Lakewood Recreation

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ADULT KICKBALL

2026

LAKEWOOD CITY SCHOOLS
COMMUNITY
RECREATION & EDUCATION
DEPARTMENT

COMMISSIONS AND LAKEWOOD RECREATION STAFF

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Lakewood Community Recreation and Education Commission (CREC)

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Authority of All Commissions
The Lakewood Community Recreation and Education Commission is the governing body of all amateur recreational athletics in the City of Lakewood. The Commission is officially appointed by the Lakewood Board of Education and they in turn appoint the sub-commissions for the respective programs. The Lakewood Community Recreation and Education Commission and its sub-commissions reserve the right to interpret any and all rules and situations and to require a formal hearing as a result of unsportsmanlike conduct. They further reserve the right to insert, delete or change rules at any time and may make decisions retroactive should it deem necessary for the good of the league.

REGISTRATION

1. **Open Registration Dates (May be subject to change)**

Summer Registration	Begins	April 1, 2026 (Returning) – April 30, 2026 (New)
	Ends	May 15, 2026
Fall Registration	Begins	July 1, 2026 (Returning) – July 15, 2026 (New)
	Ends	August 1, 2026

2. **Open Registration** - Once open registration has begun; teams will be accepted on a first come basis until the maximum totals of teams have placed an entry or until the registration deadline. If a team is accepted after the registration deadline, a late fee will be applied.

3. **Returning Teams -** Teams participating in the league in the year/season immediately previous to the current year/season will be accepted two weeks prior to and including the open registration date announced in the informational flyer.
Returning managers and/or teams with excessive ejections, suspensions and/or disciplinary action may not be accepted.

4. **To Register a Team -** Managers may register at the Recreation Department in person during office hours. Payment can be made by cash, check, money order, Discover, MasterCard or Visa. Upon registration, the manager will receive roster form. All team names are subject to approval by the Lakewood Recreation Department.

   Managers may also register online at **recreation.lakewoodcityschools.org** or by phone with either a Discover, MasterCard or Visa. If roster form is mailed to the manager, an additional fee may apply.

5. **Individual Registrations** will not be accepted (if you are not currently on a team).

6. **Adult Kickball Fees**

   A. Team Fees

	Entry Fee
Summer	$300
Fall	$300

   B. Individual Fees

Lakewood Resident	NO FEE-But must be registered on a team
Non-Resident	NO FEE-But must be registered on a team

C.	Forfeit Fee	$30
D.	Ineligible Player Fee	$30
E.	Missed Manager Meeting Fee	$25
F.	Late Roster Fee	$25

   All dates, times and fees are subject to change.

7. **Individual Registration (resident, non-resident fees)** - The following must be completed by the Roster Deadline (published on informational flyer):

   A. Individual player registrations meeting the minimum requirement for the league (indicated below). Individual players may register online, in-person, or by phone. Teams may also use the optional roster form to register players.

   B. Corresponding individual fees (See #6B, above).

8. **Minimum/Maximum Number of Players on Roster**

Minimum	Maximum
8	20

All teams must include two (2) Lakewood residents.

Teams must have the minimum number of players on the team roster with the roster filed with each player listed with the Lakewood Recreation Department before the Deadline. Failure to file roster and/or Player Add-On forms on or before the deadline may result in a late fee being assessed, or the team being dropped.

All rosters or Player Add-On forms and individual fees must be on file at the Recreation Department and paid before a team or player can participate in any game or appear on any line-up (practice/classification included). Penalty: Forfeit of game and forfeit fee assessed

9. Refund of Fees

A. 50% of the Team Registration Fee may be refunded if a team withdraws voluntarily or is dropped from the program BEFORE the entry fee deadline. Refunds will be issued to the receipted payee only (i.e. sponsors, etc.)

B. NO REFUND will be issued if a team withdraws voluntarily AFTER the entry fee deadline date, is dropped for failure to comply with rules (i.e. attending meetings, filing appropriate fees, contract cards, etc.), or if a team is dropped from the program for unsportsmanlike conduct, violating alcoholic beverage ordinances, etc.

***Individual player registration fee is not refundable or transferable.**

MANAGERS

1. Manager's Responsibilities

A. Must attend the pre-season organizational meeting to learn about league rules, policies and procedures, and to ask any questions.

B. Notify all team members of all playing rules, locations, game dates and playing times.

C. Obtain game schedules from the Lakewood Recreation Department.

D. Verify that each team member has completed the individual registration process prior to participating.

E. Keep the Lakewood Recreation Department fully informed about any change of contact information. Failure to do so immediately may be cause for suspension of manager and/or player.

F. File required form when there is a change of manager. Both old and new managers must sign a Manager Change Form.

2. **Manager's Code of Conduct -** By signing the roster as manager of a team within the Lakewood Recreation Adult Kickball League, I agree to abide by the following:

   A. I will control all players at all times before, during and after all games.

   B. I will ensure that all team members obey the officials at all times.

   C. I will accept responsibility for any and all indebtedness incurred by my team.

   D. I will abide by all rules and regulations set forth by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Lakewood Recreation Department.

   E. I will treat all game officials with respect and professionalism.

   F. I will not allow children and/or spectators on the team bench.

PLAYERS

1. **Age Limits –** All players must be 18 years of age or older.

2. **False Information -** All managers are advised that a routine check will be made of all rosters for false information including Lakewood addresses. Players may be required to furnish proof of legal Lakewood residence. Anyone found giving false information on a roster will be required to pay the difference between resident and non-resident fee. Games participated in may be forfeited and forfeit fee may be levied on offending team and/or the team may be dropped from the league. Living with a friend (temporarily) is not considered a legal Lakewood residency. In this case, adopting a new residence with a friend must be coupled with proof of abandoning old residence.

3. **Adding/Releasing Players -** Players may be added and released up to and including the third Friday in June (summer) or 4th Thursday in September (fall) by filing a release card or contract card at the Lakewood Recreation Department. All teams must maintain minimum number of Lakewood residents and minimum number of players required. (See "Team Roster" for minimum and maximum number of players.)

   Due to the number of participants in our program, no special scheduling accommodations will be possible for players playing on more than one team or sport.

4. **Playing on More than 1 Team** - Players may play on one team per division, per season. Participants are able to play on one team in the Thursday and/or Friday leagues (Spring / Summer).

5. **Youth and Adult Leagues** - No player may participate in any Youth League and an Adult League concurrently. Violation – Forfeit of all games participated in and forfeit fee.

6. **"On-Field" Player Limits**
   A. Must field a minimum of 8 players to start; 10 maximum.
   B. Must be a minimum of 4 players of each gender.

7. **Short Handed Rule** - All teams must begin a game with the required minimum number of players. If a player leaves a game for any reason other than ejection, the team may continue and end a game with one less player than required.

   If the player leaving the game is a runner, the player recording the last out in the line-up may replace said runner. In co-ed divisions, the player of the same gender recording the last out in the line-up may replace said runner.

   When the player who has left the game is scheduled to bat, an out shall be declared each turn at bat.

   The player who has left the game would be allowed one re-entry. That player may return even after missing a turn at bat.

8. **Identification of Players -** Each player is required to carry personal identification which must be provided upon the request of game officials, recreation staff or commission members.

   Failure to present proper identification upon request will prohibit player from further participation in game and will be cause for forfeit of game and forfeit fee assessed. Proper ID includes a valid driver's license, State of Ohio official identification card or Passport. Contract cards are not sufficient identification, except as noted in "Alternative Forms of Identification".

   Team manager may elect to have the player ID's photo copied by the Lakewood Recreation Department. The copies will have the Lakewood Athletic Commission seal placed on them, and may be used if a valid player identification should an on-field challenge be made.

   Players, managers or friends cannot go home to get identification. Identification credentials must always be present at game site.

   See "Protests on Eligibility" for information regarding identity challenges.

9. **Alternative Form of Personal Identification** - The Lakewood Community Recreation and Education Commission has adopted an alternative form of personal identification which may be used in place of one of the above forms of approved identification.

   As a service to players who's ID has been lost or stolen, the Recreation Department will prepare a temporary form of identification consisting of the following:

   A. Valid Lakewood Player Contract Card for the current season.
   B. Social Security Card
   C. Current Photo ID from college or place of employment.

   For a $5 fee this information will be assembled into an ID with the Lakewood Athletic Commission seal stamped on form.

   This new ID will be recognized as acceptable identification by all game officials for all sports in identification challenge situations, and will be valid for a period of 1 week in order to provide players enough time to obtain a new driver's license, state ID, etc. Players will be given a copy for their use, with the original identification document kept on file in the Recreation Department. This special Recreation Department ID is valid only for use in Lakewood Recreation Department Athletic programs, and may be obtained only during regular business hours.

10. **Protest on Eligibility** - Two identification challenges are allowed per team (2 players) per game. The ineligible player must be identified during the game in question BEFORE the 5th inning of the game. Exception: Player is added to the line-up during or after the 5th inning. The request for identification of an allegedly ineligible player must be made to the game officials.

    In seeking identification of any player, the manager must approach the officials of the game and request identification check as per above. The game officials will immediately notify the manager of the challenged player's team of the request. It is the responsibility of the manager to ensure that the player produces proper identification before that player leaves the field. The officials will verify the identity of the player in question and must note the request for an ID check and the results of that check on the score sheet.

    The challenged player must provide identification to game officials immediately upon request. All managers are held responsible that requests by game officials before, during or after any game for the identity of any player on his team be honored immediately.

    Any player who refuses, or fails to present proper identification as requested by game officials shall be disqualified from that game only and game will be forfeited with a forfeit fee assessed. In the case that the player is found to be ineligible, suspension of the manager and/or player could result.

    Manager may check contract eligibility of own team members with Lakewood Recreation Department at any time during regular office hours.

    The Lakewood Community Recreation and Education Commission or its sub-commissions will not consider a protest on the eligibility of a player if the above rules are not adhered to. Rosters, contract cards and lineups will be screened for ineligible/suspended players. All games ineligible/suspended player participated in will be forfeited and a forfeit fee will be assessed.

11. **Suspended Players** - Players/managers suspended by the league or commission are not permitted to participate in any game, in any way under any condition and not permitted at any game site during the suspension. This rule prohibits umpires from accepting mutual agreements between contesting managers, regarding the use of ineligible or suspended players/managers.

    Prior to registering a team, managers must screen their team for any suspended player(s). Manager should not sign contracts for suspended players. A list of suspended players is available at the Recreation Department and will be furnished to each manager at the time the entry fee is paid.

    A suspended or ineligible player's name must not appear on any roster or lineup. All games ineligible/suspended player participated in will be forfeited and a forfeit fee may be assessed.

12. **Players Code of Conduct** - By signing a roster as a member of a team within the Lakewood Recreation Adult Kickball League, I agree to abide by the following:

    A. I will accept all judgments by game officials and agrees to abide by all league rules.

    B. I will accept all rulings or decisions made by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Recreation Department.

    C. I will control myself at all times before, during and after all games.

    D. I will obey the officials at all times.

    E. I will accept my share of the responsibility for any and all indebtedness incurred by my team.

    F. I will abide by all rules and regulations set forth by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Lakewood Recreation Department.

    G. I will treat all game officials with respect and professionalism.

    H. I will accept my responsibility to request that I be released from my team should I move away, are injured and cannot participate, or quit a team for any other reason. Otherwise I understand that I would have an obligation to fulfill, which may include financial debts, etc.

UNIFORMS

1. All jerseys must be the same color, same shirt style and have the same style number. A minimum 6" number must be on the middle of the back of all uniform jerseys. (No tape or magic marker numbers.) Penalty: Forfeit (See Forfeit Options)

2. Altering of jersey by ripping off sleeves or at the midriff area will not be permitted and may be a basis for forfeiting the game. Switching of jerseys or duplicate numbers are not permitted. The 2nd player listed on the lineup with a duplicate number will be disqualified for the remainder of the game.

3. Steel cleats are prohibited in all Divisions

4. Uniforms are not required for the Fall Season.

Each player must be in uniform by the first percentage game of the season. No note or excuses accepted from supplier. Penalty: Forfeit (See Forfeit Options)

EQUIPMENT

1. **Game Balls** – A 10" red rubber kickball (playground ball) will be provided by the program.
2. **Bases** – 4 "throw down" bases are provided.

SCHEDULING/DIVISION CLASSIFICATION

1. **Division Classification** - Upon team registration, managers must indicate the division in which they wish to play based upon ability. This is in the case that the league is large enough to separate into "Higher" and "Lower" divisions.

   The Lakewood Recreation Department will determine to the best of its ability if teams are in the proper classification. **The Recreation Department reserves the right to reclassify teams any time to a more appropriate level of competition**. In the Adult Kickball program, teams may be equally placed in divisions to allow for play between as many different teams as possible.

2. **Scheduled Time** - Teams must be prepared to play at the scheduled game time. Penalty: Forfeit (See Forfeit Options)

   On special occasions (weddings, etc.) that may conflict with a team schedule, (except during elimination/play-off games) requests to not be scheduled must be made in writing by the manager 3 weeks in advance of the schedule being distributed and must be approved by the Recreation Department.

   During elimination/play-off games, special dates and times will not be honored. All teams in all leagues must be prepared to play on a daily basis and on short notice (24 hours) throughout the week. Season guides or set days may not be followed during elimination/playoff games.

3. **Season End Dates** – As a guideline, regular season games for the Lakewood Recreation Summer Adult Kickball League should be completed by the 1st Friday in August. This date is set as a guideline and may change in situations where there are a large number of rescheduled games, etc. Other alterations to a season may include:
   A. Eliminating make-up games that do not affect percentage championships.
   B. Limiting the number of teams that will participate in playoffs.
   C. Eliminating playoffs and naming a season champion only.
   D. Postponing playoff games to the next season.
   The Lakewood Recreation Department will try to do everything possible to ensure that teams will be able to play the maximum number of games allowed. These dates and procedures have been put into place to be used in extreme situations only.

4. **Schedules** - Copies of the schedule are available at the Recreation Department and posted on **recreation.lakewoodcityschools.org**. As a courtesy, game schedules will be emailed to all managers. It is the manager's responsibility to obtain a schedule. Copies of the schedule will be available at the Recreation Department within a reasonable amount of time prior to the scheduled games.

   Managers are responsible for informing team members of game dates and times. Game schedules WILL NOT be given over the phone.

   In case of short notice, managers will be called and/or the information will be available on the Lakewood Recreation Hotline at 216-529-4117 or the Lakewood Recreation website **recreation.lakewoodcityschools.org.** Please see the back of the Rulebook for more information under Hotline or Inclement Weather.

   For all leagues: The 2nd team listed on the schedule will be the home team.

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PLAYOFF GAMES/FINAL STANDINGS

1. Final Standings Procedure

Ties for Regular Season

i) Record of won and lost against each other in percentage play

ii) If each team has won and lost equal games, then:
Total runs scored against each other

iii) If this also remains equal, then:
Most team runs for entire season

2. **Playoff Games** - The Playoff Tournament will be played in a single-elimination format. Regular season time limits will be adhered to.

During playoff games, all teams must be ready to play on a daily basis. Season guides or set days are not always followed during the playoffs.

Standings of all teams as of and including the final regular season games will determine seeding in the playoff brackets, which will be mailed shortly thereafter.

SEASON AWARDS

Regular Season Champion – Plaque & T-shirt

Playoff Champion – T-shirt
A credit can be issued in leu of t-shirts

OFFICIALS

Umpire assignments are made by the Lakewood Recreation Department staff. Games will be officiated with 1 umpire.

Umpires failing to enforce all Lakewood Recreation rules may be subject to disciplinary action.

1. Umpire's Responsibilities

A. The umpires will be in charge of the game at all times.

B. The umpire will review the ground rules before each game with the managers of each team. Managers should inform their players of ground rules.

C. In all disputes, only the manager will be allowed to discuss the situation, in a respectable manner, with the umpire.

D. The umpire is required to file an ejection report on any player or manager that has been ejected with the Recreation Department. In some cases, an additional written report may be required.

E. Umpire shall check identification of players upon request from the opposing team manager and must note request and results on scoresheet.

F. Umpire shall inform managers of starting time for all games. The umpire will keep the official time and is responsible for assuring that start and end times are noted on the score sheet.

G. During playoff games, umpire shall temporarily suspend play and resolve all protests at the field site. The protest and the results of this protest should be marked on the score sheet.

2. Official's Fees

All Divisions/All Fields:
$15 per team – Umpires

A. All fees are to be paid in cash to the umpire before the start of the game.

B. It is requested that managers pay game fees with exact change. Checks or excessive amounts of coin will not be accepted.

C. Once a game has begun and it is called due to inclement weather or field conditions before 4 ½ innings have been completed or 30 minutes have lapsed, teams are eligible to have ½ of the game fee refunded. It is the responsibility of the manager to request a refund from the umpire prior to leaving the field. Teams are not eligible to receive refunds after leaving the field and refunds will not be processed by the Recreation Department.

D. After 30 minutes of playing time has lapsed, umpire will receive full fee regardless of innings played.

GENERAL PLAYING RULES

Kickball Overview:
Sportsmanship, having fun and socializing are the highest priorities in this game! Competitiveness and the "win at all costs" attitude are not the focus of this program. Kickball is a game played like baseball with two teams, bases, one base on an overthrow and a 10" red ball. The object is to score the most runs. A team consists of a maximum of 10 fielders. The game is 7 innings or a 1-hour time limit. Headshots will not be tolerated and pitches must be at a moderate speed with no "bounce". All players must be 18 years of age or older.

1. **Playing Field** – Follows the diamond dimensions of a softball field. Base distance of 60 feet (or 20 paces). The distance from home plate to second base and from first to third base is 84 feet 10 ¼ inches (or 28 paces). The pitching rubber is 42 feet 5 1/8 inches (or 14 paces) from home plate and aligns with first and third base diagonally. The strike zone extends 1 foot on either side of home plate.

2. **Length of Games (Time Limit & Innings) –** Games shall consist of 7 innings or a 1-hour time limit, whichever comes first. No new inning may start after the regulation time limit. Time limit begins at the actual starting time of the game.

3. **Official Time** - The Umpire will keep the official time and is responsible for assuring that start and end time are noted on the score sheet. Umpires shall inform managers of starting time for all games. A 5 minute grace period is allowed for teams failing to field at least 8 players at the scheduled time.

4. **Home Team** – Will be determined by coin flip before start of the game.

5. **Games cancelled due to weather** that have completed at least 3 innings, or longer than 30 minutes of play, will constitute a regulation game. Games that have <u>not</u> completed 3 innings or 30 minutes of play will be rescheduled if possible and resumed at the point they were stopped. They are not legal games and will not count in standings.

6. **Games stopped because of the time limit** - that have not completed 3 innings will count as legal games.

7. **Tie games** at the end of the time limit or when stopped after 3 innings or 30 minutes of play due to weather will be recorded as a tie. No additional innings will be played.

8. **Curfew** - The last game of the night will start no later than 10:15 PM and all managers and game officials are instructed that in the case games are started after 10 PM, no warm-up pitches or infield practice between innings will be permitted and all batters must be ready to kick. No new inning may begin after 11 PM. Games stopped because of this curfew will be declared an official game if 3 innings are completed or 30 minutes of time has elapsed. This is not a suspended game. If the game is stopped due to curfew before 3 innings are completed or 30 minutes of time has elapsed, refer to the rule regarding games cancelled due to weather.

9. **Light Failure** – if in the opinion of the umpires the game can be played, it shall continue. If in the opinion of the umpires the game cannot continue, it shall be resumed at a later date from the point of interruption.

10. **Lineup Cards/Batting Order** – all teams must submit a lineup card/batting order to the umpire prior to the start of the game. Any late arriving players will be adding to the end of the lineup card.

11. **Pitching/Catching** – A pitch must roll on the ground without bouncing, at a moderate speed. Failure to do so will result in the pitch being called at "ball". This is at the umpire's discretion. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so will result in the pitch being called a "ball". **The catcher must be behind home plate and be within the designated chalked area. The catcher may not cross home plate before the ball is kicked. SHADOWING WILL NOT BE ALLOWED. Failure to do so will result in the pitch being called a "ball".**

12. **Strikes** – A strike is a pitch within the strike zone either not kicked or missed by the kicker.

13. **Balls** – A ball is a pitch outside the strike zone; an illegal bouncing ball (NOTE: after ball is called by the umpire, batter is at own risk of kicking the ball); any fielder or pitcher advancing on home plate before the ball is kicked; or, any catcher crossing home plate before the kicker or failing to field behind the kicker.

14. **Walks** – Four balls are a walk.

15. **Fouls** – A foul is a kick landing out of bounds; a kick landing in bounds, but traveling out of bounds on its own before reaching first or third base; or, a kick in front of home plate. Four fouls constitute an out.

16. **Outs** – An out is three strikes or four fouls; a runner touched by the ball at ANY time while not on base; any kicked ball in play (fair or foul) that is caught before touching the ground; a fielder with the ball touching the destination base when a runner is forced to run; or, a runner is off his or her base when the ball is kicked. Three outs by a team completes ½ inning.

17. **Ball in Play** – Once the pitcher has the ball in control and on the mound, the play ends. If a runner intentionally touches or stops the ball, the play ends.

18. **Ghost Runners** – Ghost runners are not allowed.

19. **Designated Runner/Player Positions** – In cases of injury or illness, a time out may be requested for participant removal and replacement with a substitute of the same gender (can be opposite gender if team maintains at least 4 players of each gender). If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held. If player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same order, less the removed player.

20. **Other Defensive Positions** – No player may field in front of the pitcher other than the catcher. No player may advance past the imaginary diagonal line between first and third base until the ball is kicked. Failure to stay behind the line will result in the pitch being called a "ball".

21. **Kicking** – All kicks must be made by foot, and must occur at or behind home plate. A kick in front of home plate will be called a foul. **Bunting is allowed by female players only**.

22. **Running** – Runners must stay within the baseline and fielders must stay out of the runner's way. A fielder trying to make an out on a base may have his/her foot on base, but must be out of the baseline. Runners hindered by any fielder within the baseline shall be safe at the base to which they were running. No leading off the base is allowed. If runner is off his or her base when ball is kicked, runner is out. After a kicked ball is caught, runners must tag their original base before running to the next base. If the runner has not moved off the base before the ball is caught, the runner may simply run without tagging up.

23. **Throwing Ball at Runner** – **Hitting a runner with the ball above shoulder level is not allowed.** If a runner is hit above the shoulders, he/she is safe and advances one base. If the runner intentionally uses the head to block the ball, the umpire may call the runner out.

24. **Overthrows** – One base is awarded on an overthrow.

25. **Stealing –** For the safety of all participants, stealing is not allowed in Lakewood Kickball.

26. **Run Rule** – 20 after 3 innings, 15 after 4 innings, and 10 after 5 innings.

27. **Optional Batting Line-Up Rule -** A team may have all players in the starting (batting order) line-up. Only the specified number of players will be allowed on defense depending upon division or league. (See "minimum/maximum number of players" for each league)

    Each inning the manager may change the defensive players at will without having to report to the umpire of the change…all players are already in the lineup.

    The batting order cannot be changed for any reason. Additional players may be added at the end of the batting order.

    Should a player be unable to bat for any reason (ejection, injury, etc.) a substitute not listed on the batting line-up may replace said player. If there is no substitute, the batting order will continue, minus that player. Batting order is not required to alternate sexes.

GROUND RULES FOR SPECIFIC FIELDS

All ground rules regarding the "out-of-play" areas of the fields are considered judgment calls by the umpires.

For all fields – fixed items, such as poles, wires, etc. that are located within the playing area will be deemed "in play".

The area in or around the bench area is out of play.

Unless marked by permanent fencing, a batted or thrown ball past or beyond an imaginary line from the end of the backstop to the bench or from the end of any existing fence line, extending into the outfield on is out of play. This applies to both the 1st and 3rd baselines.

A ball that rolls into any unusual vegetation, the street, sidewalk or other barrier at the discretion of the umpire will be deemed a ground rule double.

SPECIAL RULES OF CONDUCT

1. **Conduct/Physical Assault** - Fighting, pushing, obscene language, threats, disorderly conduct disobeying the department staff, and/or officials and poor sportsmanship by players, managers, or spectators, will not be tolerated before, during or after a game. Ejection of manager/player may result. Any physical assault upon any official will automatically result in an indefinite suspension from all Lakewood Athletic programs. Physical assault upon officials will not be tolerated and will be a basis for possible lifetime suspension from participation.

   Any team involved in such conduct will be disciplined severely. This could include suspension or expulsion from league play.

2. **Casual profanity** is defined as language which may offend others, however to a degree not deemed serious enough to warrant ejection. If in the official's judgment any player or manager uses casual profanity, he or she may invoke the following penalty:

   A. If by an offensive player, the next batter due up will be called "out". If it occurs after the third out, the first batter if the next inning is called "out". A player may be called "out" for his/her own profanity if he is the next batter or already in the batter's box prior to putting the ball in play.

   B. If by defensive player, the first batter of the next inning is called "out".

   This is a delayed dead ball situation and does not affect any play currently in progress.

   If a player is ejected for his/her profanity the above "out" is not enforced on the next batter.

3. **Alcoholic beverages and/or drugs** are strictly prohibited at all fields or facilities, including Board, City or Metroparks property. This includes adjacent parking areas.

   Individuals who violate this rule will be suspended indefinitely. Game officials may deny any player the right to participate if the officials suspect that the player is under the influence of alcohol or drugs, for the safety of all concerned.

4. **No Smoking Policy -** No smoking is allowed on any field of play or the players' benches.

   Harding Field, LHS North Lot Field and the LHS Stadium Field are owned and operated by the Lakewood Board of Education and are subject to the following:

   EFFECTIVE FEBRUARY 1, 1994, EVERY BUILDING, BOARD-OWNED VEHICLE, ALL SCHOOL GROUNDS, ADJACENT SIDEWALKS, AND TREE LAWNS OF ANY SCHOOL PROPERTY IN THE LAKEWOOD SCHOOL DISTRICT SHALL BE COMPLETELY SMOKE AND TOBACCO FREE AT ALL TIMES. Ohio Revised Code R.C. 3971.031 Board Policy 1332

EJECTIONS

1. **Ejection Process -** Any player or manager ejected from a game for unsportsmanlike conduct will draw an automatic 1-game suspension from the next actual game played by their own team and may be suspended for additional time if warranted by the offense. Forfeited, postponed or rained-out games are not considered actual games played.

   Ejections for fighting, pushing, obscene language, threats, or disorderly conduct are not appealable. Players are responsible for their own actions.

   A player or manager may be ejected before, during or after any game.

The ejected participant must leave the game site immediately. Any ejected player is ineligible and must sit out said number of games. Both the player and the manager are responsible that the player's name does not appear on the lineup during the suspension. Suspended players are not allowed at the game site. Penalty – forfeit of game, forfeit fee and additional suspension for player and/or manager.

2. **Second Ejection** - A second ejection during the season for a similar offense will in most cases, result in additional suspension.

3. **Ejection from Last Game of Season** - Anyone ejected from their team's last game of the season for unsportsmanlike conduct will automatically be suspended from the first 3 percentage games actually played the next season.

4. **Confirmation of Suspension** - While the Recreation Department sends out letters to confirm suspensions, managers/players should not wait to receive a letter before ejected player sits out. Suspension from at least the next game is automatic.

5. **Ejection – Playing in More Than One League** - If a manager or player is ejected, he or she must serve his/her suspension in the league in which the ejection occurred. The manager or player is not eligible to play in any games in any division within the Lakewood Recreation Adult Kickball league until this suspension is served. The player is responsible for notifying manager(s) of any other team(s) he/she is a member of about his/her suspension. Penalty: Forfeit of game player or manager participated in illegally, forfeit fee, and possible additional suspension for player and/or manager

FORFEITS

1. **Forfeits – Shortage of Players**

   A. **One Team Forfeits** - If one team forfeits because of shortage of players or other circumstances highlighted in this rulebook, the following options may be exercised at the start of a game:

      i) **Both teams pay** - If both teams agree to cover their share of the expense for the game, teams will be able to play a practice game, but the "forfeit" remains in effect. No penalty will be assessed under these conditions. The manager of the opposing team must agree to play and to pay for their share of the game. Game officials will notify the scorer to mark the game "forfeited-played as practice" and no additional penalty will be assessed.

      ii) **Forfeiting team pays** - Team forfeiting may pay both team fees to cover the cost of game officials and scorer if opposing team elects not to pay their own fees. The game will be declared a forfeit with no additional penalty and a practice game may be played if both teams desire to do so.

      iii) **Forfeit Fee** - If fees are not paid at the field as recommended above, forfeiting team(s) will be required to pay a Forfeit Fee at the Recreation Department.

   B. If **both teams forfeit** because of shortage of players or other circumstances highlighted in this rulebook at the start of a game:

      i) **Both teams pay** - Each team is responsible for their share of expenses and can pay the game officials and scorers at game time. In this instance, no further penalty is assessed. Practice game may be played if both teams desire to do so. Game officials will notify the scorer to mark the game "double forfeit-played as practice" and no additional penalty will be assessed.

      ii) **Forfeit Fee** - If fees are not paid at the field as recommended above, forfeiting team(s) will be required to pay a Forfeit Fee at the Recreation Department.

2. **Forfeits – Unsportsmanlike Conduct**

   A. **After 3 Innings** If a forfeit is caused due to unsportsmanlike conduct after 3 innings or 30 minutes of play, fees will not be refunded to either team regardless of the reason for the forfeit. The team causing the forfeit will be required to pay forfeit fee in addition to their game fees.

   B. **Before 3** If a forfeit is caused due to unsportsmanlike conduct BEFORE 3 innings or 30 minutes of play, the team causing the forfeit will be responsible to pay a forfeit fee plus the game fees for both teams.

   C. **Both Teams** - If a forfeit is caused due to unsportsmanlike conduct on the part of BOTH teams, fees will not be refunded to either team and BOTH teams will be required to pay forfeit fees in addition to their game fees.

3. **Other Forfeits -** Games shortened due to a player injury resulting in a forfeit due to a lack of players should be continued as a practice game. No fees will be returned to either team, and no forfeit penalty will be assessed.

FORFEIT FEES

1. **If fees are not paid at the field**, forfeit fees must be paid in full to the Recreation Department within 1 week. Teams failing to pay within this time will be taken off the schedule. Any games on an existing schedule will be cancelled, counted as a loss for said team, and not made up. Team may be dropped from the league if necessary.

2. **Failure to pay forfeit fee** will result in all players on the roster being suspended from Lakewood Athletics. All players on the roster are responsible for a reasonable share of the forfeit fee. However, the manager accepts full responsibility for any and all indebtedness incurred by his/her team and must pay all fees in full to clear his/her name.

3. **If a team drops out** of the program voluntarily, they must give written notice 48 hours in advance of their next scheduled game(s) to avoid a forfeit fee.

PROTESTS

1. **Filing of Protests (On Field)** - When a protest occurs during a game, it must be filed immediately with the home plate umpire before the next pitch and noted on the back of the score sheet.

2. **Protest on Last Play of Game** - When a protest occurs on the final play of the game, it must be filed immediately with the home plate umpire. The protest is not valid after umpire leaves playing field. If an umpire is working additional game(s) on the same field, the protest must be made within a reasonable amount of time and prior to the start of the next game.

3. **Follow – Up at Recreation Department** - Protests must submitted in **writing** to the Lakewood Recreation Department within 24 hours from completion of game during the next business day. A $5 protest fee must be paid at the time the written report is filed at the Recreation Department.

   The written protest should contain the following information:
   a. The date, time, and place of the game.
   b. The name of the umpire.
   c. The rule and section of the official rules or local rules under which the protest is made.
   d. The information, details and conditions relevant to the decision to protest.
   e. All essential facts concerning the matter protested.

4. **Ineligible Players** - The rules apply in all cases except where ineligible players are involved. (See "Protest on Eligibility")

5. **During elimination/playoff play**, protests (except on eligibility) must be resolved at the playing field by umpires. Game officials will temporarily suspend play until situation is resolved.

No protest will be considered by the Lakewood Community Recreation and Education Commission or its sub-commissions if the above rules are not adhered to.

POINTS OF EMPHASIS/RULE INTERPRETATION/TERMS

Suspension List – List kept by the Lakewood Community Recreation and Education Department of all people ineligible for all Lakewood Recreation Athletics. Players/managers suspended by the league or commission are not permitted to participate in any game, in any way under any condition and his/her name cannot appear on any lineup or roster.

Infield Fly (ASA Rule 1 – Definitions) – A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a kicked ball will be an infield fly, the umpire shall immediately declare: "Infield Fly." The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the kicked ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul. It is up to the umpire's discretion as to determining "ordinary effort".

Base and Pitching Distances –
Base Distance - 60 foot bases for all leagues
Pitching Distance - 42 feet 5 1/8 inches for all leagues

A runner may have a foot in foul territory while on base. As long as at least one foot is on the base, runner is legal. No runner can be called out for having one foot in foul territory while on base.

HOTLINE

Occasionally a game may be cancelled or a game site may be changed due to inclement weather or a scheduling conflict. The Lakewood Recreation Department supplies a Hotline (216-529-4117) that provides participants information in regard to cancellations or scheduling changes. Participants can also get the same information on the Urgent News scroll located on the home page of the Recreation website at **recreation.lakewoodcityschools.org/.** The Hotline and Urgent News scroll are provided as a convenience to participants and are not designed to update the status of every game at every moment. If a game has not been cancelled, it is the team's responsibility to report to the field or game site that they are scheduled to play on. It is then the game official's discretion whether a game should be played, delayed or cancelled due to inclement weather or unsafe field conditions. The Recreation Department does have a lighting rule that may delay the start of a game or a game in progress which could affect the starting times of other games scheduled for that same day or night.

The Hotline will be updated as often as possible; however, information will be available at the following times for Recreation Athletic Department games and practices:

Weeknights	After 3 PM
Saturday/Sunday Mornings	After 8 AM
Saturday/Sunday Evenings	After 3 PM

INCLEMENT WEATHER

The Lakewood Recreation Department reserves the right to transfer games to other sites for the safety of participants.

A policy was established in August of 2003 regarding lightening and dangerous weather. This policy has been established for the safety of all participants:

"*At the first sign of dangerous weather, thunder, lightning, suspend the contest and have teams move to safety for 30 minutes. The umpire is to review the weather situation at the end of the 30 minutes and is to determine if the dangerous weather is still in the area. If the bad weather has moved past the area, the contest may resume; however, if the bad weather is still in the area the contest may be suspended for another 30 minutes. If at the end of the second 30 minutes the dangerous weather continues, the game must be stopped and the teams directed to leave the playing area. If the game is stopped, the status of the game is dependent to the existing rules. For example, if the game were stopped in the 5th inning, by rule, it would be a complete game. If the contest is resumed, the playing time lost shall be added to the remaining game time.*"

Lakewood Community Recreation and Education Department

MISSION STATEMENT

The mission of the Lakewood Community Recreation and Education Department is to provide safe and meaningful recreational and educational opportunities for kids and adults of all ages.

LAKEWOOD CITY SCHOOLS
COMMUNITY
RECREATION & EDUCATION
DEPARTMENT

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