



City of Eau Claire Recreation Services Adult Sports Manual

Revised: December 2018

Approved by: Recreation Manager



Table of Contents

Introduction	2
League Information	5
Schedules and Standing	7
General Policy.....	8
Event Code of Conduct.....	9
Cornhole	9
Coed Kickball.....	12
Coed Ultimate Frisbee	18
Coed Soccer	21
Softball (men's, coed slowpitch, men's fastpitch)	26
Volleyball (women's & coed)	31

Introduction

The purpose of this manual is to be an overview of the philosophy, rules, regulations, and procedures for the City of Eau Claire's Parks, Recreation, and Forestry's leagues. This handbook was created to give you a better understanding of our leagues, policies, and procedures.

Contact Information

Julie Booth, Recreation Program Supervisor
(715)-839-5032 ECPR Office
julie.booth@eauclairewi.gov

- Coed Cornhole
- Coed Kickball
- Coed Ultimate Frisbee
- Soccer
- Softball

Carrie Ottum, Recreation Program Supervisor
(715)-839-5032 ECPR Office
carrie.ottum@eauclairewi.gov

- Volleyball

Vision Statement

Eau Claire is a vibrant city with exceptional quality of life and services.

Mission Statement

To provide exceptional park, recreation, and forestry services that will enrich our citizens and visitors.

Statement of Purpose

The Recreation Division provides a diverse selection of programs, services, and facilities for the citizens of Eau Claire that focus on healthy lifestyles, social equity, and collaboration within the community.

Department Goals

Accountability - To maintain open relationships with the community.

Responsive - To provide for the needs of others.

Ingenuity - To be innovative and creative.

Professionalism - To be qualified and prepared to work.

Honesty - To be open and transparent.

Health - To provide quality opportunities for physical fitness and activity.

Environmentalism - To provide healthy spaces and places.

Security - To enforce rules fairly and consistently.

Safety - To minimize accidents.

Explorative - To learn new ways to enhance services.

Eau Claire Parks, Recreation & Forestry (ECPR)
915 Menomonie Street, Eau Claire, WI 54703
(715) 839-5032
(715) 839-1685 (fax)
(715) 839-2913 (cancellation line)
www.eauclairewi.gov/pr

League Information

- 1. Structure:** Last year's standings will be taken into consideration when teams are placed into leagues. League divisions will be confirmed after the final registration deadline. Every attempt will be made to have divisions with six or eight teams depending on the availability of facilities. The final decision on league placement is the responsibility of the program supervisor.
- 2. Fees and Registration:** All league fees must be paid by the registration deadline. All players must be registered on their team's electronic roster.
- 3. Eligibility:** Each player must be at least 18 years of age and not participating in WIAA sports during season in order to participate and must be listed on and sign his/her team's official roster. All player registrations must be on file at the Parks and Recreation Office.
Falsifying any player information on the official team roster will result in the team's forfeiture of any game in which the player in question participated and that player will be ineligible for participation for the remainder of the season.
 - Players may only be registered with and play on one team per league.
 - Players registered with more than one team in the same division/league will be considered ineligible players on all teams.
- 4. Default:** If a manager is aware that his/her team will not be able to play in a scheduled game, that manager should call the ECPR Office and the opposing manager to notify them. This is a courtesy which may allow other scheduled games to be moved to an earlier time slot.
- 5. Multiple Forfeits:** A team with three forfeits will be released from league play indefinitely. The remainder of their games will count as wins for their opponents.
- 6. Roster Additions:** Teams may add new players to their official rosters through the first half of the season. New players may not participate in games until they are added to their teams' official rosters. If a player cannot continue participating due to injury, sickness, change in work conditions, or moving out of the area, that player's team may add another player to replace the leaving player at any point in the season.
- 7. Changing Teams:** Players may change teams only once and only during the first half of the season. If a team disbands during the season, its players may join other teams, pending the approval of all managers within the divisions in which those players desire to participate.
- 8. Leaving a Team:** Any player who has been available to play, and has not been allowed to take part in three consecutive games, is entitled to his/her release, requesting such from his/her manager. That player may then join another team, if he/she is released during the first half of the season.
- 9. Eligibility Protest:** If a manager suspects that the opposing team is utilizing players that are not included on that team's official roster, he/she may protest the participation by such players.

- The manager should raise the protest before or during the game in question, by notifying the official and marking the player(s) in question on the official scorecard.
- ECPR and official will attempt to resolve the protest as quickly as possible, ideally during the game in question. If the issue cannot be resolved on site at the time of protest between managers, it will be resolved within one business day of the completion of that game by the league program supervisor.
- If a player is deemed illegal, the team utilizing such a player will forfeit any games in which that player participated.
- Any such protest may be initiated only by a manager.

Schedules and Standing

- 1. Schedules:** Game schedules will be available one week prior to start of the season.
 - Games are scheduled by the Recreation Program Supervisor. Schedules and team listings will be emailed to managers and participants, and published on the city website.
- 2. Standings:** All schedules, standings, and scores can be found at www.eauclairewi.gov/pr. Choose the Athletics Tab ->Adult->your specific sport. Updated standings and scores will be published weekly.
- 3. Champions:** The season champions will be determined by results of each session of play: wins, losses, head-to-head, points allowed, and points scored. All other play-off scenarios that occur will be treated on a case-by-case basis by the program supervisor. If time allows, an end of season draw playoff may be scheduled. This depends on weather and facility availability.
- 4. Weather Cancellation:** Call (715)-839-2913 for information regarding weather cancellations. The weather hotline is a recorded message. Updates are made as necessary and only in the event of a cancellation. It is every player's responsibility to call the weather hotline for cancellation information.
- 5. Staff/Umpire Discretion:** If outdoor athletic teams are unable to start their game on time due to inclement weather conditions, the official will wait up to 20 minutes for the rain to sufficiently subside. If it does not, the official will then postpone the game. The game will be rescheduled by the ECPR Office at a later date.
- 6. Disbanded Team:** If a team disbands, the wins and losses they earned will remain as they are in league standings. The remainder of that team's games will be forfeited, counting as losses for them and wins for their opponents.
- 7. Eau Claire Parks and Recreation Lightning Policy:** If a game cannot begin or is suspended due to lightning, the umpire must follow the policy. (Note: These are the same criteria as recommended by the Wisconsin Interscholastic Athletic Association).

Criteria for suspension and resumption of an event, athletic game, or contest, swimming at Fairfax Pool or any other activity being hosted at a Eau Claire Parks, Recreation, and Forestry facility:

- When thunder is heard, or cloud to ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play, activity or event and take shelter immediately. This includes players, officials, fans, patrons and ECPR employees.
- Thirty-minute rule. Once play, activity or event has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play, activity or event.
- Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.

General Policy

1. **Blood Rule:** A player who is bleeding or who has blood on his/her clothes should refrain from further participation in the game until appropriate treatment can be administered and clothing is changed. Re-entry is at the discretion of the official/ECPR staff.
2. **Alcohol Policy:** Alcohol may not be brought into or consumed in or on grounds of the Soccer Park, University of Wisconsin-Eau Claire or Eau Claire Area School District facilities. Any player appearing to be playing under the influence of alcohol or drugs in such a manner that he or she does not have complete control of his/her faculties and is inclined to hurt himself/herself or another player will be asked to leave.
3. **Tobacco Policy:** Tobacco products and electronic devices are not permitted within the confines of the playing area. Facility policies must be followed.

NOTE: Responsible use of alcohol and tobacco is permitted at Carson Park.

Event Code of Conduct

Administration is responsible for communicating conduct policies for all events scheduled at Parks and Recreation facilities and activities organized by the department.

Behaviors not consistent with the Department mission, vision, and expectation will result in ejection from the event facility and may result in contacting law enforcement, when necessary.

Officials are considered primary game managers and have the authority to suspend play, issue warnings, and administer ejections to ensure the environment promotes sportsmanship, respect, and safety.

Anyone responsible for damage to equipment or facilities will be held accountable for all replacement and repair costs.

Program Coordinators:

- Establish a positive environment.
- Emphasize player development and provide code of conduct to coaches, players, spectators, and officials.
- Promote and enforce codes of conduct.
- Evaluate coach and staff performances on the principals of sportsmanship.

Participants:

- Treat opponents with respect.
- Exercise self-control.
- Display modesty in victory and graciousness in defeat.
- Accept the judgement of the officials without complaint or unnecessary gestures.
- Congratulate the opponents in a sincere manner following victory or defeat.
- Accept the responsibility and privilege of representing your community.

Coaches:

- Instruct players on their responsibilities of sportsmanship.
- Respect the officials' judgement and interpretations of the rules.
- Publicly shake hands with the officials and opposing coaches before and after each contest.
- Be sensitive to explosive situations; remove player(s) and self before problems arise.
- Communicate program goals and objectives to participants, parents, and spectators.
- Develop parent and player relationships, by providing information and communicating expectations consistently.

Parents / Students / Spectators:

- Respect both players and fans of opposing teams.
- Be a role model! Don't harass or trash talk opponents, coaches, or officials before, during, or after a contest.
- Recognize and support the efforts of coaches, officials, leagues, and administrators.
- Support players with positive actions and encouragement.
- Respect the officials' judgement and interpretation of the rules.
- Accept both victory and defeat with pride and compassion.
- Applaud all participant efforts, win or lose.

Officials:

- Accept your role in an unassuming manner.
- Maintain confidence and poise, controlling the contest from start to finish.
- Never exhibit emotions or argue with participants, coaches, or spectators when enforcing rules.
- Do your part to promote sportsmanship.
- Be consistent in your approach to every game.
- Be observant of facility and equipment status and communicate safety concerns.

Coed Cornhole

Team Composition: Each team will consist of 2 players.

Facilities and Equipment

1. **Game Site:** All games will be played at Horseshoe Park in Carson Park.
2. **Boards and Bags:** The playing boards and official ACA bags will be provided by ECPR.

Playing the Game

1. **Governing Rules:** The rules, guidelines, and restrictions adopted by the American Corn-Hole Organization (ACO) will govern all play each season (except where otherwise noted). Where rules adopted by the ECPR Office conflict with ACO rules, the ECPR's rules will prevail.
2. **Length of the Games:** Each team/individual will participate in one match which consists of three sets. A set consists of the best of three games. A match consists of the best of three sets!
3. **Start of the game:** Each set of opposing partners shall alternate tossing their 4 cornhole bags toward the appropriate platform. The winner of the first warm-up set will be granted the right to toss first. The completion of 1 set of opposing partner's tosses, 4 tosses per player, is considered a frame.
4. **Scoring:** Scoring will be "traditional 21 cancellation" format as noted in ACO rules; the first team to reach or exceed 21 points following completion of a frame wins the match. A bag going through the hole earns 3 points. A bag that bounces on the ground and lands on the board is foul. A foul bag will be removed from the board. A bag landing and remaining on the platform without touching the ground earns 1 point. At the end of each frame, the total points earned are tallied and the difference given to the player with the higher total for his team's total game score.
5. **Tossing Order:** If a team scores during a frame, they will toss first for the next frame. Should the players have the same amount, neither team earns a point in that frame. The team that tossed first during the previous frame will toss first
6. **Postponed Games:** Games postponed due to inclement weather will be rescheduled by the ECPR Office.
The field supervisor assigned to each game field will be responsible for determining whether or not a game must be postponed due to inclement weather. Teams are expected to report as scheduled unless notified otherwise.
Games in progress that are being impacted by inclement weather will be handled as follows:
 - Any game ended because of inclement weather after ½ of that match has passed will be a complete match.
 - If a game is postponed due to inclement weather, all games for that night will also be postponed.

Coed Kickball

Team Composition: Each team will consist of no less than 12 players and no more than 20 players. Playing managers will be included in the 20-player limit. Non-playing managers will not count against the 20-player limit.

- Players may only play in one team per league.
- Players may play in more than one league, but may not play in two leagues that compete on the same night of the week.
- Entire teams may play together in only one league per season.

Minimum Required to Play: Kickball teams must have at least eight players to start a game. Teams with less than eight players to start a game will forfeit that game, but may play a practice game with the other team during the scheduled game time.

Late Players: Late players may be added to the team's batting order, but they must be added to the bottom of the order and may not bat in front of players that have already arrived.

Leaving Players: Players who leave early may be deleted from the batting lineup with no penalty. A team may not take on additional players that are not on its official roster in order to avoid a forfeit.

Facilities and Equipment

1. **Game Site:** All games will be played at:
 - Gelein Field - Carson Park (Menomonie St or 5th Ave)
 - University Field #2 - Stein Blvd and MacArthur (west of Stein Blvd)
2. **Balls:** 10 inch red game balls and all field materials and markings will be provided.
3. **Umpires:** Umpires will be furnished and scheduled by the Eau Claire Parks and Recreation for each game. It is understood that the umpire is in complete charge of the game at all times and must receive full cooperation from both managers and players. Managers are not only expected, but also instructed, to assist the umpire in controlling his/her players at all times.
4. **Uniforms:** Team uniforms are not required. Players may not wear clothes or hats that include profanity, obscenity, or degrading messages. Violations of this rule are at the discretion of the umpire, field supervisor, or ECPR Office. Sports bras may not be worn unless they are under a shirt.

5. **Jewelry:** Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. This will include earrings, nose rings, naval rings, ornamental finger rings, necklaces, and bracelets.
 - Medical alert bracelets and necklaces are not considered jewelry and may be worn. If worn, they must be taped to the body so the medical alert information remains visible.
 - Wedding rings are considered a religious symbol and may be worn.
 - If an umpire requests that jewelry be removed and the player refuses, the player will not be allowed to participate in the game (disqualification).
6. **Metal Cleats:** Players may not use metal cleats.
7. **Protection:** Protective equipment is not required, but encouraged.

Playing the Game

1. **Governing Rules:** The rules, guidelines, and restrictions adopted by the World Adult Kickball Association (WAKA) will govern all play each season (except where otherwise noted). Where rules adopted by the ECPR Office conflict with WAKA rules, the ECPR's rules will prevail.
2. **Guidelines:** The Eau Claire Parks and Recreation, with assistance from the participant group, reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the league, or participant safety.
3. **Fielder Positioning:** Outfielders are required to stay behind the grass line separating the infield from the outfield until the kicker makes contact with the ball. Infielders are required to stay behind the pitching line which runs directly from first to third base until the ball is kicked, and may not position him/her in a position to interfere with the kicker's ability to kick the ball. In the event a fielder violates one of these position rules, the offense will be awarded the result of the play or a walk, whichever provides the better offensive situation to the team.
4. **Timing:** Kickball games will last **9 innings or 55 minutes**, whichever comes first. New innings may not start after 55 minutes of game time have elapsed. The umpire will give a 5-10 minute warning call to signify the approach of the time limit.
5. **Tie breaker:** During each half inning of the innings played under the tie breaker rule (i.e. the ninth inning or first inning after the expiration of the time limit and all successive innings), the offensive team shall begin its turn at kicking with the player scheduled to kick last in that respective half inning being placed at second base (i.e. if the number five kicker is to lead off, number four in the kicking order will be placed at second base. A substitute can be inserted for the runner). **Max of 10 innings** will be played. After the 10th inning, flip a coin (visitor calls in the air).

6. **10 Run Rule:** A 10-run lead after 5 innings, or any time after will constitute a complete game in all leagues. If teams would like to continue playing until the 50 minutes is up, they may do so.
7. **7 Run Rule Per Inning:** There will be a 7-run rule in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 7th inning or last inning called by the umpire, in those innings unlimited runs may be scored.
8. **Ball in Play:** No defensive player may advance forward of the 1st-3rd base diagonal line until the ball is kicked. Failure to abide by this rule results in a ball (If an umpire observes a defensive player(s) violating this rule and the ball is kicked, if in the umpire's judgment an advantage was gained by the defense violating the diagonal and an out was made by the player(s) violating the diagonal, the runner(s) put out will be declared safe.
9. **Play Ends:** When the pitcher has control of the ball within 8' of the pitcher's mound, the play ends. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out)
10. **Defense Kicking the Ball:** Players in the field are allowed to kick the ball (as opposed to throwing) toward another team player in the field. This is particularly helpful if you have a long throw from the outfield.
11. **In-Field Fly Rule:** An in-field fly rule may be called if the umpire feels a ball is intentionally dropped to turn a double play all runners will be safe.
12. **Pitching:** Pitchers must "roll" the ball to the batter. **Fast, sidearm, curveball, or overhand pitching is not allowed. No bouncing pitches are allowed. A pitch that is higher than one foot (top of ball) at the plate, and called as such, results in a ball.** The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball. Pitchers may only be replaced twice per inning.
13. **Strikes and Balls:** Each kicker starts with a 1 strike, 1 ball count and will be allotted 2 strikes and 3 balls.
14. **Strike Zone:** The strike zone extends to 1 foot on either side of home plate and 1 foot high. If the ball falls short of the plate and does not cross over, the pitch will be called a ball. A strike constitutes a pitch within the strike zone either not kicked, or missed by the kicker; a kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out); a kicked foul ball.
15. **Kicking Order:** No player may kick more than once until the entire team rotation per gender has had a chance to kick. However, to preserve the male-female alternating kicking order it may be necessary to have one gender kick more than once.

- 16. Legal Kicking:** All kicks must be made with the foot. All kicks must occur at or behind home plate (determined by the position of the plant foot) or an illegal kick will be called (which counts as a strike). If the ball is kicked in front of home plate and the kick is caught "out" by the fielder, the kicker is out. The ball is dead and runners do not advance. **BUNTING IS NOT ALLOWED.** Umpire will use his discretion. Kicker must use full kicking motion when striking at the ball.
- 17. Base Running:** Runners must stay within the baseline. Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be deemed safe at the base to which they were running. It is the responsibility of the runner to avoid a collision. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Please save yourself and your opponents from injury by paying attention. Ties go to the runner.... There's no need to take out a baseman. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is kicked will be called out. Sliding is allowed. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
- 18. Throwing the Ball at A Base Runner:** Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are running or sliding to a base will be safe. If a player intentionally throws at the head of another player they will be ejected. If the runner intentionally uses their head to block the ball the runner is out.
- 19. Caught Kicked Ball:** After a kicked ball is caught, runners must tag their originating base before running to the next base.
- 20. Overthrown Ball:** One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout in the following circumstances:
(A ball that is thrown to first or third base that is not caught or fails to hit the runner).
- 21. Foul Ball:** A foul is a kicked ball landing fair but traveling foul on its own before reaching first or third base (any ball touched by a field while it is in fair territory is automatically fair even if the ball goes foul).
- 22. Inning Duration:** A count of three outs by a team completes the team's half of the inning. An out is a count of 2 strikes; a runner touched by the ball at ANY time while not on base; any kicked ball (fair or foul) that is caught; a ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e. it must be off the ground); a runner off of their base when the ball is kicked; if a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
- 23. Designated Runner:** In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same gender. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player.

24. Coed Kickers: Kickball teams must alternate genders in the kicking line-up for the entire game. Co-ed leagues must bat an equal number of men and women, or more women for the entire game.

25. Coed Teams:

Each team must register at least 12 players on the roster with a maximum of 20.

- Females and male must be equally represented in both the infield and outfield when possible.
- If fielding the minimum of 8 players (4 male/4 female or 5 females/3 males), the team should place three players in the outfield and the remaining five in the infield (1st base, 2nd base, 3rd base, pitcher and catcher).
- If fielding the maximum of 10 players (5 male/5 female), 4 players must play in the outfield while the remaining six will play the infield (1st base, 2nd base, 3rd base, shortstop, pitcher and catcher). **Pitcher/ catcher must be different gender.**
- If a team cannot field at least three men (with five women), that team will forfeit the game. Teams will have a 5-minute grace period before a forfeit is declared.
- The following ratios for males to females are acceptable for the field:
 - i. 3 males-5 females, 3 males-6 females, 3 males-7 females, 4 males-4 females, 4 males-5 females, 4 males-6 females, 5 males-5 females.
- All players playing the field must be in the kicking lineup. Any players that are not playing the field can still be in the kicking order but must remain so during the course of the entire game. (All team players must kick in a consistent kicking order). If you have kicked at least once, you must stay in the same kicking order unless you are injured.

26. Co-ed Intentional Walk: As in Co-ed Softball, if a team intentionally walks a male player, he will advance to 2nd base. The next kicking female player has the option of kicking, or taking 1st base.

27. Co-ed Kicking Order: The order of kicking shall be alternating male and female players.

28. Co-ed Pitching/Catching: A rotation must be established by each team that alternates female and male pitchers/catchers each inning.

29. Postponed Games: Games postponed due to inclement weather will be rescheduled by the ECPR Office.

- The umpires assigned to each game field will be responsible for determining whether or not a game must be postponed due to inclement weather. Teams are expected to report as scheduled unless notified otherwise.
- Games in progress that are being impacted by inclement weather will be handled as follows:
 - i. Any game ended because of inclement weather after five complete innings will be considered a complete game. If the home team is ahead, a game will be considered complete after four and a half innings.

- ii. Any game ended because of inclement weather before five completed innings (or four and a half completed innings if the home team is ahead) will be suspended and will be completed at a later date as determined by the ECPR Office. The point of suspension (i.e. "two outs in the bottom of the second inning, home team leads 4-2") must be clearly recorded in the official scorebook.
- iii. If a game is postponed due to inclement weather, all games at that field for the remainder of that night will also be postponed.

Coed Ultimate Frisbee

Team (Pod) Composition: Games will consist of 7 v 7 play. A minimum of 5 players are required to start the game. Pods are made up of 6-8 players.

Facilities and Equipment

- 1. Game Site:** All spring league games will be played at Carson Park Football field, using two 25 x 110 fields (25 x 70 + 20 yard end zones and a 1.5 yard buffer zone between fields). Summer games will be played at Carson Park Football field using a full sized Ultimate field (40 x 110 yards). The Fall season will be played at Boyd Park Field using a 40 x 90 yard field)
- 2. Frisbees:** Teams may furnish their own Frisbee or utilize equipment provided by ECPR. If a team wants to use their own Frisbee, it must be approved by the opposing team.
- 3. Shoes:** Each player must wear shoes. Tennis/running shoes and rubber molded cleats are permitted.
- 4. Pads/Braces:** No pads or braces may be worn above the waist. Leg and knee braces made of hard material must be covered on both sides and all edges with appropriate slow-recovery padding.
- 5. Jewelry:** No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets and religious ornaments such as wedding bands are permitted.

Playing the Game

- 1. Governing Rules:** The rules, guidelines, and restrictions adopted by the USA Ultimate will govern all play each season (except where otherwise noted). Where rules adopted by the ECPR Office conflict with USA Ultimate rules, the ECPR's rules will prevail.
- 2. Guidelines:** The Eau Claire Parks and Recreation, with assistance from the participant group, reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the league, or participant safety
- 3. Length of the Game:** Each game will consist of 60 minutes with a "soft" time cap. If a team can start a point or is currently playing a point at this time cap, that final point will be played out.
- 4. Half-Time:** A three to five minute half time will occur after 25 minutes of play. Play will resume at 30 minutes. This is a "soft" timing regulation and may be adjusted if a point is currently being played. The team who scored last prior to half time will "pull" after switching sides from where they started.
- 5. Time-Outs:** Each team will receive 2, 1 minute time-outs per game. Time-outs may be called by any player on the field whose team is in possession of the disc. The clock will

continue to run during that one minute time-out period. The teams must monitor the clock and resume play at the conclusion of the 1 minute time-out.

6. **Overtime:** In all games tied at the end of regulation, the next team that scores shall be declared the winner.
7. **Time to Pull:** Following a score the scoring team has 90 seconds to pull the disk to the other team.
8. **The Playing Field:** A rectangular shape with end zones at each end. A regulation field for the spring is will be 70 yards by 25 yards, with end zones 20 yards deep. There will be a buffer zone between the two fields of 1.5 yards approximately. Cones will be placed on the far sideline.
9. **Initiate Play:** A "disk flip" will take place to determine which team will have the choices. The winner of the "disk flip" shall choose the side they wish to receive the disk or the option to throw or "pull" the disk. Each point begins with both teams lining up on the front of their respective end zone line. The defense throws ("pulls") the disc to the offense. A regulation game has seven players per team.
10. **Pull Out of Bounds:** If an initial throw or pull goes out of bounds the disk will be awarded to the receiving team on the horizontal line of play adjacent to where the disk went out. If this point is beyond the receiving teams 15 yard line the receiving team will use their horizontal 15 yard line to begin play.
11. **Scoring:** Each time the offense completes a pass in the defense's end zone, the offense scores a point. Play is initiated after each score.
12. **Movement of the Disc:** The disc may be advanced in any direction by completing a pass to a teammate. Players may not run with the disc and make a distinct effort to stop their momentum as soon as possible. Once the thrower's feet are planted they may only pivot on their established pivot foot. The thrower then has ten seconds to throw the disc. The defender guarding the thrower ("marker") counts out the stall count.
13. **Change of Possession:** When a pass is not completed (e.g. out of bounds, drop, block, interception, or stalled), the defense immediately takes possession of the disc and becomes the offense.
14. **Substitutions:** Players not in the game may replace players in the game after a score and during an injury timeout.
15. **Non-Contact:** No physical contact is allowed between players. Picks and screens are also prohibited. A foul occurs when contact is made.
16. **Fouls:** When a player initiates contact on another player a foul occurs. When a foul disrupts possession, the play resumes as if the possession was retained. If the player committing the foul disagrees with the foul call, the play is redone. Once a foul is called, players must maintain their current position without moving.

17. Self-Officiating: Players are responsible for their own foul and line calls. Players resolve their own disputes.

18. Spirit of the Game: Ultimate stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to the rules, and the basic joy of play.

19. Postponed Games: Games postponed due to inclement weather will be rescheduled by the ECPR Office.

The field supervisor assigned to each game field will be responsible for determining whether or not a game must be postponed due to inclement weather. Teams are expected to report as scheduled unless notified otherwise.

- If a game is into the second half of play and postponed due to inclement weather, it will be considered a full game for standings.
- If a game is postponed during first half due to inclement weather, that game and all other games at that field for the remainder of that night will also be postponed.

Coed Soccer

- 1. Referees:** The referee has the authority from the moment they enter the playing area until they leave the playing area. The referee's decision is final. Play is stopped when the referee's whistle is blown. At no time are players, managers, team personnel, or supporters allowed to threaten or touch a referee. The referee will keep official score and have each team manager sign off on the scorecard at the conclusion of the game.
- 2. Linesman:** Odd Number Divisions: Teams shall provide TWO (2) AR on the night their team is scheduled for a bye. Failure to provide AR on scheduled night results in FORFEITURE in the standings for following week's game. Failure to provide AR on final week of play results in a WIN taken away from current round standings. Even Number Divisions: AR will be assigned each night before or after a team's game.
- 3. Team Composition:** Each team will consist of no less than 12 players and no more than 20 players. Playing managers will be included in the 20-player limit. Non-playing managers will not count against the 20-player limit. All players must register online. Violation of this rule will result in forfeit for each match in which an ineligible player has participated.
- 4. Fielding Players:** Fall play due to larger size field will be 9v9. Teams will play with 8 field players and a goalkeeper. All teams must have at least 6 players and a goalkeeper on the field to begin a match.
- 5.** Two (2) women will be required on the field at all times in co-ed leagues. Should a team fall short of having two women on the field, they will play short-sided.
- 6.** Managers must sign in players on back of scorecard prior to captain's meeting before each game.
- 7. Fewer than 7 Players:** Teams with fewer than 7 players after 5 minutes of the scheduled starting time will forfeit that match and the opposing team will be declared the winner 3-0. If neither team has at least 7 registered players on the field ready to play by 10 minutes after the scheduled starting time of the match, both teams will forfeit and no winner will be declared.
 - Teams may pick up one league-rostered player to prohibit a forfeit during one game of the season. Managers MUST note the substitute player's full name on the back of the scorecard. Teams MAY NOT pick up players during post season games.
- 8. Leaving Players:** If a player leaves a game during play, a team may not take on additional players that are not on its official roster in order to avoid a forfeit. Exception: If player is leaving due to injury.

Facilities and Equipment

- 1. Game Site:** All games will be played at the Eau Claire Soccer Park Fields or at UWEC Bollinger Fields.

2. **Balls:** Each team is responsible for bringing their own warm up balls. Game balls are provided for game use.
3. **Cleats:** No metal cleats or toed cleats are allowed. Players in violation of this rule will be ejected.
 - **NOTE:** Referee will conduct an equipment check prior to the game at either center field or along sideline.
4. **Uniforms:** Team uniforms are not required. Players may not wear clothes or hats that include profanity, obscenity, or degrading messages. Violations of this rule are at the discretion of the referee, supervisor, or ECPR Office. Sports bras may not be worn unless they are under a shirt.
5. **Jerseys:** Jerseys shall be similarly color jerseys or t-shirts. Teams should bring an alternate color uniform to every game in case of conflicting colors
 - Goalkeepers must be in a distinguishing color shirt from either team.
6. **Shin Guards:** Shin guards are mandatory for all players.
7. **Jewelry:** Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. This will include earrings, nose rings, naval rings, ornamental finger rings, necklaces, and bracelets. **BLUE CARD issued for infraction of this rule!**
 - Medical alert bracelets and necklaces are not considered jewelry and may be worn. If worn, they must be taped to the body so the medical alert information remains visible.
 - Wedding rings are considered a religious symbol and may be worn, although referees may ask players to cover wedding rings with tape.
 - If a referee requests that jewelry be removed and the player refuses, the player will not be allowed to participate in the game (disqualification).
8. **Hard Casts:** Hard casts are not allowed – even if they are padded.

Playing the Game

1. **Governing Rules:** The rules adopted by the National Federation of State High School Athletic Association will govern all play. Where rules adopted by the ECPR Soccer League conflict with NFSHS rules, the local rules will prevail.
2. **Guidelines:** The Eau Claire Parks and Recreation, with assistance from the participant group, reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the league, or participant safety.
3. **Timing:** Games will consist of two 28 minute halves with a 3-minute halftime. The game clock shall begin running at the scheduled start time for every match. Teams shall expect shorter playing time if one or both teams are not set to kick off at the scheduled time. There will be no overtime. Tied scores stand as such.

4. **Substitutions:** Substitutions may be on the fly during play or when the ball has left the field of play.
- All substitutions must take place on at MIDFIELD.
 - The substitute must wait until the player is at the team bench sideline BEFORE entering the field of play
 - Illegal substitution shall be an indirect free kick where the ball is at the time of the violation.
 - A team continuing to violate this law may warrant a 2 minute penalty
5. **Direct Free Kick:** A player who intentionally commits any of the following offenses will be penalized and a direct free kick will be awarded to the opposing team from where the infraction occurred:
- Jumps at an opponent
 - Holds an opponent
 - Pushes an opponent
 - Intentionally plays the ball with his or her hand or arm
 - Strikes or attempts to strike an opponent
 - Charges an opponent
 - When tackling an opponent, makes contact with the opponent before touching the ball
 - Kicks or attempts to kick an opponent
 - Trips an opponent
 - Spits at an opponent
6. **Indirect Free Kick:** Any of the following fouls committed by a player will result in an indirect free kick:
(10 yds. lead way)
- Dangerous play (high kick, sliding, etc.).
 - i. NOTE: high kick is considered any kick play above the waist when an opponent is near in play.
 - Obstruction
 - Handling of pass-back by the goalkeeper
 - Handing the ball by the goalkeeper again after it has been released from his/her possession and has not touched any player
7. **Additional Penalties:** The following progression is a guideline for an official to use. IT IS NOT A REQUIRED ORDER! The official can at any time decide, due to the nature of the foul or conduct of the player/team, to bypass a lesser punishment for one that is more severe.
- **Blue Card (Player REST):** A player that is rested by the official must leave the field of play for a minimum of 2 minutes. This is used to indicate to a player or team that this kind of play is inappropriate. It allows a player the chance to evaluate their play and calm down. Player must be replaced immediately.
 - **Yellow card:** A warning that will result in a 2-minute penalty to be served by the offending player(s) and their respective team(s) playing shorthanded for the duration of the penalty or until a goal has been scored against them.
 - **Red card:** This will result in ejection from the current game, the offending player's team(s) playing shorthanded, *and* a minimum one week or game

suspension. The team will play shorthanded for no more or no less than five (5) minutes, regardless of the number of goals the other team may score. The ejected player must leave the bench area and may be asked to exit the facility. Players persistently carded may receive longer suspensions.

- **Soft Red** – when a player obtains 2 yellows. This results in player being ejected for the current game, but does not prohibit play the next week.
- Use of obscene and offensive language or gestures is not allowed. An infraction will warrant an immediate **Blue Card**. Repeated offenses will result in Yellow and/or Red.

8. Slide Tackling: Slide tackling is not allowed. Absolutely no sliding is allowed.

This will result in a penalty called.

9. High and Hard Rule: Any hard kick that is made above waist height when opposing players (other than the goalkeeper) are near the path of the ball will be ruled illegal. This rule does not apply when kicking player is shooting directly on goal with only the goalkeeper in the path of the ball. (automatic Blue Card)

10. Off-sides: Off-sides will be called by the discretion of the referee and the linesmen. Each team must provide a linesman for the game either before or after their regularly scheduled game to assist.

11. Fighting will not be tolerated. Violators will be issued a RED CARD, and may be prohibited from any future participation with ECPR.

12. Ejection from the League: Any player that must be removed from league play or the building because of misconduct will not be refunded for league fees.

13. “5-8” Rule: If a team is behind by 5 or more goals they may add an additional player onto the field. An additional player can remain on the field until the goal differential has been reduced to less than 5. This occurs again at a 5 goal deficit.

14. Scoring: Goals completed count as 1 point.

15. Goalkeepers: A goal keeper has possession of the ball when her/she is touching the ball with any part of his or her body other than the feet.

- Once in possession of the ball the goalie has 6 seconds to release the ball into play
- Goalkeepers can go to ground for ball by sliding to protect themselves and possession of ball; no studs up however.
- A goalkeeper shall not slide tackle or slide into an opponent from outside their penalty box. An indirect free kick will be awarded for this infraction.
- Goalkeepers may distribute the ball from their hand possession via hand or foot, so long as the ball touches a player or the playing surface before it crosses the center line.
- If the Goalkeeper chooses to put the ball on the ground and play as any other player, there will be no limit to his or her distribution.

16. Postponed Games: Games postponed due to inclement weather will be rescheduled by the ECPR Office.

The official assigned to each game field will be responsible for determining whether or not a game must be postponed due to inclement weather. Teams are expected to report as scheduled unless notified otherwise.

Games in progress that are being impacted by inclement weather will be handled as follows:

- Any game ended because of inclement weather after the completion of the first half will result in the score at the stoppage of play standing as the final score.
- Any game ended because of inclement weather before the completion of the first half will be rescheduled.

Softball

Team Composition: Each team will consist of no less than 12 players and no more than 20 players. Playing managers will be included in the 20-player limit. Non-playing managers will not count against the 20-player limit. All player registrations must be on file at the Parks and Recreation Office. Violation of this rule will result in forfeit for each match in which an ineligible player has participated.

Minimum Required to Play: Teams must have at least eight players to start a game. A Slow-Pitch team may take on one (1) additional player that is not on its official roster in order to avoid a forfeit. The manager must notify the umpire and the opposing team verbally and circle the individual's name on the back of the scorecard. (A Fastpitch team may pick-up 2).

Late Players: Late players may be added to the team's batting order, but they must be added to the bottom of the order and may not bat in front of players that have already arrived.

Leaving Players: Players who leave early may be deleted from the batting lineup with no penalty. A team may not take on additional players that are not on its official roster in order to avoid a forfeit.

Facilities and Equipment

1. **Game Site:** All games will be played at:
 - Gelein Field - Carson Park (Menomonie St or 5th Ave)
 - Hobbs Field - Carson Park (Menomonie St or 5th Ave)
 - University Field #7 - Stein Blvd and MacArthur (South of MacArthur)
 - University Field #8 - Stein Blvd and MacArthur (South of MacArthur)
 - University Field #9 - Stein Blvd and MacArthur (west of Stein Blvd)
 - University Field #10 - Stein Blvd and MacArthur (west of Stein Blvd)

2. **Balls:** Game balls are provided for game use.
 - Each team pays for one new ball for each league game in which they participate through their registration fee. The winning team has first choice of balls after each game and the losing team gets the remaining ball. In case the balls are lost during the game, it is the current batting team's responsibility to supply a replacement ball. The new ball must be acceptable to the other team and the umpire.
 - Each team will receive one dozen balls before the season begins. Teams must provide one new ball for each game.
 - Balls used in the Eau Claire Parks and Recreation Softball Leagues are as follows:
 - i. Men's Slowpitch - Dudley Leather ASA (12")
 - ii. Co-ed Slowpitch - Dudley Leather ASA (12")
 - iii. Men's Fastpitch – Worth Dream Seam (12")

3. **Bats:** Only approved ASA equipment will be allowed, including bats.
 - Approved bats include:
 - i. Bats bearing either the ASA certification marks and are not listed on the ASA non-approved list.
 - A list of non-approved bats is noted on our website.
 - Any player found using an illegal bat (as defined above) will be considered out for that at-bat, disqualified from the game in which the bat was used, and disqualified from the next scheduled game. A second offense by this player will result in disqualification from the game in which the bat was used and a two-game suspension.
4. **Metal Cleats:** Slowpitch players may not use metal cleats.
5. **Protection:** Players are encouraged to wear necessary protective equipment.
6. **Uniforms:** Team uniforms are not required. Players may not wear clothes or hats that include profanity, obscenity, or degrading messages. Violations of this rule are at the discretion of the umpire, field supervisor, or ECPR Office. Sports bras may not be worn unless they are under a shirt.
7. **Jewelry:** Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. This will include earrings, nose rings, naval rings, ornamental finger rings, necklaces, and bracelets.
 - Medical alert bracelets and necklaces are not considered jewelry and may be worn. If worn, they must be taped to the body so the medical alert information remains visible.
 - Wedding rings are considered a religious symbol and may be worn.
 - If an umpire requests that jewelry be removed and the player refuses, the player will not be allowed to participate in the game until jewelry is removed.

Playing the Game

1. **Governing Rules:** The rules, guidelines, and restrictions adopted by the Amateur Softball Association (ASA) and the International Joint Rules Committee on softball will govern all play each season (except where otherwise noted). Where rules adopted by the ECPR Office conflict with ASA rules, the ECPR's rules will prevail.
2. **Guidelines:** The Eau Claire Parks and Recreation, with assistance from the participant group, reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the league, or participant safety
3. **Umpires:** Umpires will be furnished and scheduled by the ECPR Office for each game. The umpire is in complete charge of the game at all times and must receive full cooperation from both managers and players. Managers are not only expected, but also instructed, to assist the umpire in managing the conduct and cooperation of his/her players at all times.

4. **Scorers:** Each team is responsible to supply an official scorer who will keep the official score of the game and report that score to the umpire. When there is a discrepancy between the teams' scorebooks and the umpire cannot determine which one is correct, the home team's scorebook record will be official.
5. **Beginning the Game:** The first game of each night will start at the scheduled time with no grace period. Game time begins as soon as the home team takes the field.
6. **Slow-Pitch Timing:** Slow-Pitch games will last seven (7) innings or 60 minutes, whichever comes first. New innings may not start after 60 minutes of game time have elapsed. The umpire will give a 5-10 minute warning call to signify the approach of the time limit.
7. **Fast-Pitch Timing:** Fast-Pitch games will have a 90 minute time limit. New innings may not start after 90 minutes have elapsed. . The umpire will give a 5-10 minute warning call to signify the approach of the time limit.
8. **Tie Game:** If a game is tied as the time limit expires, that game will be played according to extra innings rules. Tied games will be played until a winner is determined, regardless of the time elapsed.
9. **At Bats:** Slow-Pitch at bats will be defined as follows:
 - At bats will be limited to three balls and two strikes. Three balls will result in a base on balls. Two strikes will result in an out.
 - A fouled second strike will result in an out.
 - A mat will be used to determine balls and strikes. The home plate is considered part of the mat.
 - Any ball pitched within a 6' to 15' arc and hits either home plate or the strike mat will be a strike. Whether a pitch meets the arc requirements is up to the discretion of the umpire.
10. **Running the Bases:** The following are rules pertaining to base running:
 - A double first base will be used in all leagues.
 - A batted ball hitting the white portion is declared fair. A batted ball hitting the orange portion of the base is declared foul.
 - Whenever a play is being made on the batter-runner, the defensive player must use the white portion of the base, and the batter-runner the colored portion of the base, unless a play is being made from foul territory. Once the batter-runner has rounded first base he/she will use the white portion of the base. The defensive player must use the white portion of the base as well.
11. **Stealing Bases:** Stealing is not allowed in any Slow-Pitch leagues.

12. Courtesy Runner: The following rules pertain to utilizing courtesy runners:

- The use of courtesy runners for specific batters must be approved by the opposing manager and umpire before the game starts, unless the runner must be used as a result of an injury occurring within the game in question.
- The courtesy runner will be the last player to get out or if there are no outs the player at the end of the line-up at that time.
- All courtesy runners will start at first base, regardless of which base was gained by the batter-runner being replaced unless:
- A batter-runner is injured while running the bases; a courtesy runner will be permitted to stay at the base where the batter-runner was injured. This exception is only for injuries occurring during the play in question.
- A batter-runner who has requested a courtesy runner gets an over-the-fence home run or an inside-the-park home run, the play will stand as a home run.
- A batter-runner who has requested a courtesy runner acquires a double or triple during his/her time at bat, he/she can decline the use of the courtesy runner and stay on base. No courtesy runner will be permitted for this person until his/her next at bat.
- Fastpitch – Courtesy Runner will be allowed for the catcher if there are 2-outs.

13. Home Runs: If a batter hits an over-the-fence home run, he/she and any batters already on base may choose to run the bases OR, for the sake of time, may choose not to run the bases. All base runners, including the batter, must return to their dugout. Men's Slow-Pitch teams are limited to six over-the-fence home runs per game. Co-ed teams are limited to three over-the-fence home runs. Any additional such hit will result in an out.

14. Run Rules:

- Slowpitch: A 20-15-10 run rule will be used in all Slow-Pitch games, as follows:
 - i. After three innings, if a team is ahead by 20 runs, the game is complete.
 - ii. After four innings, if a team is ahead by 15 runs, the game is complete.
 - iii. After 5 innings (4-1/2 innings if the home team is ahead), if a team is ahead by 10 runs, the game is complete.
- Fastpitch: A 15-12-7 run rule will be used in all Fast-Pitch games, as follows:
 - i. After three innings, if a team is ahead by 15 runs, the game is complete.
 - ii. After four innings, if a team is ahead by 12 runs, the game is complete.
 - iii. After 5 innings (4-1/2 innings if the home team is ahead), if a team is ahead by 7 runs, the game is complete.

15. Substitutions: Slowpitch teams may substitute freely on defense unless otherwise noted (see "Coed Specific Rules"). Batting lineup substitutions are allowed as follows:

- Once the batting lineup is provided to the umpire, the order of the lineup may not be changed. However, batters may be replaced by other batters as long as the order does not change.
- Slowpitch teams may choose to bat all players present at a given game.
- Slowpitch teams may choose to bat only the same amount of players that are playing defense for the game in question. If a team chooses not to bat all players, substitutions must follow ASA rules, which state: "Any player may be substituted or replaced and re-entered once, providing the players occupy the same batting positions whenever in the lineup. The starting player and their substitute may not be in the line-up at the same time."

- If a player listed in the batting lineup must leave early, requiring his/her team's batting order to change, that team's manager must notify both the umpire and the opposing team's manager of any changes.
 - i. Failure to notify the Umpire and opposing team manager of any batting order changes will result in a forfeit of that game.
 - ii. Coed rules apply (see "Coed Specific Rules").

16. Coed Specific Rules:

- **Coed Substitutes:** Coed teams may substitute freely on defense, as long as there are at least as many women playing defense at one time as there are men.
- **Coed Batters:**
 - i. Coed leagues must bat an equal number of men and women, or more women for the entire game.
 - ii. If a female in the line-up leaves the game, another female must be put into the line-up or the male following that female must also be removed from the batting order.
 - iii. Courtesy runners will be allowed in games upon agreement of the opposing manager. However, the courtesy runner must be the same gender as the batter-runner being replaced.
 - iv. Any male batter awarded a walk (base on balls) will go to second base. If there are two outs, the next batter (a female) has the option to walk or bat.
- **Defensive Positioning:** There is no gender specific defensive positioning for co-ed play. However, players cannot switch positions in the middle of an inning.

17. Suspended and/or Postponed Games: Games postponed due to inclement weather will be rescheduled by the ECPR Office. The umpires assigned to each game field will be responsible for determining whether or not a game must be postponed due to inclement weather. Teams are expected to report as scheduled unless notified otherwise. Games in progress that are being impacted by inclement weather will be handled as follows:

- Any game ended because of inclement weather after five complete innings will be considered a complete game. If the home team is ahead, a game will be considered complete after four and a half innings.
- Any game ended because of inclement weather before five completed innings (or four and a half completed innings if the home team is ahead) will be suspended and will be completed at a later date as determined by the ECPR Office. The point of suspension (i.e. "two outs in the bottom of the second inning, home team leads 4-2") must be clearly recorded in the official scorebook.
- If a game is postponed due to inclement weather, all games at that field for the remainder of that night will also be postponed.

Volleyball

Team Composition

1. **6V6 Team Composition:** Each team must have a minimum of 8 and a maximum of 12 on their team roster. Teams must have at least (5) five of their own registered players before a game starts. Matches will not start or continue with less than five players on a team. If a team falls below five players during a game, due to an injury or emergency situation, play may continue with four players. If a team falls below four players at any time, that game and following games of the match will be considered a forfeit.
2. **Substitutes:** To prohibit a forfeit, teams may pick up one additional non-registered player. Managers must note the player's full name on the back of the card. NOTE: Subs are not allowed during end of season play-off games (if scheduled).
3. **Team with 5 players:** Any team that plays with (5) five players will be subject to; two warnings, game forfeiture, and/or league suspension. All league rules are proposed for ***six players per team on the court each game***. Considerations will be given to teams that rarely play without six players. The purpose of this ruling is to prohibit teams from purposely taking advantage of playing with 5 people (3 men). Managers should contact League Supervisor if there are problems fielding his/her team. Reminder: rosters can hold up to 12 persons per team. Coed teams may have no more than ***three (3) men*** on the court at one time.

Facilities and Equipment

1. **Game Site:** The place of league matches shall be determined by the League Supervisor.
2. **Balls:** Volleyballs will be provided; however, if both teams agree, they may play with a different ball as long as it meets National Federation of State High School Standards and has the NFHS symbol.
3. **Protection:** Protective equipment is not required but, encouraged.

Playing the Game

1. **Governing Rules:** The rules adopted by the National Federation of State High School Athletic Association will govern all play. Where rules adopted by the ECPR Volleyball League conflict with NFSHS rules, the local rules will prevail.
2. **Guidelines:** The Eau Claire Parks and Recreation, with assistance from the participant group, reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete, or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the league or participant safety.
3. **Uniforms:** Uniforms are not required. Obscene attire is not permitted.

4. **Beginning Each Match:** Managers should write players FULL names on back of scorecards prior to match. Circle substitute names (if present).
 - **6v6 Leagues:** Official will flip a coin according to NFHS rules. Home team chooses side. 1st flip – visitor calls. Winner chooses “serve or receive”. 3rd game flip – Home team calls. Winner has choice of “side, serve, or receive”.
5. **Matches:** Each match consists of 3 games (*not* best of 3)
6. **Timing:** The first game of each evening or any single game shall start promptly as scheduled. Officials will use cell phones to determine exact time as clocks in facilities are not always synchronized. Each match has a 50-minute time limit. Players must exit the court when time is called, regardless of score. If a team falls below five players during a game, that game and proceeding games of the match will count.
 - **In competitive leagues,** time starts as soon as the referee is in position. Any further warm-up takes time away from the match. A ten minute and five minute warning will be given prior to completion of the match. If the time expires, a team must be ahead by one point before the match is called.
7. **Delay of Game:** A delay of game penalty will be implemented for teams not ready to play once the official or facility supervisor calls for play to begin. The first four minutes of delay will result in one point awarded to the opposing team for each minute of delay. A team with less than five players or not ready to play, at five minutes after scheduled game time, will forfeit their first game. A win is awarded to the opposing team for that game. If a game is delayed five minutes for lack of players, only two games will be played once the players arrive. After ten minutes the entire match is forfeited.
8. **Scoring:** Rally scoring will be used. Note: The 6 v 6 League games are each to 25, win by 2; or cap at 27.
9. **Rotations:** Rotations on serves will be continuous. No "skips" for players absent (i.e. with only five players present, service will go from number five player to number one player. There are no consequences for missing a sixth player concerning service opportunities. However, as stated above, teams playing with only 5 members habitually will be penalized in the standings. NOTE: The line-up in coed does NOT have to be alternating.
10. **Substitutions:** All substitutions will be made at the center back position as the team rotates for the service. In Coed divisions, the players coming into the game must be the same gender. Players coming late to a game may enter the game at his/her specific position during a dead ball.
11. **Competitive Leagues:** Players may be skipped during substitution in order to maintain the proper positioning of setters and hitters. Players may not be skipped while rotating unless they are unable to play or are the wrong gender.
12. **Officials:** For competitive leagues, if an official is absent, the head official of site will flip and start matches so schedules can be maintained. Officials should be reported immediately to program supervisor. Conflicting calls result in a replay.

13. **Out of Bounds:** A ball must land “wholly out” beyond the boundary line to be considered out-of-play. The line is considered in-bounds.
14. **Block:** Serves may not be blocked or spiked. A defensive block does not count as one of the allowable contacts.
15. **Net Violations:** No part of the body may touch the net at any time unless a ball driven into the net causes the contact.
16. **Illegal Hit:** Ball becomes visibly at rest or at prolonged contact: Holding, catching, throwing, lifting, carried, rolled or pushing. Redirection from one side of body to another may be considered a carry.
17. **Center Line:** A player may touch, but not completely cross over the center line with the foot or hand.
18. **Ball Contact:** The ball may contact any number of body parts down to, and including the foot. Kicking the ball in a direct kicking motion will not be permitted. However, foot hits are permitted when foot is used as a dig.
19. **Receiving Serves:** Serves cannot be blocked. Serves cannot be attacked. Serves can be set. Official's judgment whether set is legal.
20. **Back Row Requirements:** Back row players cannot touch the ball from above the net in front of the 10' line. They may leave the floor from behind the 10-foot line prior to attaching the ball.
21. **3 Hits:** A team must not hit the ball more than 3 times except when:
 - The first contact is an action to block – except on a serve (the next contact is considered the first; the blocker can be the 1st contact).
 - The contact is made by teammates at the same instant (this is one hit and either player may make the next hit).
 - A ball rebounds from one part of a player's body to another in one attempt on the 1st hit over the net is considered the team's first hit.
22. **Jewelry:** Exposed jewelry, which is judged by the official to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets and necklaces are not considered jewelry and may be worn. If worn, they must be taped to the body so the medical alert information remains visible. Wedding rings will be considered a religious symbol and may be worn.
23. **Clockwise Rotation:** On every side-out, prior to serving the ball, the team serving must rotate players clockwise one position. The team awarded the initial service in the pre-game conference does not rotate prior to serving the ball.
24. **Overhead Obstructions:** All of the courts at South, DeLong, Memorial, North, and Northstar have raised baskets. These are considered overhead obstructions, not to be confused with vertical obstructions.

- 25. Reporting Scores:** Players must report scores to facility supervisor table after each match or before leaving facility. Mark scores of all three games in space provided on the score sheet.
- 26. Make-Up Games:** Make-up games may be scheduled the week following the end of the session if facilities are available.
- 27. Inclement Weather Cancellations:** If the Eau Claire Area School District cancels school during the day, we will automatically cancel that evening's program. When the Eau Claire Area School District cancels due to inclement weather, all league games will be cancelled. Cancellations notifications will be updated on the ECPR cancellation hotline (715) 839-2913, or like us on Facebook at www.facebook/cityofecpr for program updates.