



Adult Kickball Rules

Parks & Recreation Department
323 Church Street • 420-5270

LEAGUE AND PLAYOFF PROCEDURES

- A. The number, variety, and type of leagues shall be determined by Parks and Recreation, but teams may request preference when registering.
- B. Playoff seeding is as follows:
 - 1st place vs. 4th place; 2nd place vs. 3rd place
 - The winners of each game advance to the championship.
- C. In a four-team league, all four teams will make the playoffs.
- D. The tiebreakers for teams with identical regular season records will be as follows:
 - 1st tiebreak - Attending the Manager meeting equals higher seed
 - 2nd tiebreak - Forfeited game equals lower seed
- 2-way tie**
 - 3rd tiebreak - win/loss record in head-to-head play
 - 4th tiebreak - run differential in head-to-head play
 - 5th fewest runs given up for the entire season
- 3-way tie**
 - 3rd tiebreak - best record in 3-way head-to-head play
 - 4th tiebreak - run differential in head-to-head play
 - 5th fewest runs given up for the entire season
- 4-way tie**
 - 3rd tiebreak - best record in 4-way head-to-head play
 - 4th tiebreak - run differential in head-to-head play
 - 5th fewest runs given up for the entire season
- E. The League Director has the option of moving team(s) to any league and night of play, if it is in the best interest of providing a balanced program.
- F. Game balls will be provided by the Department and following each game the balls are to be returned to the officials.
- G. Players may be added to the lineup, at the end, until the kicking order has been completed one time. Once the kicking order has been completed once, players may only add until the 10th spot.
- H. No players shall intentionally run over an opposing player who already has a ball in their possession. Penalty for such an infraction will be automatic ejection from the game and suspension.
- I. **NO METAL CLEATS MAY BE WORN.** Rubber cleats are permissible. Any player who wears metal cleats, will be ejected immediately. Closed toe shoes required to play, No sandals, or bare feet.
- J. Courtesy runners are allowed.
 - The last recorded out should be used as the courtesy runner.
 - If the last out is injured, the out before that should be used as the courtesy runner.
 - In extenuating circumstances, such as multiple players who are too injured to run, the last player to score may be used as a courtesy runner.
 - A courtesy runner who is still on base when it's his/her turn to kick may be replaced by another courtesy runner — **ONLY** in extenuating circumstances, such as multiple players who are too injured to run.
- M. The count is 4 balls, and 3 strikes. Foul balls are not counted as strikes. 3 foul balls constitute an out.
- N. The strike zone extends 1 foot around the plate, including 1 foot above.

TEAM & PLAYER ELIGIBILITY

- A. No player under 18 years of age will be allowed to participate. High school students are not eligible to play.
- B. A team may only enter one league of play.
- C. Players may play on as many teams as they like.

- D. No one can play on two teams in the same league.
- E. All rostered players must appear at least 1 time in the lineup during the regular season to be eligible for playoffs. **Exception: A player added to the roster to replace an injured player, the replacement player will inherit all games played by the injured player.**
- F. Each team is limited to 20 players maximum on their roster. Rosters will not be accepted at the field. All players must have photo ID at the field/games and provide proof of ID when asked by staff or officials.
- G. Teams may add players until the date listed on the schedule, typically the third game of the season.
- H. If, in the opinion of the League Director, a player is too exceptional in ability to participate in a lower league, the player will be dropped from the team roster.
- I. Managers who lost players during the season through injury or employment transfer may petition the League Director to obtain permission to replace the injured player or transferred employee. Proof of the above is required with the petition.
- J. If an ineligible player is discovered before a game starts, the player is stricken from the lineup and cannot play. The player, manager and team are all subject to probation or suspension.
- K. If an ineligible player is discovered playing during a game, the offending team will forfeit immediately. The player, manager and team are all subject to probation or suspension.
- L. If an ineligible player plays in a game but is discovered after the game is over, the game result stands. The player, manager and team are all subject to probation or suspension.
- M. Teams using ineligible players in playoff games will have games forfeited immediately.
- N. The League Director has the authority to make special exceptions regarding eligibility and roster procedures.

WAKA RULE EXCEPTIONS

- A. Unless otherwise stated, WAKA Rules govern play.
- B. Home team is responsible for supplying the scorekeeper. Home team forfeits any right to protest if they don't supply a scorekeeper. If the visiting team is then not able to provide a scorekeeper they also forfeit any right to protest.
- C. Players: All league games are played with a maximum of 10 defensive players.
- D. No team may start or continue a league game with less than eight players. Less than eight players constitutes a forfeit.
- E. There is no stealing. Players may leave the base upon contact.

PLAYING TIME

- A. Regulation play is seven innings or until the game has reached the time limit (whichever occurs first).
- B. Time limit is 55 minutes.
- C. Any inning which begins before time expires shall be completed unless the home team is at bat and ahead.
- D. Ties at the end of regulation play:
 - If tied at the end of seven innings or the time limit, another inning will be played with the last completed batter starting at 2nd base. If another inning is needed it will start with the last completed batter starting at 3rd base. **If still tied play will continue with a runner at 3rd base at the start of each inning until a winner is determined.**
- E. Game clock starts when call is made for the home team to take the field.

PROTESTS

- A. Protests shall be based on interpretation of rules and ineligible players only. Decisions involving the judgement of umpires will not be received or considered.
- B. A written protest must be submitted to the Parks and Recreation Department no later than 5 p.m. the first working day following

the protested game. Protests must be clearly written and accompanied by a \$20.00 filing fee. If the protest is upheld, the fee shall be returned. Protests are not considered on judgement calls. Protests must be stated at the point of contention (before the ball is put into play) and officials, site supervisor, and opposing team manager must be notified as to the exact rule which is being protested. Protesting manager must complete the "Intent to Protest" form and submit to the Parks and Recreation Department before the protest deadline.

PLAYER CONDUCT

- A. The manager is the official representative of his team unless he designates one of the players as team captain prior to the game.
- B. The manager will be held responsible for all rules as stated in these rules and the WAKA rule book.
- C. Managers are responsible to see that their players are familiar with the S.A.N.C.R.A. Player Code of Conduct.
- D. All players and teams must abide by the Player Code of Conduct.
A player or team suspended by one public recreation agency will automatically be suspended in other local recreation leagues.
- E. Managers can also be held responsible for action of spectators.
- F. Managers will be the single point of contact with Sports Office. All inquiries to league administrators must come from the manager. Manager is responsible for all team and player infractions and communicating with players regarding infractions. All player inquiries to league administrators will be directed to the manager.**
- G-1. Alcoholic beverages are only allowed in designated picnic areas with a pre-approved picnic reservation and valid alcohol permit.
- G-2. Alcoholic beverages are NOT permitted in the ballfield or park. Any player or fan caught with alcohol (opened or unopened) in the park will be immediately ejected along with his/her team's manager and subsequently suspended. That team will forfeit its game and is subject to a \$50 forfeit fee. If someone is caught with alcohol after a game, that team will forfeit that game or their next scheduled game and the team owes a \$50 forfeit fee. If any team violates the no-alcohol policy twice in a single season, that team will be eliminated from the league for a full year with no refund of registration costs.**
- H. In the staff's judgement, any player who appears to be under the influence of alcohol will be ejected from the game.
- I. No dogs are allowed in the complex and ballfield area. Offending players or spectators will cause their team to forfeit and the team will owe a \$50 forfeit fee.
- J. Managers are required to report all injuries to the facility attendant.
- K. Suspended/Ejected players are not allowed in the park facility until their suspensions have been served.**

FORFEITS

- A. If a team is not ready to start 10 minutes after scheduled game time, with at least eight **eligible** players, the game will be forfeited to the opposing team. Staff timer is the official time.
- B. A forfeit is recorded as a loss. The non-forfeiting team will receive seven runs, the forfeiting team will receive zero. In the event of a double forfeit, both teams receive a loss.
- C. A team shall be subject to a fine of **\$50.00** for the first time they forfeit a game. The fine is to be paid prior to their next scheduled game.
- D. If a team forfeits two games it will lose eligibility for advancing to playoffs.
- E. If a team forfeits three games it will be dropped from the league.
- F. There shall be no postponement of games. A team that foresees a conflict with a particular game and notifies the Parks and Recreation department 24 hours or more prior, will be credited with a forfeit and loss, but will not be charged a forfeit fee. Teams may only use this rule once.
- G. Teams which drop or are dropped from the league lose any playoff rights, the right to reclaim any part of their entry fee, and lose priority registration status. Team manager loses the right to manage a kickball team for one year.

INSURANCE

- A. Participants in recreation activities sponsored by the Parks and Recreation Department are not covered in any manner for personal liability or property damage. This means that players are competing in this program at their own risk.

FAN BEHAVIOR

- A. All fans attending City League games are expected to conduct themselves in a respectful manner. Fans may not harass any player, coach, official, or opposing fan with obscenities or negative comments. This behavior may result in fan ejection, team ejection, and/or forfeit.

MISCELLANEOUS INFORMATION

- A. Schedule changes are not allowed. If a team has a special consideration in regards to game time, the manager should note the problem at registration.
- B. Uniforms or matching shirts are recommended but not mandatory for league play.
- C. Normally, one person will officiate each game. If no official shows up, games will be postponed and made up at a later date.
- D. **Rainouts:** Call 420-5265 ext. 1 after 3 p.m. and before 5 p.m. for current field information. If the games are not canceled by 5 p.m., teams must show up according to the game schedule.

GOVERNING BODY

- A. The League Director has final authority to make decisions pertaining to all softball league rules and regulations listed or not listed.