



Adult Kickball League Rules and Regulations

(Revised 3/3/2025)



grpinfo



#GNC_RecParks

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League Director

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I. Registration Procedures

A. Team Registration:

- a. **\$150 per team for all leagues** – Includes 10 regular season games and a single elimination post-season tournament.

B. Player Registration:

- a. In addition to the team fee, a participation fee of **\$20** (Greenville City Resident); **\$30** (Non-Resident) and player registration form are required for each member on the team roster which includes players, coaches, and managers.

C. Payment of Fees:

- a. Player fees can be paid online after the team fee deadline or in person at H. Boyd Lee Park.
- b. Please make checks payable to Greenville Recreation & Parks Department (GRPD).

D. Manager Meeting:

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration.
- b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

E. Refund/Credit Policy:

- a. GRPD will give partial or full refunds for the following reasons:
 - i. Classes/programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reasons on the part of the participant, and/or
 - iii. Participant is dissatisfied within the first two (2) meetings of a program and contacts GRPD staff within five (5) business days after the second meeting for a refund.
- b. Other valid reason for exiting programs will be considered for program credit. GRPD must be notified at least two (2) working days prior to class/program starting date in order for GRPD to be able to fill program vacancy.
- c. Senior Management must approve a refund or a credit for program or portion of programs deemed appropriate.
- d. Credits can be used only by participants or his/her immediate family members.

II. Manager's Duties

- A. It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to the Athletic Office as stated on the Kickball Deadline and Fact Sheet. Each team is required to register during assigned registration dates. Team managers are responsible for signing player registration forms to verify all players are on the correct team and of proper age.
- B. At the conclusion of registration, a mandatory organizational meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.
- C. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the GRPD Kickball Leagues.
- D. Meet with the official at home plate 5 minutes before the game starts to review rules or answer any questions. The person representing your team during this pre-game meeting will be the "designated manager" for the game and must handle any disputes.

- E. Managers are to see that all players are in proper uniform and stay in the dugouts; except when playing a defensive position, kicking, on deck, or base coaching.
- F. Each manager is responsible for their team and spectators conduct at and around the park. GRPD will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- G. It is the manager's responsibility to ensure the dugout is occupied by only players. Children and spectators are not to be in the dugout.
- H. Only the team manager should contact GRPD after 12pm, in case of inclement weather. Game status updates will be available by calling the weather hotline at 252.329.4299.
- I. Each manager is responsible for contacting GRPD concerning the rescheduling of games.
- J. Notify the Athletic Office of any changes of team manager contact information.
- K. Managers are to see that all players "check in" with the official 10 minutes before the scheduled game time. Game officials will have an updated roster each week and players must show photo I.D. to be considered eligible to play.
NOTE: Players arriving late must check in between innings and CANNOT be on the field until cleared by the game official.

III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper identification is required.
- B. Player registration fees and registration form must be on file with GRPD before the game in which he/she is to play.
- C. Each player will have the option to switch teams one time. The switch must be made before the third regular season game with the original team. The manager of the team the player is leaving must agree to the release in writing.
- D. Each roster is limited to 20 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament. Any player on the roster by the last regular season game in his/her league (includes rainouts) will be eligible for post-season play.
- E. Any GRPD representative, umpire, scorekeeper, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question.
NOTE: Failure to provide identification will result in a forfeit and player suspension. Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.
- F. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.

- G. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD code of conduct [SEE PAGE 10]; or playing while under suspension.
- H. **Uniform:** Every player on each team must wear a shirt of the same color with a screen-printed number; no duplicate numbers allowed. All uniforms must be complete by the beginning of the first game of the regular season. Officials will not allow a player without the uniform to play, and a team will forfeit if they do not have eight properly uniformed players.

IV. **Playing Rules**

All playing rules listed below will govern league play.

THE PLAYING FIELD

- A. The pitching distance is 42 feet.
- B. The bases are set at 60 feet.
- C. Kicking arc is 25 feet.

EQUIPMENT

- A. Official kickball (provided by GRPD) has a pressure of 1.5 pounds and is 10 inches in diameter.
- B. Athletic shoes are required. **NO METAL CLEATS** of any kind are allowed.
- C. Any equipment deemed by the official, as a performance enhancement must be removed.

THE GAME

- A. Each game shall last 7 innings or 50 minutes (the scorekeeper is the official timer). The clock starts as soon as the first pitch is thrown.
 - a. There is a 10 run per inning limit for all innings. **NO MERCY RULE.**
 - b. Games must begin at scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and umpires.
 - c. A new inning cannot be started unless there is one minute (60 seconds) remaining on the clock after the final out of the previous inning.
- B. **TIEBREAKER:** Games cannot end in a tie; therefore, the winner will be determined by placing the last kicked (batted) out on 2nd base with 2 outs and playing the game until a team wins.
- C. A team must have 8 (but no more than 10) eligible players on the field or in the dugout ready to kick (either offensively or defensively) to start the game. If at any time a team cannot field 8 eligible players, the game will result in a forfeit.
 - a. If a team “checks in” 8 players, they can add players to the bottom of the line-up any time during the game; **WITHOUT** penalty.
 - b. If a team at any time drops below 8 players, and has no eligible sub, the game will result in a forfeit.
NOTE: All teams must have a catcher behind home plate while playing defense.
- D. **Kicking Order:** The kicking order must alternate between genders. Line ups shall consist of 4 women and 4 men or 5 women and 5 men. However, the following shorthanded rule applies when playing with 9 players:
 - a. A game may begin or finish with no less than 8 players.
 - b. The vacant position for the missing sex must be listed last in the kicking order.
 - c. An out will be recorded when the vacant position in the kicking order is scheduled to kick.
 - d. At the plate meeting with the umpire prior to the start of the game the Team Manager is required to turn in their Kicking Order to the umpire.

- E. A grace period of 5 minutes will be allowed for all games from the scheduled start time. Teams must have 8 eligible players on the field or in the dugout prior to the grace period running out. If time is available, the teams can share the field for warm-up.
- F. Courtesy runners are not allowed, except for situations that fall under ADA rules.
- G. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 8 eligible players in the line-up (either offensively or defensively); if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with umpire(s) and refuses to continue the game, he/she will be ordered off the field. Failure to comply with the umpires could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss.
- H. If a team forfeits 3 games on different scheduled days or 2 Sundays (which totals 4 games), that team shall be removed from the league. **This includes call ahead forfeits.** All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.
- I. **Fielding:**
- Defensive players are allowed to wear gloves.
 - No player may field in front of the pitcher other than the catcher, and no player may advance past the 1st- 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
 - The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
 - If a defensive player touches a kicked ball inside the arc before the ball stops it is a live ball.
 - Defenders cannot kick the ball while in play. They may only stop it with their foot and proceed to pick it up and throw the ball.
- NOTE:** If a defender kicks the ball, each base runner will be awarded two bases from the previous base occupied.
- J. **Pitching:**
- The strike zone is 2 feet inside and outside of home plate.
 - A pitch must roll on the ground when passing over the strike zone.
 - Bouncing balls results in a ball.
 - The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to abide by this rule results in a ball.
 - A pitch outside the strike zone is a ball.
 - There are no restrictions on pitch speed.
 - Balls must be pitched by hand.
- NOTE:** If a player chooses to kick the pitch, the result of the kick is the call.
***EXAMPLE:** If a player chooses to kick a bouncing pitch, and gets called out running to first, that player is "out" and cannot re-kick due to a bad pitch.*
- K. **Strikes:**
- A strike is:
 - A pitch within the strike zone that is not kicked;
 - An attempted kick missed by the kicker inside or outside of the strike zone;
 - A foul ball is a strike;
 - A ball touching any part of the line is a strike.
 - Three (3) strikes is an out.

L. Balls:

- a. A ball is:
 - i. A pitch outside of the strike zone, as judged by the official, where a kick is not attempted;
 - ii. An illegal bouncing pitch;
 - iii. Any fielder or pitcher advancing on home plate before the ball is kicked;
 - iv. Any catcher crossing home plate before the kicker or failing to field behind the kicker.
- b. Three (3) balls walk the kicker to first base.

M. Kicking:

- a. A player's foot or leg must make all kicks.
- b. All kicks must be behind home plate. The kicker may step on home plate to kick. If one or more feet are in front of home plate at the time the ball is kicked, it is a strike and the kick is called back (if such a kick is caught on the fly, it is an out).
- c. No Bunting is allowed. A bunt is called an out.
- d. All kicked balls must go past the 25ft arc or be considered a bunt.

N. Foul Ball:

- a. A foul is:
 - i. A kick that goes foul prior to passing 1st or 3rd base & not touched by a player
 - ii. A kick landing in foul territory; beyond 1st or 3rd base.
- b. A foul counts as a strike.
- c. Three (3) fouls is an out.

O. Running:

- a. Runners must stay within the base line.
- b. No sliding or running into a fielder. Absolutely **NO** contact is allowed.
NOTE: The runner is out if the runner initiates contact or the runner is safe if the fielder initiates contact.
- c. Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
- d. No leading off or stealing. Runners can only advance after the ball is kicked. A runner off a base when the ball is kicked is out.
- e. Runners may tag-up after a kicked ball is caught by the defense to advance to the next base.
- f. Runners may overrun first base.
- g. If a ball is overthrown out of the playing field (into dugout, over the fence, etc.), the runner(s) advances one base.
- h. Running past another runner is not allowed. Any runner that passes a runner in front of them is out.

P. Outs:

- a. An out is:
 - i. Three (3) strikes, three (3) fouls, fouling with 2 strikes, or bunting;
NOTE: To be considered a bunt the ball must stop inside the bunt arc.
 - ii. Runner touched by the ball while not on a base & the ball is in play;
 - iii. A runner hit with the ball below the shoulders;
NOTE: Runners hit in the neck or head with the ball will not be out unless they were ducking to dodge the ball.
NOTE: Play stops and the ball is dead after hitting a base runner and being declared out. All other base runners, if more than halfway to the next base, should advance.
 - iv. A kicked ball (fair or foul) that is caught in the air;
 - v. A ball thrown to a fielder touching a base beats the runner who is forced to run;
 - vi. A runner off of his/her base when the ball is kicked;

vii. A runner who is physically assisted by a base coach during play.

Q. Play Ends:

- a. When the pitcher has the ball in control and on the mound;
- b. A runner intentionally touches or stops the ball (the runner is out);
- c. When a team scores 10 runs in an inning.
- d. When a runner is hit by a thrown ball and called out the play is dead and no runners can advance unless more than halfway to the next base.

R. Re-Entry: Any player may be substituted or replaced and re-entered **ONCE**, provided the players occupy their same kicking position in the kicking order.

NOTE: The starting player and their substitute may not be in the line-up at the same time.

S. Players/coaches are not allowed to smoke in the playing area (this includes the dugouts).

T. Alcoholic beverages will not be allowed at anytime on City property or properties used by the City of Greenville (includes parking lots).

U. If in the opinion of the umpire, League Director, or any GRPD Staff, a player has been drinking, they will be ejected from the game. If they do not leave sight and sound of the facility within 2 minutes the game will be forfeited.

NOTE: If any team is caught drinking alcohol on City property before their game, that day's game will be forfeited. If any team is caught drinking alcohol on City property after their game, their next scheduled game will be forfeited.

V. Any person using profane or vulgar language will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.

W. Ejections: A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers, see that the ejected player(s) leaves promptly.

V. Protests

A. Officials must be told of protests immediately before the next legal or illegal pitch is thrown so he/she can tell the other manager.

NOTE: Written protests must be in the hands of the League Director within 24 hours after the game is completed. A twenty-dollar (\$20) fee must accompany each protest. If the protest is upheld, the money is refunded, if not, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire (Judgment Call).

VI. Tournament

A. The league will have a post-season single elimination tournament that will begin at the conclusion of the regular season/ rain make-up games. It is the manager's responsibility to pick up schedules or call the Athletic Office following the regular season and/rain make-up games.

B. Seeding in the tournament will be determined by the regular season standings. In case of a tie for the regular season, tournament seeding will be based on (ranking order):

1. Head-to-head match-ups between the tied teams; if still tied
2. Run differentials will be used; if still tied
3. Defensive runs allowed will be used; if still tied

4. There will be a coin toss by GRPD staff to determine seedings.

NOTE: Should there be more than two teams tied at the end of the regular season and the schedule is not a perfect round robin, then Number 1 will be skipped, and we will start with Number 2. Once one team is seeded, the process will start over until there are only two teams left, in which we will go back to Number 1.

NOTE: Forfeits will be recorded as 7-0

VII. Awards

- A. Regular Season Champions will receive a team plaque.
- B. Post-Season Tournament Champions will receive a team award.

VIII. Ejections

- A. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.
- B. If any player is ejected from the game, he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

Possible actions include:

- One game suspension
- Multiple game suspensions and a meeting with the Athletic Staff
- Season suspension and a meeting with the Athletic Staff
- Indefinite suspension

- C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

Factors that may suggest a more lenient penalty include:	Factors that may suggest a harsher penalty include:
<ul style="list-style-type: none"> - First offense - Apparent desire to reform - Leaving sight and sound of facility within 2 minutes 	<ul style="list-style-type: none"> - Personal attack on GRPD staff - Failure to leave sight & sound of facility within 2 minutes - Violation of law

- D. **Ejection Review Process:** Within 48 hours of a player being ejected, the Athletic Staff will initiate a review process consisting of:
 1. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This may include the site supervisor, game officials, and other players.
 2. After all information is gathered, the Athletic Staff will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual. GRPD has the authority to decide the severity of the situation.
 3. The player will be informed by the Athletic Staff of the penalty and at this time, a meeting with the involved player, their team manager and Athletic Staff may be scheduled.

IX. Inclement Weather

- A.** Games shall be postponed when GRPD determines the field to be unplayable. **Managers** should contact the Recreation & Parks Department AFTER 12pm, and players should contact their managers. Game status updates will be available by calling the weather hotline at 252.329.4299.
- B.** Team managers and players are encouraged to sign up for Rainedout.com that will notify them when games are canceled (standard text messaging rates will apply).
- C.** Managers need to make sure they have the official word from the umpire at the field or athletic staff that a game has been canceled. The original schedule will not be changed. Rained out games will be made up at the end of the regular season play, as much as possible.
- D.** All games stopped due to inclement weather will be played as a new game; **UNLESS** 4 complete innings (three and one half innings if the home team is ahead) have been played, in which the score stands.
- E.** The City of Greenville has developed the following inclement weather guidelines to ensure early response in various inclement weather situations. The National Weather Service issues weather advisories, watches and warnings to inform the public of inclement weather. Staff will stay attuned to these advisories and modify programs accordingly. Inclement weather judgment calls to cancel, suspend, postpone and resume are case by case depending on the forecast, radar development and visual observations of the sky. Should any of the following triggers occur causing undesirable and unsafe conditions; staff will alert the cancelation, suspension or postponement of an activity by using a whistle, air horn or megaphone. Participants, volunteers and other staff will be directed to a safe location until the threat or danger has passed and activities can resume.

Weather events include:

- Extreme Temperatures
- Severe thunderstorm watch or warning
- Lightning
- High winds
- A tornado sighting or warning

EXTREME TEMPERATURES

HEAT ADVISORIES

The heat index ranges issued by the National Weather Service range from little danger from heat; 65 ° - 81 ° too dangerous to health; 106 ° - 115 ° and above. High air temperatures and relative humidity distress individuals differently. Parents of children, adult participants and staff should take into consideration their own physical health conditions in making the decision to participate in an outdoor activity during a heat advisory. Proper hydration including the use of sunscreen, resting in shaded areas and wearing proper attire will be emphasized.

Action:

Staff will monitor heat index levels along with other weather-related variables to determine if an activity needs to be postponed.

WINTER WEATHER

Program modification may take place when temperatures are forecasted to be or fall below 40 degrees. Outdoor activities may be cancelled or moved indoors. If temperatures fall below 40 degrees during an activity, staff will monitor the situation and take action if necessary.

Action:

In the event of inclement weather involving snow and ice, program modification and a change to facility operating hours may take place. Any closings or adjustments to facility hours will be determined by the City

Manager or Director of Recreation and Parks. Decisions regarding cancellations or adjustments to programs can be made by Recreation staff.

SEVERE THUNDERSTORMS

Staff will monitor all available weather alerts issued by the National Weather Service, media and what is visibly seen and heard while outdoors. A severe thunderstorm can produce damaging winds up to 58mph with heavy downpours, and possible hail. There is a potential risk of flying debris, localized flooding, and lightning strikes.

LIGHTNING AND THUNDER

Program modification will take place when lightning is detected within 10 miles of the facility by radar, visual monitoring or if thunder is heard. Staff will monitor all available weather alerts issued by the National Weather Service, media and that is seen and heard while outdoors. Lightning is an electric spark discharge in the atmosphere, occurring within a thundercloud, between clouds, or between a cloud and the ground. Lightning is very dangerous and is accompanied by tremendous flashes and roars of thunder. Outdoor activities will be suspended when lightning is detected within 10 miles of the facility. The location of lightning can be determined by the NWS, a storm monitoring device and by counting time between thunder and lightning strikes. Once lightning is seen, count the number of seconds until you hear thunder. Divide the number of seconds by 5. The answer is distance in miles of the lightning. Therefore, 10 miles would be 50 seconds.

Action:

If lightning is seen, or thunder heard, immediately suspend outdoor activities. Seek shelter* immediately and avoid trees, canopies, or tents. No activity will resume until there is no less than 30 minutes from the last strike or from the last sound of thunder is heard. Staff will keep track of time to ensure activities are not resumed until it is safe. Once the threat and danger has passed staff will announce that it is safe for the activity or event to resume.

People who have been struck by lightning do not carry an electric charge. Therefore, it is safe to perform CPR, if needed. Ideally, injured persons are moved into a safe shelter. Lightning-strike victims who show signs of cardiac or respiratory arrest need emergency help.

WIND

Program modification will take place when strong gusts of wind are detected by radar. Staff will monitor all available weather alerts issued by the National Weather Service, media and take initiative to secure loose objects to prevent objects from becoming airborne projectiles.

Action:

In conditions of winds reaching 58 MPH or higher (according to NWS weather reports) outdoor activities are to be suspended. All participants and staff will be advised to immediately seek cover indoors or in an enclosed vehicle away from trees or areas where things can become airborne. Once the threat and danger has passed staff will inspect the area to ensure it is safe and announce that it is safe for the activity or event to resume.

TORNADO WARNINGS & WATCHES

A **Watch** means there is a potential for a Tornado, or the Tornado exists and a **Warning** means it is happening or very likely to happen. Program modification will take place when a tornado warning is issued. Staff will monitor all available weather alerts issued by the National Weather Service and media. Immediate action will be taken to safeguard the health and well-being of all individuals in the immediate area.

Action:

When a tornado warning is issued within Pitt County, outdoor activities will be suspended. Staff will advise all participants, staff and spectators to immediately move indoors and seek shelter*. Participants and staff will be directed to an area indoors away from windows and doors. Staff will continue to monitor the location of

the tornado and prepare participants to respond. Large gym areas will be avoided at this time. Staff will instruct participants to get under a heavy piece of furniture or inside interior closets if the tornado threatens the immediate area. Participants and staff will assume the protective position by squatting low to the floor and covering their head. Children, visitors and participants may need guidance to prepare for a tornado. Never remove a person from a wheelchair. Have them bend over safely and put their hands over their head. Once the threat and danger has passed staff will check the health and well-being of all participants, contact EMS if there are injuries, access damage and guide participants to safety.

SHELTER*

Shelter is defined as an ideal safe structure or fully enclosed building with plumbing, telephone and electrical service, which aid in grounding the structure. A fully enclosed automobile or school bus with all of the windows rolled up is a reasonable shelter, although care must be taken to avoid contact with any metal inside the vehicle. Golf carts and convertible cars are not safe shelters. Dugouts and golf shelters are not safe shelters and are not grounded for the effects of lightening.

Avoid the use of shower facilities for shelter and do not use showers or plumbing during a thunderstorms electrical current from lightning can enter the building through plumbing connections. It is also unsafe to stand near utilities or use a landline telephone during a thunderstorm because of the risk of the current traveling through the lines. Cellular and cordless telephones are considered to be safe.

If a suitable safe shelter is not available, it is best to avoid tall objects (trees, light poles, etc) that allow lightning an easy path to the ground. It is important to avoid being the tallest object. In an open field, people should crouch with their legs together, the weight on the balls of their feet, arms wrapped around their knees, and head down with their ears covered. The person should minimize contact with the ground and should not lie flat.

GREENVILLE RECREATION & PARKS DEPARTMENT
“CODE OF CONDUCT CONTRACT”
ADULT KICKBALL LEAGUE

All kickball players and coaches shall be guided by the following:

1. No player or manager shall refuse to abide by an official’s decision.
2. No player or manager shall be guilty of objectionable demonstrations of dissent at an official’s decision.
3. No player, other than the manager shall, discuss with an official in any manner, the decision reached by an official.
4. No player shall be guilty of using unnecessary rough tactics in the play of the game against the opposing team.
5. No player or manager shall at any time, lay a hand, push, shove, strike, or threaten to strike an official.
6. No player or manager shall be guilty of verbal abuse upon any official for any real or imaginary wrong decision or judgment.
7. No player or manager shall be guilty of aggressive behavior or physical attack as an aggressor upon any player, official, or spectator.
8. No player or manager shall be guilty of allowing team spectators to heckle any official, scorekeeper, or facility supervisor. It will be the manager’s responsibility to control team spectators. If the manager cannot control their spectators, he/she may obtain assistance from GRPD staff.

A player who is ejected from a game will be required to leave sight and sound of the facility within **2 minutes**. If a player fails to leave after an ejection, the game will be forfeited by the officials. Managers should see that your player leaves promptly.

If any player is ejected from the game for unsportsmanlike conduct, he/she shall be automatically suspended for a minimum of **ONE** game, pending review from Athletic Staff, as well as be in jeopardy of being suspended from the league.

If said player is ejected a **second time**, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department **indefinitely**, pending review by GRPD staff.

This contract MUST BE signed.

SIGNATURE OF PARTICIPANT

DATE