



Adult Dodgeball League Rules and Regulations

(Revised 8/15/2022)



grpdinfo



#GNC_RecParks

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League Director

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I. Registration Procedures

A. Team Registration:

- a. **\$100 per team** – Includes 10 regular season games and a single elimination post-season tournament.

B. Player Registration:

- a. Each player must complete a liability waiver prior to participation.

C. Payment of Fees:

- a. All fees must be paid online at www.webtrac.greenvillenc.gov

D. Manager Meeting:

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

E. Refund/Credit Policy:

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

II. Manager's Duties

- A.** It shall be the duty of each manager to see that the official roster, player liability waivers, and entry fees are delivered to the Athletic Office or completed online. Each team is required to register during assigned registration dates.
- B.** At the conclusion of registration, a mandatory organizational meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.
- C.** It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the GRPD Dodgeball League.
- D.** Meet with the official at half court 5 minutes before the game starts to review rules or answer any questions. The person representing your team during this pre-game meeting will be the "designated manager" for the game and must handle any disputes.
- E.** Managers are to see that all players are in proper uniform.

- F. Each manager is responsible for their team and spectators conduct at and around the park. GRPD will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- G. Only the team manager should contact GRPD after 12pm, in case of inclement weather. Game status updates will be available by calling the weather hotline at 252.329.4299.
- H. Each manager is responsible for contacting GRPD concerning the rescheduling of games.
- I. Notify the Athletic Office of any changes of team manager contact information.
- J. Managers are to see that all players “check in” with the official 10 minutes before the scheduled game time. Game officials will have an updated roster each week and players must show photo I.D. to be considered eligible to play.
NOTE: Players arriving late CANNOT be on the floor until cleared by the game official.

III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to complete a liability waiver to be considered an eligible player. Proper identification is required.
- B. Liability waivers must be on file with GRPD prior to participation.
- C. Once a player participates in one regular season game for a certain team, they may not switch teams.
- D. Each roster is limited to 10 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament. Any player on the roster by the last regular season game in his/her league (includes rain-outs) will be eligible for post-season play.
- E. Any GRPD representative, referee, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.’s must be readily available upon request. This includes the right to check entire teams or just specific players in question.
NOTE: Failure to provide identification will result in a forfeit and player suspension. Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.
- F. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team’s roster; or playing on more than one team in the same division.
- G. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD code of conduct [SEE PAGE 10]; or playing while under suspension.
- H. **Uniform:** Each player must have a shirt with a screen printed or ironed on number on the back of the shirt. (The number must be AT LEAST 8in tall). Teams are not allowed to have duplicated jersey numbers (1 and 01, 3 and 03, 8 and 08, etc. are NOT the same number). Officials will not allow a player without their team shirt to participate and a team will forfeit if they do not have four uniformed players.
NOTE: Exceptions will be made during theme weeks.

IV. Playing Rules

All playing rules listed below will govern league play.

EQUIPMENT

- A. Official dodgeballs (provided by GRPD) have a 6 inch diameter.
- B. Close toed shoes are required.

THE GAME

- A. A team consists of a minimum of 10 players. Six (6) players play on a court at a time; at least 2 of them must be women (4 men/2 women). If a team has four (4) men and only one (1) woman, they must play with one (1) less player (3 men/1 woman). A team must have at least four (4) players from their roster to start a match.
NOTE: If your team forfeits two or more games, you will also forfeit your right to a playoff spot.
NOTE: Both teams are not required to play shorthanded if one team does not have 4 men/2 women.
- B. Each team will play one match consisting of five sets. The team who wins 3/5 sets will win the match.
NOTE: Teams will switch sides every set.
- C. Each set will be eight minutes in length (the referee will keep the time). The clock starts as soon as the whistle is blown.
 - a. Games must begin at scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and umpires.
- D. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 4 eligible players on the court; if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with referee and refuses to continue the game, he/she will be ordered off the court. Failure to comply with the referee could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss.
- E. If a team forfeits 2 games that team will not be eligible for the post-season. **This includes call ahead forfeits.** All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.

F. Live Balls

Only LIVE balls can eliminate opposing players and only catching LIVE balls result in outs. Balls are LIVE when they are legally thrown.

G. DEAD Balls

All balls start games DEAD. Balls become DEAD in 5 ways:

- a. A LIVE ball that hits anything other than an opposing player(s) or any other ball (including but not limited to, the floor, ceiling, wall, referee, a ball from another court, a basketball backboard).
- b. A LIVE ball that the opponent catches (see Catch rule below).
- c. A throw is ruled a headshot (see Headshot rule below).
- d. A Referee pauses the game.
- e. LIVE ball that leaves the court.

H. Starting the Game: The Opening Rush and False Starts

Before the game, five (5) balls are placed along the center line. Six players (4 men and 2 women) line up with their feet touching the backline. The Referee signals and blows a whistle to start the game; permitting players the opportunity to approach the centerline to retrieve balls.

A false start occurs when a player leaves the backline prior to the Referee's whistle. If a player commits a false start, his/her team forfeits one ball to their opponent and the opening rush is replayed with the remaining balls. The Referee holds the forfeited ball until the opening rush replay ends and distributes the ball to the opposing team to be cleared.

All balls obtained by players during the opening rush must be "cleared" before they can be legally thrown. To clear balls, players must either throw the ball past the backline to a waiting teammate or carry the ball past the backline. All cleared balls are LIVE and free to be thrown at opponents.

If a player throws a non-cleared ball, the ball is considered DEAD and is forfeited to the opposing team. DEAD balls that hit players do not result in outs, and any player hit by a DEAD or non-cleared ball will remain in the game.

If a player leaves his/her feet (slides) or places two feet across the centerline during the opening rush, he/she will be ruled out.

I. Simultaneous Possession (Jump Balls)

During the opening rush, if two opposing players both lay equal claim to balls on the centerline, the Referee will call a jump ball to prevent players from wrestling for the balls. The home team (as per the schedule) will receive possession of the first jump ball and possession of subsequent jump balls will alternate between teams for the remaining sets.

J. What is a Legal Throw?

A legally thrown ball is a LIVE ball and eligible to eliminate an opponent. A legal throw occurs when a player in bounds throws the ball in the air over the centerline within a 3-foot radius of an opposing player. The throw must be directed below the opposing player's neck (see Headshot rule below). It is not legal to "pinch the ball" or for a player to spin around in circles prior to releasing the ball (tornado throw). It is also not legal to cross the centerline with any part of the body.

Rolling the ball to the opposing team is not permitted.

K. What's an Out?

Most outs require a LIVE ball to be in play.

L. Hit by a LIVE Ball

When a LIVE ball hits a player of the opposing team below the neck, the hit player is out. When a LIVE ball hits a player on the opposing team, deflects off of that player and hits another player on the opposing team and then becomes DEAD by hitting the ground, the wall, the ceiling, or leaves the court boundaries, both hit players are out.

NOTE: all clothing is considered part of the body, so if you are wearing a cape for theatrics (encouraged) or a jacket with fringes for rockin' style and the ball hits your cape or your fringes, you will be called out.

NOTE: If a teammate of the hit player(s) catches the ball before it hits the ground, the wall, the ceiling, or leaves the court boundaries, the hit players are "saved" and the person who threw the ball is out.

M. Catching a LIVE Ball

When a player on the opposing team catches a LIVE ball, the player who threw it is out. When a player on an opposing team successfully deflects a LIVE ball with a DEAD ball in his/her possession and the deflected ball is caught by a teammate before it becomes DEAD (hits the ground, the wall, the ceiling, another player, or leaves the court boundaries), it is considered a catch and the player who threw the ball is out.

N. Deflections

Players may use DEAD balls to deflect LIVE balls.

- a. If a LIVE thrown ball hits a DEAD ball that is being held by a player, no one is out.

When a player on an opposing team attempts to deflect a LIVE ball with another ball in his/her possession and loses control of the original ball when the LIVE ball hits it, the player who lost control of the ball used for deflection is out.

NOTE: Players holding onto a DEAD ball for deflection purposes may choose to drop the ball so as to catch the oncoming ball from the opposing team, but this must be a clear drop. In these cases, the catching player is safe and the player who threw the caught ball is out.

b. When a player on an opposing team successfully deflects a LIVE ball with another ball in his/her possession and the deflected ball hits a teammate before it becomes DEAD (hits the ground, the wall, the ceiling, another player, or leaves the court boundaries), the teammate who was hit by the deflected ball is out.

NOTE: Be careful of friendly fire! Watch out for where you are sending your deflections.

O. Headshots

When a LIVE ball hits or could have hit a player on the opposing team anywhere above the neck, it is considered a “headshot”. Players must be in his/her normal playing position for the headshot rule to apply. The headshot rule does not apply if players dodge a ball or intentionally putting your head in the path of the ball. Referees have the final say whether or not a throw is a headshot or not.

Any players that throw a headshot, intentional or otherwise, will be considered “out” and the person who was hit will stay in the game.

If you block a headshot with your hands, you will not be out – but this must be a clearly distinguishable defensive move. We always err on the side of safety, so we’ll lean towards calling headshots even in close calls.

P. Out of Bounds

During play, all players must remain in bounds. This is defined as having two feet within the sidelines and one foot behind the centerline. Dodging a ball by stepping out of bounds is not allowed, and the player will be ruled out.

NOTE: Players may leave the boundaries to retrieve stray balls but if you’re hit with a LIVE ball, you’re out.

A ball thrown from outside the boundary line is considered a DEAD ball. Players that get hit can catch their own deflection outside of the boundary line and stay in the game. This is called “Saving Yourself.” Teammates may not go out of bounds to save a teammate and are limited to catching the deflection inside the boundary line to keep the player in the game. No player may go onto the opposing team’s side of the gym to get a ball that has been thrown. If a player places two feet across the centerline at any point in the game, he/she will be ruled out.

Stay on your side of the court during game play.

NOTE: If a DEAD ball thrown from out of bounds is caught, the person who threw the ball is out.

Q. Too Many Players on the Court

When a team has too many players on the court, that team will lose the extra players they have in the game as well as one more player as a penalty.

R. Shot Clock

Teams in possession of the majority of the balls have 10 seconds to legally throw at least one (1) of the balls across the centerline. Referees start the shot clock the moment they have established which team must throw. If, after 10 seconds, none of the team’s players have legally thrown a ball, all of the players holding balls are out.

When a team throws a ball, but the Referee rules that the throw was not legal, the shot clock continues. Note: Illegal throws include rolling the ball, throwing the ball away, headshots, etc.

S. When is it My Turn to Throw?

It’s your turn to throw when...

Your team possesses more balls than your opponent’s team.

Both teams have 2 balls, but your team has the most on-court players.*

Both teams have an equal number of players and balls, you’re required to throw because both teams are required to throw.*

*Balls often leave the courts during play. The above criteria apply when balls are inaccessible for a length of time.

T. On the Safe Side

If you are holding a ball when you get hit “out” and retaliate by throwing the ball in your possession at the other team, you will be suspended for the next game of the match.

Shoulder checking and intentional or unintentional contact of any kind during the opening rush is not allowed and may result immediate ejection from the game without warning.

U. Cycling In

If you catch a ball thrown by your opponent within the boundary lines, a member of your team who is “out” may return to the game.

NOTE: All players not on the court must stand behind the boundary line in the middle of the gym to wait for the opportunity to cycle in.

Teams have discretion over who cycles in – with these **exceptions:**

There may never be more than four (4) men on the court per team

A team loses the right to cycle in if they fail to put a player on the court within ten (10) seconds.

V. MOST IMPORTANTLY!

THIS IS A SOCIAL LEAGUE: Have fun and make new friends.

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

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

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

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

V. Tournament

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

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

1. Head to head match-ups between the tied teams; if still tied
2. There will be a coin toss by GRPD staff to determine seedings.

NOTE: Forfeits will be recorded as 3-0.

VI. Awards

A. Regular Season Champions will receive a team award. In the case of a tie for regular season, co-champions will be declared with each team receiving an award.

B. Post-Season Tournament Champions will receive an award.

VII. Ejections

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

player leaves promptly.

- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

Possible actions include:

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

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

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

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

VIII. **Inclement Weather**

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

Weather events include:

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

EXTREME TEMPERATURES

HEAT ADVISORIES

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

Action:

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

WINTER WEATHER

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

Action:

In the event of inclement weather involving snow and ice, program modification and a change to facility operating hours may take place. Any closings or adjustments to facility hours will be determined by the City Manager or Director of Recreation and Parks. Decisions regarding cancellations or adjustments to programs can be made by Recreation staff.

SEVERE THUNDERSTORMS

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

LIGHTNING AND THUNDER

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

Action:

If lightning is seen, or thunder heard, immediately suspend outdoor activities. Seek shelter* immediately and avoid trees, canopies, or tents. No activity will resume until there is no less than 30 minutes from the last strike or from

the last sound of thunder is heard. Staff will keep track of time to ensure activities are not resumed until it is safe. Once the threat and danger has passed staff will announce that it is safe for the activity or event to resume.

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

WIND

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

Action:

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

TORNADO WARNINGS & WATCHES

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

Action:

When a tornado warning is issued within Pitt County, outdoor activities will be suspended. Staff will advise all participants, staff and spectators to immediately move indoors and seek shelter*. Participants and staff will be directed to an area indoors away from windows and doors. Staff will continue to monitor the location of the tornado and prepare participants to respond. Large gym areas will be avoided at this time. Staff will instruct participants to get under a heavy piece of furniture or inside interior closets if the tornado threatens the immediate area. Participants and staff will assume the protective position by squatting low to the floor and covering their head. Children, visitors and participants may need guidance to prepare for a tornado. Never remove a person from a wheelchair. Have them bend over safely and put their hands over their head. Once the threat and danger has passed staff will check the health and well-being of all participants, contact EMS if there are injuries, access damage and guide participants to safety.

SHELTER*

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

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

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

GREENVILLE RECREATION & PARKS DEPARTMENT
"CODE OF CONDUCT CONTRACT"
ADULT DODGEBALL LEAGUE

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

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

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

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

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