



LINCOLN
Parks and Recreation

2025 KICKBALL RULES MANUAL

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Revision June 2025

2025: Each team will need to bring \$13/game for the umpire's pay.

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EACH CAPTAIN HAS THE RESPONSIBILITY TO MAKE SURE THAT ALL TEAM MEMBERS ARE AWARE OF THE FOLLOWING RULES AND REGULATIONS!

Program Supervisor

Monica Manning
mmanning@lincoln.ne.gov
402-441-7892

Team Sports Office
3131 'O' St Suite 300
Lincoln, NE 68510

Office Hours: 8am-4:30pm Monday-Friday

General Information

Weather Hotline: 402-441-7892 x 1

Inclement Weather Text Alert: www.teamsideline.com/lincolnne and "Join our Email & Text Communication List"

The City of Lincoln does not discriminate against any person on the basis of gender, gender identity, or gender expression in the operation, conduct, or administration of community Team Sports programs for youth or adults. For questions regarding this policy, please contact the Director of Lincoln Commission on Human Rights, at 402-441-8691.

A player's self-declared gender at registration will be accepted at face value. In the event of a challenge of a player's eligibility, the City of Lincoln has a process outlined for handling investigations of eligibility.

I. THE PLAYING FIELD

- The kickball diamond is exactly like a softball diamond.
- The kickball diamond is a square with equal sides of 60 feet with a base at each corner.
- The distance from home plate to second base and from first base to third base is 84 ½ feet.
- The pitching strip (pitching rubber) is 43 feet from home plate.

- e. The bunt line is 18 feet from the front of home plate.
- f. The strike zone is the plate – including the black edges. Any part of the ball that touches any part of the plate – the ball will be called a strike. Two strikes are an out.
- g. **Alcohol is prohibited on the field or complex – no exceptions. Participants breaking field rules will be ejected from the game and could face further sanctions. The program coordinator has the final say on all sanctions.**

II. WEATHER

- a. We will cancel games if the earliest game time temperature is projected to be 32 degrees or below.
- b. Every effort will be made to make up rainout games, but the Team Sports staff retains the right to cancel games should sufficient dates not be available. Make-up games may be played on a different night or field than they were originally scheduled, or teams might play a double-header on the same night but on a different field.
- c. If 35 minutes or 4 completed innings of the game have been played when a game is stopped due to inclement weather, the game will count as being played and will not be rescheduled.
 - 1. REGULAR SEASON: Games not considered regulation will be restarted from the beginning.
 - 2. TOURNAMENT: Games not considered regulation will be picked up where the game left off when it gets rescheduled. Team captains should present their scorebooks to the umpire or field supervisor for clarification and instruction about policies for completion of rain suspended games.
- d. If a game is delayed due to weather, the site supervisor will pull the players off the field. All sites will go by the “30/30 rule”. This rule states: take appropriate shelter when you can count 30 seconds or less between lightning and thunder. Remain sheltered for 30 minutes after the last thunder. This means when site supervisors see lightning strikes in the sky that is less than 30 seconds apart from each other, the games in progress will be officially delayed, and players will be asked to seek shelter. Games will be delayed 30 minutes after the last lightning strike. **DO NOT LEAVE THE AREA UNTIL THE SITE SUPERVISOR CANCELS THE GAME!!** If players leave and the game resumes, the team could face a forfeit and the game will not be rescheduled!
- e. If ballfield lights are turned off by the supervisor, that is the signal that games are cancelled for the rest of the night.

III. EQUIPMENT/OFFICIALS

- a. Players should wear athletic clothing. Athletic shoes are required. Metal cleats are not allowed.
- b. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the umpire as a performance enhancement must be removed or the player will be removed from play. Shin guards and gloves of any type are permitted and encouraged.
- c. The uniform is an extension of the player.
- d. All teams must provide their own **size 4** soccer ball to use in the game.
 - I. Teams will kick the ball they bring. It is highly suggested that each team brings at least two balls to each game.
 - II. Any team that fails to bring a ball could forfeit the game due to lack of equipment. The opposing team will make the decision to take the forfeit or allow the team without a ball to use their ball for the whole game.

IV. UMPIRES

- a. **Teams are responsible to pay \$13 per team, CASH ONLY, to the umpire before the start of the game. Failure to pay will result in a forfeit.**
 - I. Payment is due prior to the coin flip.
 - II. If a team does not have their money, the opposing team can implement a 10-minute grace period to allow the team that doesn't have the \$12 to get the money, or they can accept the forfeit. The game will begin once the umpire is paid in full.
 - III. If a team forfeits or no-shows, the Team Sports office will pay the umpire.

- IV. If a team doesn't pay, the result is a forfeit.
- V. Any additional questions can be referenced on the *Q & A: Paying Umpires on the Field* located in the "Downloads" section on Team Sideline.
- b. Lincoln Parks and Recreation will provide an umpire for all games and a complex supervisor for the evening.
- c. Umpires/Supervisors have jurisdiction over play and must:
 - I. Cancel the game if lightning is seen or for weather-related conditions.
 - II. Lightning within 10 miles will result in game cancellations or weather delays for 30 min.
 - III. Call off any game still in play after 55 minutes that is tied, and the home team has completed an at-kick.
- d. Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

V. PLAYER ELIGIBILITY

- a. All participants must be 18 years of age or older, and not attending high school.

VI. ONLINE ROSTER/WAIVER DATES AND DEADLINES

- a. Paper rosters are no longer accepted. Please visit the website for online roster instructions. Help is available by calling the office.
- b. **Teams need to have a minimum of 8 players enrolled on their roster by the first game.** Additional players can be added until the week prior to tournament play. Absolutely no changes to the roster will be made after tournament play begins.
- c. If a team does not have a minimum of 8 players enrolled on its roster before the start of their first game, that team will have to forfeit the game.
 - i. Teams WILL NOT be permitted to continue the season until they have met the minimum roster requirements!
 - ii. After tournament play begins, rosters will be LOCKED and become visible to everyone on the website! Players that have not completed the enrollment process will not show up! It is the captain's responsibility to know who is enrolled on their roster!

VII. FREE AGENTS/EXTRA PLAYERS

- a. We have an ever-growing free agent list with players of all calibers of talent that are looking for a team! If your team is looking to add players, you can access the "Free Agent Listings" on the website.

VIII. LINEUPS

- a. Can play with the minimum of 8 (shorthanded), but no more than 10 players. *Playing with fewer than 10 players is considered playing "Shorthanded". You can play with even shorthanded (8) or odd shorthanded (9). Must field a minimum of 2 players who identify with a different gender from the other players on the team.*
- b. If the minimum of 2 players who identify with a different gender from the other players on the team, or the minimum of 8 players aren't present at the start of the game, the opposing team can implement a 10-minute grace period to allow the additional player(s) to show up or accept a forfeit.
- c. The pitcher and catcher must identify with different genders; the infield and outfield combined must have **at least** one player who identifies with a different gender than another player.
- d. May have up to 14 players kicking. The lineup order by gender/gender identity does not matter but **MUST** remain the same throughout the game. It is suggested that a lineup be presented to the official prior to the game.
- e. If only 2 players of one gender/gender identity are present, a team can only kick 10. Any additional players can only be used as substitutes when kicking 10.
- f. After 10 kickers, there must be a kicker who is a woman, identifies as a woman, or a non-binary person for every man kicking up to the limit of 14 players in the lineup.
- g. Teams may elect to use just one (1) extra kicker in the lineup, but that kicker must be a woman, identify as a woman, or a non-binary person.

- I. Any eligible player arriving after the start of the game must be added to the end of the team's written kicking order. Only a ninth (9th) and/or a tenth (10th) can be added once the game has started. All others after ten will be considered substitutes.
- h. Must have one Captain who is responsible for the team. The Team Captain must ensure that:
 - I. Only the Captain may dispute calls with the umpire. A team Captain may raise protest with the umpire for blatant rule infraction but will accept the umpire's or supervisor's final ruling. The league will consider protest beyond the umpire at its discretion.
 - II. The Team Captain will designate a scorekeeper who will record game statistics in a scorebook.
 - III. A claim of improper kicking order must be made to the umpire who will make the final determination.

IX. REGULATION GAMES

- a. Regulation games last 9 full innings or 55 minutes.
- b. In the event of a tie score at the end of 9 innings, the game will continue until there is a winner or time has expired.
- c. In the event of a tie score at the end of 55 minutes, the game will be considered a tie.
- d. A game that is called off by the umpire after 4 full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.
- e. A game that is called off by the umpire for any reason before 4 full innings of play shall not be considered a regulation game and a new game may be rescheduled.
- f. Teams not meeting the required number of players to start a game could be granted a 10-minute grace period only by the opposing team. Failure to meet the required number of players after the grace period will result in a forfeit.
- g. Two forfeit losses without advising the Team Sports Office 24 hours prior to game time will result in the team not participating in the tournament.
- h. A game may end at the discretion of the losing team at any point in a game.
- i. There will be a limit of 5 runs per inning.
- j. A game will end at any time a team is losing by 20 runs after 5 innings or losing by 10 runs after 7 innings.

X. PITCHING, CATCHING AND FIELDING

- a. Balls must be pitched by hand.
 - I. Balls bouncing excessively or over six (6) inches high will be declared an illegal pitch.
 - II. Bowling style pitching is acceptable meaning that a ball with any kind of spin is a legal pitch.
- b. The infielders can play at any distance in the infield but may not play into the grass until the ball is kicked.
- c. The pitcher must keep one foot on the pitching rubber when pitching but may move anywhere on the infield once the ball is pitched.
- d. The outfield must stay in the outfield grass and can only move into the infield once the ball is kicked.
- e. The catcher cannot move past the traditional batter's box until the ball is kicked. When a batter's box is not present, the umpire will define the catcher's boundaries. The catcher may not make contact with the kicker, or position so closely to the kicker as to restrict the kicking motion.
- f. Once the ball is kicked, any defender may make a play on the ball.
- g. Defenders may move into the runner's path to field a **kicked ball** – it is the responsibility of the runner to avoid the defense. Failure to do so is **"Interference"**; play will be stopped, the runner will be out and the all other runners will return to their previous base.
- h. Once the ball has been fielded or "played" by a defender, the defense must avoid the base runners if they're not in possession of the ball. Failure to do so is **"Obstruction"**; play will continue until the ball is ruled dead by the umpire.
 - I. Once the play has concluded, the umpire will make his ruling on where the obstructed runner will go.
 - II. An obstructed runner could receive multiple bases if the umpire deems the runner's progression would have taken them there less the obstruction.
 - III. The umpire's ruling on obstruction is final.

- i. Once defender has the ball under control and the runners forward progress has stopped, the play ends and time is called; and all fielders must return to their position and runners to their bases.
- j. Failure for the outfield to be properly positioned will result in a **"Position Warning"**; to the team that caused the infraction. The team's second and each subsequent **"Position Infraction"**; will result in the kicker being awarded first base regardless of the outcome of the kick.
- k. The infield fly rule applies with any runner on first and second or bases loaded with ZERO or ONE out(s). It is the umpire's discretion on whether the ball can be caught and a play can be made on the runners.

XI. KICKING

- a. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- b. All kicks must occur:
 - I. Behind, at, or one foot in front of the plate. The kicker may step on home plate to kick. Part of the planted foot may be in front of or cross the front edge of the plate.
- c. **Bunting is allowed.**
 - I. A bunt is defined as a kicker's leg moving forward to strike the ball. It may move at any speed the kicker wishes their leg to move.
 - II. A kicked ball made with a leg that is not moving (called a "dead stop kick") is an illegal kick and is considered a foul ball.
 - III. A bunt that does not cross the 18' bunt line will be called a strike.
- d. Kicking order does not require alternating gender/gender identities.
- e. Any pitched ball that crosses the plate is a strike.
- f. Any kicked ball that rolls foul and is either declared dead or touches the defense is a foul ball and is a strike.
- g. Any combination of two (2), either foul kicks or called strikes, is an out.
- h. There are neither balls nor walks.

XII. RUNNING AND SCORING

- a. Runners must stay within the baseline. Any runner outside the baseline is out.
 - I. Runners may choose their path from one base to the next, and may follow a natural running arc.
 - II. Runners are free to change course to avoid interference with a fielder making a play (see Rule re: Interference).
 - III. When attempting to avoid a ball tag, runners may move no more than three (3) feet out of their established path.
- b. Runners hindered by any fielder within the baseline (see Rule re: Obstruction), not making an active play for the ball, shall be safe at the base to which they were running – this includes a rundown (pickle). Runners may choose to advance beyond this base while the ball is still in play but will do so at their own risk.
- c. Any kicker/runner who successfully makes it to a base, may have a pinch runner once per inning. All pinch runners must be of the same gender/gender identity. This can only be used one time per team per inning – choose wisely!
- d. Any runner over fifty (50) may have a pinch runner once per inning. The pinch runner can be anyone on the offensive team who is not kicking. If the pinch runner's turn in the kicking order comes up, that spot is an out and the next kicker will kick.
- e. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- f. **Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding, ducking, or dodging. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hit the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the umpire, the runner is out. Any player that intentionally throws at another players head or neck and is deemed flagrant by the umpire will first be warned, then an unsportsmanlike out given, or can be out-right ejected from the game.**
- g. **The defense can hit a runner with the ball when the runner is within five (5) feet of the defender, but it must be done so in a non-aggressive manner. This is considered the "Halo Rule," and the**

runner will be considered safe if an aggressively thrown ball hits the runner. An aggressively thrown ball is defined as a ball thrown at high speeds at or above the shoulders.

- h. If the runner is thrown out, or attempted to be thrown out, and the ball stays in play, the play will continue until the defense has control of the ball, and the runners have stopped their forward progress.
- i. Base Running on Overthrows:
 - I. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
 - II. A runner may advance only one base beyond the base the runner is on, or running toward, when the ball travels into foul territory.
 - III. One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance.
 - IV. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

XIII. FAIR AND FOUL

- a. A foul ball is:
 - I. A kicked ball landing in foul territory.
 - II. A kicked ball touched in foul territory.
 - III. A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base.
 - IV. A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such.
 - V. A kicked ball touched more than once or stopped by the kicker.
 - VI. A ball that is not kicked properly, or deemed a “dead stop kick”.
- b. A fair ball is:
 - I. A kicked ball landing and remaining in fair territory.
 - II. A kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base.

XIV. OUTS

- a. A count of three (3) outs by a team completes the team's half of the inning.
- b. An out is:
 - I. A combination of two (2), strikes or fouls.
 - II. Any kicked ball (fair or foul) that is caught by a fielder.
 - III. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
 - IV. A runner touched by the ball, or who touches the ball at any time while not on base while the ball is in play.
 - V. A kicker that intentionally hits the ball with their hand or arm.
 - VI. A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught.
 - VII. A runner off base when the ball is kicked.
 - VIII. A runner physically assisted by a non-base running team member during play.
 - IX. Any kicker that does not kick in the proper kicking line up.
 - X. A runner that passes another runner.
 - XI. A runner outside of the baseline.
 - XII. A runner who misses a base. Must be appealed to the umpire upon the conclusion of the play.
 - XIII. A runner who fails to properly tag up on a caught ball. Must be appealed to the umpire upon the conclusion of the play.
 - XIV. A runner tagged by the ball while on a base they are forced to vacate by the kicker becoming a runner.

XV. BALL IN PLAY

- a. Once the infield has control of the ball and runners have not made an effort to advance, the play ends.
- b. Interference is:

- I. When any non-fielder or non-permanent object, except an umpire, intentionally touches the ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed
- II. When any runner on or off base intentionally touches a ball. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.
- III. When any kicker intentionally hits the ball with their hand or arm. This interference causes the play to end, the kicker to be out, and any other runners shall return to the base from which they came.
- c. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
- d. If a ball becomes lodged in a fence or a fixed structure in fair territory, the ball shall be dead and the kicker awarded a ground rule double.

XVI. INJURY AND SUBSTITUTIONS

- a. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same gender/gender identity. If the participant later returns to play, the participant must be inserted in the same written scorebook kicking order position previously held.
 - I. If there is not a substitute of the same gender/gender identity, and only 10 are kicking, the game will continue. However, if kicking 12 or 14 players and a substitute of the same gender/gender identity is not available, the team will have to resort to kicking 10 or 12 players so long as there is an even gender/gender identity distribution after 10 players.
- b. If a player is injured or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player and the “shorthanded” rule applies. Once a team goes below 8 legal players, the game is over.
- c. Any player ejected from the game will have to leave the complex immediately and may not return for the remainder of the day. If there is not a substitute of the same gender/gender identity, the game is ruled a forfeit being awarded to the opposing team.
- d. Multiple ejections on one team will result in the game being called, and a forfeit being awarded to the opposing team.

XVII. TOURNAMENT

- a. **A single elimination tournament will start the week after the final regular season game.**
 - I. **Tournament brackets will be decided based on a team’s overall performance during the regular season**
 - II. **All brackets will be posted no later than the Tuesday after the final regular season game.**
 - III. **Teams could be moved from one division to another based on level of play.**

XVIII. SPORTSMANSHIP & PROFANITY

- a. The umpire has the authority to assess ONE UNSPORTSMANLIKE OUT against the offending team for the use of PROFANITY which shall be defined as expletives (vulgar or profane language) not directed at umpires or opposing players, uttered by a player, captain, on the field or an individual within the dugout involved with the play of the team, frustrated with themselves, a teammate, or fan.
 - I. PLEASE NOTE – an umpire’s interpretation of profanity varies from one to the other. If your team doesn’t want to be assessed an out, don’t use any language that could be looked at as profanity.
- b. The umpire has the authority to assess ONE UNSPORTSMANLIKE OUT against the offending team for excessive protests, arguments, arguing pitch height, complaints, or behavior not appropriate in a recreation sports setting, (throwing bat, glove, gestures, whining, etc.). The out can be assessed to anyone involved with the team (players, coaches, captains, scorekeepers, or fans).
- c. Any outs assessed to the defense will be applied to their next at bat.
- d. Unsportsmanlike outs can be assessed as the third out of an inning or the last out of a game.
- e. Unsportsmanlike outs will be assessed as a “team out” and will not affect any batter or base runner. For scoring purposes, the putout will be credited to the catcher.

- f. Any player that is assessed 2 unsportsmanlike outs during a game will be ejected. Any team that is assessed 3 unsportsmanlike outs during a game will forfeit the game immediately. Refer to XXII EJECTIONS for more details.

XIX. EJECTIONS

- a. Game officials can eject any player, coach, or fan for the following: profane language; unnecessary roughness; harassment of officials; unsportsmanlike conduct; destruction of public property; being under the influence of alcohol or drugs during a game.
- b. Any player ejected will face a 1 week suspension from all teams/nights with which they play (or your next scheduled game- in the case of a rainout, scheduled bye, etc....the Team Sports Supervisor will clarify to the team captain).
- c. The team captain and player will be contacted regarding a player ejection/suspension.
- d. Any player ejected will be removed from the game immediately and will not be allowed to play in any games at any fields the rest of the day (as well as the next week- see above). The site supervisor will determine the timeframe in which the ejected player needs to leave the premises. If the ejected player does not comply with the supervisor, the team may receive a forfeit and the player may face further game suspensions.
- e. On every ejection, a report will be completed and given to the Team Sports office. Failure of the team captain to cooperate with this procedure could result in a forfeiture of the game or further sanctions.

XX. FORFEITS

- a. Teams should be ready to play at least 15 minutes before game time. At game time, if one team is short of the required number of players, the captain of the team with the required number of players will have the following options:
 - I. Option 1: Accept forfeit at game time
 - II. Option 2: Allow opposing team a grace period of 10 minutes from scheduled starting time to reach the minimum number of 8 players. Grace period time will be deducted from the playing time period.
- b. In the event both teams cannot field the minimum required number of players at game time, there will be an automatic 10 minute grace period for both teams. If both teams have reached the minimum number of 8 players within the 10 minute grace period, the game will begin immediately.
 - I. If one team reaches the minimum of 8 and the other has not, the team with 8 may continue to grant time until the grace period is up or can accept the forfeit.
 - II. If both teams do not get at least 8 to begin the game once the grace period is up, the game will be declared a double forfeit.
- c. Only the team captain can notify the Team Sports Office if their team is willingly forfeiting their scheduled game.
- d. If a team forfeits 3 times during the regular season, they will be dropped from the tournament.

XXI. BANNED SUBSTANCES

- a. Alcohol:
 - I. According to Lincoln City Ordinance 12.08.190: "It shall be unlawful for any person to consume or to have in his/her possession any alcoholic liquor in any park; and it shall be unlawful for any person under the influence of intoxicating liquor to enter or remain in any park."
 - II. If alcohol is brought into the dugout by coach, player, or fan, the game will be forfeited immediately.
 - III. If a player appears to be intoxicated, they will not be allowed to play.
- b. Tobacco
 - I. Pursuant to Section 12.08.330 of the Lincoln Municipal Code, it is the policy of the City of Lincoln Parks and Recreation that the following facilities shall be designated as "tobacco-free" and tobacco use shall be prohibited. "Tobacco use" is defined as consumption of tobacco products by burning, inhalation, chewing, or other forms of ingestion. This also includes the use of e-cigs and other related devices.
 - II. Tobacco-free facilities include:

1. Picnic shelters located in areas defined as “parkland” - Ball fields and the multi-use sports fields including concession buildings and surrounding areas
- III. Signage designating facilities as tobacco-free will be posted in prominent locations. Parks and Recreation Department employees, parents, coaches, and park facility visitors are encouraged to assist in achieving compliance by bringing this policy to the attention of persons violating the policy. A person found to be using tobacco products in said areas will be asked to cease their usage or to leave the facility premises.

XXII. CODE OF CONDUCT

City of Lincoln Parks and Recreation Department Behavior Policy: Disruptive and/or Prohibited Conduct

The City of Lincoln Parks and Recreation Department has established this Behavior Policy to ensure that parks and park facilities are safe, welcoming and provide equitable access to individuals and staff.

Individuals, participants, spectators and staff are expected to exhibit appropriate behavior at all times. When any one individual’s behavior is so disruptive, threatening, and/or offensive that they are impeding other participants from using parks or park facilities or threatening the safety and security of others or themselves, it is imperative that the Parks and Recreation Department take steps to remedy the situation. Disruptive or prohibited conduct includes any individual or group activity which is harmful or disruptive to other individuals lawfully using parks and park facilities or participating in or observing recreation activities or is otherwise inconsistent with regular activities normally associated with parks and park facilities.

a. Definitions:

- I. “Premises” shall include inside and outside areas of the City of Lincoln Parks and Recreation Department property, including parking lots.
- II. “Parks” shall mean and include any area of public ground dedicated as a park or held for the enjoyment of the public and managed and maintained by the Parks and Recreation Department within or without the limits of the city which is under the city ownership or control.
- III. “Park Facility” shall mean and include any swimming pool, recreation center or any other building or facility held for the enjoyment of the public and managed and maintained by the Parks and Recreation Department within or without the limits of the City which is under City ownership or control.
- IV. “Recreation Activity” shall mean any activity organized and managed by the Parks and Recreation Department for which a fee may or may not be charged, including but not limited to classes, team sports practices and games, and organized events.
- V. “Public Area” shall include parks and park facilities that are open for public use.
- VI. “Non-Public Area” shall mean area where the public is not allowed.
- VII. “Class of Facilities” shall group like-kinds of parks or park facilities such as parks and sports fields.
- VIII. “Disruptive Behavior” shall mean any of a group of identified inappropriate, disruptive or undesirable behaviors that would warrant the intervention of Parks and Recreation Department staff.
- IX. “Prohibited Behavior” shall mean any of a group of identified behaviors that are deemed illegal or that create an unsafe, threatening or insecure environment for other participants. These behaviors can result in immediate expulsion from parks or park facilities with local law enforcement assistance if required.
- X. “Suspension” or “Suspended” shall mean that an individual is provided written notice that they are not allowed on the premises and/or at a class of facilities of the Parks and Recreation Department for a period of up to 30 days as determined by staff.
- XI. “Banning” or “Banned” shall mean that an individual is provided written notice that they are not allowed on the premises and/or or a class of facility the Parks and Recreation Department for an extended period of time greater than 30 days as determined by the Director.

- b. Prohibited Behavior – The following prohibited behaviors will be seen as grounds for immediate expulsion and suspension and/or banning from any and all parks or park facilities. Refusal to leave the park or park facility when asked to do so by staff shall result in a call to the local law enforcement for assistance. Individuals exhibiting prohibited behavior will be required to leave the premises immediately for the remainder of the day. Depending on the severity of the behavior, an individual may be required to leave the premises with no warning given. Staff response shall be documented. Individuals may be subsequently suspended by staff for a period of up to 30 days or banned for a period of 30 days up to 12 to 36 months after a review by and at the discretion of the Director depending on the nature of the offense. Offenses that may warrant longer banning up to and over 1 year, although all prohibited behaviors are considered serious enough to require banning.
- I. Being at a park or park facility while possessing or under the influence of alcohol or drugs
 - II. Trespassing knowingly into non-public areas of parks or park facilities without prior permission.
 - III. Exhibiting body hygiene that is so offensive as to constitute a nuisance or health hazard to other individuals.
 - IV. Using abusive or threatening language, including but not limited to name-calling, bullying, obscenities, sexist and/or racist language.
 - V. Behaving in a physically violent, threatening or aggressive manner or any behavior that threatens a person's safety and security, including the individual's own safety.
 - VI. Possessing weapons or explosive substances, including fireworks, other than by authorized law enforcement personnel or as allowed by permit or written agreement.
 - VII. Panhandling.
 - VIII. Selling, soliciting or engaging in any other commercial activity without prior written permission from the Director.
 - IX. Interfering with staff's ability to deliver services or to create and maintain a safe and secure environment for other individuals.
 - X. Vandalizing, damaging, or misusing of park equipment or supplies that results in financial loss to the City.
 - XI. Participating in gang related activities, to the extent such behavior is clearly recognizable and unambiguous, including the display or possession of gang related symbols, the use or hand signals, soliciting membership, intimidating or threatening behavior, wearing or displaying any gang colors or clothing identified with gang activities, etc.
 - XII. Committing any criminal offense or participating in any illegal activity, including theft from parks or park facilities or violation of Lincoln Municipal Code ordinances other than minor traffic violations.
- c. Disruptive Behavior – Additional behaviors not listed here may be inappropriate and disruptive as inconsistent with appropriate use of parks, park facilities and recreation activities including violation of rules and regulations of the Park and Recreation Department or rules or policies of a specific park facility. Response to disruptive behavior will generally be progressive in nature. Disruptive behavior shall be determined by staff based on their observation of the behavior and the totality of the circumstances, especially if the situation will benefit from de-escalation or by resolution of the parties involved. Individuals exhibiting disruptive behavior will receive a verbal warning for a first violation. Continued or repeated disruptive behavior will result in being required to leave the premises for the remainder of the day and potential suspension. Staff response may be documented and used in response to the individual's disruptive behavior in the future. Repeat exhibition of disruptive behavior that results in being required to leave the premises more than once in a 30 day period may result in suspension or banning for additional time.
- d. Suspension and Banning Procedure
- I. With any prohibited behavior, or any disruptive behavior that cannot be mitigated or resolved as provided herein, staff will initially issue or cause to be issued a written notification of a suspension, herein after referred to as "Notification of Suspension", to the individual committing the offense which shall give notice to the individual the reason for the suspension.
 - II. The first suspension by staff shall be for a maximum period of 7 days and shall be a suspension from the premises and/or class of facilities of the Parks and Recreation

Department. If an individual has previously been suspended for a violation of disruptive behavior within the prior 6 months or if the offense is especially egregious, they may be suspended by supervisory staff for a maximum period of 30 days from the premises and/or class of facilities of the Parks and Recreation Department.

- III. Upon a finding by the Director that there are reasonable grounds to believe an individual should be banned from any or all of the premises, the Director shall issue a written banning order, hereinafter referred to as reason for the banning, and to what premises the banning applies. Banning Orders of 6 months or more shall be reviewed by the Law Department prior to the issuance.
 - IV. The Banning Order shall be served upon the banned individual by certified registered mail when such individual's address is known or by hand delivery by any staff upon knowledge of the individual's entry into any premises or by any contact with the banned individual. A copy of the Banning Order will be provided to all relevant staff. The Parks and Recreation Department shall endeavor to report to the Parks and Recreation Advisory Board regarding Banning Orders on an annual basis.
 - V. The banned individual shall have the ability to appeal the Banning Order as provided herein.
- e. Appeal Procedure of Banning Order
- I. A banned individual may appeal the Banning Order to the Director by filing with the Parks and Recreation Department a notice of appeal, hereinafter be referred to as "Appellant:. The Notice of Appeal of Banning Order shall contain the Appellant's name, address and telephone number if applicable.
 - II. Upon receipt of a Notice of Appeal of Banning Order, the Director shall set a date certain for a hearing on the appeal within 15 days from the receipt of the Notice of Appeal of Banning Order. This time period may be extended with the written consent of the Appellant. The Appellant shall be notified of this date by regular mail to the address indicated on the Notice of the Banning Order.
 - III. In order to be assured a review of the merits at the hearing, the Appellant must be present at the hearing at which the appeal is heard. Failure of the Appellant to attend the hearing may result in a dismissal of the appeal by the Director, which by the operation will leave the Banning Order in effect.
 - IV. The hearing shall occur in the presence of the Director, or designated representative; the Parks and Recreation Advisory Board Chair, or designated represented; and the City Attorney, or designated representative; and the City Attorney, or designated representative.
 - V. At the hearing, evidence may be presented. The Appellant shall not be required to offer evidence at the hearing.
 - VI. After the hearing, the Director, within 15 days of the hearing on appeal, shall make a final binding written order, hereinafter referred to as "Final Order". The Final Order shall be mailed to the Appellant at the address provided in the Notice of Appeal or Banning Order. The Final Order should contain the final decision of the Director and be approved to form and legality by the Law Department.
- f. Non-Compliance: Trespassing
- If a banned individual enters or refuses to leave any designated premises before the return date listed in the Banning Order or the Notification of Suspension, pursuant to staff's request to leave, the banned individual will be considered as trespassing and law enforcement will be called.