum of 15 to league winners. Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

#### **IMPORTANT NOTES:**

Players may be required to present a picture ID at the game site in order to verify eligibility.

**Initial rosters must be turned in to the scorekeeper working your game or the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted. Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.**

**Final rosters are due before the third played game, no exceptions.** If not turned in, the Athletics Office will consider the initial roster as the final roster. No player will be eligible to play until they sign a roster.

Team schedules, memos, roster sheets, and rules have been made available to download and print under the volleyball link. Coaches and players can access the link by going to <http://louisvilleky.gov/metroparks/recreation/athletics>.

#### **WEEKLY SCHEDULE AND STANDINGS:**

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and Volleyball standings. The standings are updated as scores and results are received.