

**ADULT CO-ED KICKBALL LEAGUE GENERAL
RULES
Spring 2017**

Registration Dates: 2/13/17 – 3/24/17

League Night: Monday Nights

Registration Site: Rosenberg Civic Center

Cost: \$270 per team (includes umpire fees).
\$20 individual fee
*League fees can be paid with cash, check or credit card.
Please make checks payable to the "City of Rosenberg".
Credit/debit card payments will incur an additional 5% surcharge.*

Manager Meeting:

Date: Tuesday, March 21, 2017

Time: 6:00 P.M.

Location: Travis Park – Adult Softball Field

3004 Avenue N Rosenberg, Texas 77471

- Schedule:** After registration ends, we will formulate the league schedules and they will be emailed to the manager or designated contact. Copies of the schedule will also be available on the website and at RCC. Teams are responsible for checking the website www.rosenbergtx.gov and our Facebook page <https://www.facebook.com/RosenbergPARD> often for schedules, standings, or bulletins concerning current and future leagues.
- League Start Date:** The league begins on Monday, March 27, 2017.
- Refunds:** Will only be issued prior to the start of the season. Once the season begins no refunds will be issued.
- Season:** The regular season will consist of 10 games. At the end of the regular season we will have a single elimination playoff.
- Rules:** Rosenberg Parks & Recreation and TAAF rules will govern play. The Rosenberg Parks & Recreation Department reserves the right to delete or add rules that, in the opinion of this department, will help to make an even smoother running program.
- Age Requirement:** Minimum age for participation in Rosenberg adult leagues is 16.
- Location:** Games are played at Travis and Macario Garcia softball fields.

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1. The Playing Field

- The dimensions of a kickball field equal the dimensions of a softball field. The pitching strip is in the center of the diamond directly aligned with the 1st - 3rd base diagonal. The pitching circle extends twelve (12) feet from the center of the pitching strip.
- The kicking box is rectangle with front of the box aligned with front of home plate. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box; however, the kick must occur within the kicking box.
- The strike zone extends to one (1) foot on either side of home plate, and one (1) foot high.

2. Equipment

- Proper athletic shoes are required. Open-toed shoes, metal spikes, or metal cleats are not permitted.
- 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 the play.

3. Blood Rule

- Any player, who has a blood injury during the game, must leave the game and may not return until the injury has been properly cleaned and bandaged.
- If the uniform has blood on it, the uniform must be changed. This player may return to the game upon approval from the game umpires or Rosenberg Parks & Recreation staff member.

4. Rosters

- Signed roster from each team is due prior to their first game (turned into ball field attendant). Players may be added to the roster up to the team's third (3rd) week of the season (final team's roster).
- Rosters are limited to a maximum of eighteen (18) players. The signed roster must include each player's name, and phone number.
- A team's final roster also becomes that team's post-season roster.
- Completed rosters are due before the first game. You may submit your roster in one of three ways:
 - Turn in to Ball Field Attendant on night of your first game.
 - Drop off at RCC prior to first game.
 - Email to carrie.kmiec@rosenbergtx.gov
- All players must be sixteen (16) years of age or older to be eligible.

5. Teams

- Co-ed recreational teams consist of at least five (5) men and three (3) women, but can start with eight (8) players.
- At least three (3) females must take the field at all times.
- Defensively, teams may place players in any position on field with the guidelines below:
 - The pitcher/catcher must be male/female combination.
 - All outfielders must remain in the outfield grass until the ball is kicked.

6. Short-Handed Rule

- Kickball teams may start with eight (8) players; the missing 9th and 10th player shall be placed in the 9th and 10th batting position and shall be an automatic out. If the 9th and 10th player arrives, he/she must assume the 9th and 10th batting position. Teams starting with ten (10) players may finish with nine (9), but the missing player in the line-up shall be an automatic out.
 - If you begin with eight (8) players, you can add players to bring your total count to ten (10). Please remember to have at least three (3) women on the field.
 - You may also add only one (1) additional player to give you more women than men, but NOT more men than women.

7. Extra Player (EP) Rule

- A team may start with twelve (12) players in their line-up with any ten (10) playing defense. Teams may finish with one (1) less player than they start with per the short-handed rule. (See above)

8. Kicking Order

- Offensive team must alternate batting line-up according to gender. Prior to the start of the game, team Captains will submit their written kicking orders to the Umpire. A claim of improper kicking order must be made to the Umpire who will make the final determination. First names and Last names.

9. Base Coaches

- Two (2) members of the team at kick may coach first and third base. The base coaches must assist in retrieving foul balls and may switch with other team members to remain in the proper written kicking order. Base coaches cannot physically assist runners while the ball is in play.

10. The Game

- A regulation game will be seven (7) innings or one (1) hour in length, whichever comes first. No new inning should be started after fifty (50) mins have been played.
- If a game is shortened due to rain or other externalities, four (4) full innings constitutes an official game (3½ innings if home team is ahead in bottom of 4th inning).
- If the game is tied at the end of seven (7) innings, extra innings will be allowed if time permits. Each team gets a chance to kick in extra innings and receives the same number of outs.

- If after one (1) hour the game is still tied, it will be recorded as a tie.
- Tournament Rules Tie-Breaker: In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament games extra innings, teams will start their at-kick with the next kicker in the lineup on 2nd base, one (1) out and each kicker will start with two (2) balls in the count. The first team to have a higher run total at the end of a full extra inning wins the game.
- Each team gets to kick in each inning. Once three (3) outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.
- "Rock-paper-scissors" will be played by the captains of each team at the beginning of the game to determine the home and away team. The winner of "Rock-paper scissors" will choose if they are home or away. The home team is in the field first and has the last at-kick in the game.

11. Run Rule

- Run rule in effect after five (5) innings or forty (40) minutes of play with a twenty (20) run lead.

12. Rainouts

- In the event of inclement weather, contact Carrie at 832-595-3520 or carrie.kmiec@rosenbergtx.gov on the day of the game to hear if the games have been cancelled or check our Facebook page, <https://www.facebook.com/RosenbergPARD>.
- Due to inclement weather or lighting issues, it may be necessary to cancel a game in progress. If four (4) full innings or thirty (30) minutes have been played the game will be considered complete. In addition, if two and a half (2.5) innings have been played and the home team is ahead, the game will be considered complete. Any game halted because of weather or lighting problems that is ruled incomplete will be resumed at the point of interruption, at a date to be determined by the league
- Make-up games will roll over and be picked up at the end of the season. They will not be made up the next week, unless the next week is the end of the season. Each team must play as scheduled, or forfeit.

13. Forfeits

- If a team receives a forfeit, they have the use of the playing field for practice until asked to leave by the umpire crew or Parks and Recreation Staff. **NO** umpires or scorekeepers will be available during this period. Forfeit score is 10 vs. 0.

14. Pitching and Catching

- No "bouncies" (excessively bounced pitch)
 - A "bouncy" called as such results in a ball and is classified as the following:
 - Pitched ball that does not touch the ground at least once before reaching the kicking box.
 - Pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box.
 - Pitched ball, prior to reaching the kicker, exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone.

- Pitched ball that is higher than one foot at the plate.
- The pitcher must start the act of pitching within the pitching mound. The pitcher must stay behind the pitching stripe until the ball is kicked. No part of the pitcher's front foot may be in front of or across the front edge of the pitching stripe. Failure to abide by this rule results in a ball.
- No player may field forward the pitcher other than the catcher until the ball is kicked, and no player may advance forward the 1st - 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- The strike zone extends to one (1) foot on either side of home plate to the side of the kickball, and one (1) foot high to the bottom of the kickball. A pitch outside the strike zone is a ball.
- Balls must be pitched by hand. There are no restrictions on pitching style. Infield practice is not allowed prior to the game.

15. Kicking

- 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. All kicks must occur as follows:
 - At or behind home plate. The kicker may step on home plate to kick; however, no part of the planted foot may be in front of or cross the front edge of the home plate.
 - Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
- Bunting is allowed
- A kicked ball must clear the fifteen (15) foot bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the 4th foul ball or two (2) strikes and 2nd foul ball, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.
- "Digging out" in the kicker's box is not allowed. Any player digging out will be warned first, and if the player continues, he/she will be called out. This rule is to reduce the wear and tear in the kicker's boxes.

16. Running and Scoring

- Leading off base is not allowed and will result in an out
- Base stealing is not allowed and will result in an out.

- A runner may advance once the ball is kicked.
- A runner off of his/her base when the ball is kicked is out.
- Hitting a runner's neck or head with the ball is not allowed. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits 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.
- Tag-ups are only required before advancement on a caught ball. Runners may overrun first base.
- Runner past another runner is not allowed. The runner passed by another runner is out.
- At the end of a game the team with the most runs wins.

17. Collisions and Sliding

- Players must avoid collisions whenever possible.
- *Deliberately causing a collision (in the umpire's judgment) will be ground for immediate ejection.*
- The defensive player must give at least 50% of the base and base path to the runner.

18. Strikes

- A count of three (3) strikes is an out.
 - A strike is:
 - A pitch within the strike zone that is not kicked;
 - An attempted kicked by the kicker inside or outside of the strike zone.
 - Foul tip
 - Kicking ball outside of batting box

19. Balls

- A count of four (4) balls advances the kicker to first base.
 - A ball is:
 - A pitch outside of the strike zone as judged by the Umpire where a kick is not attempted.
 - An illegal "bouncy"
 - Any fielder other than the catcher advancing forward the 1st - 3rd base diagonal before the ball is kicked
 - Any catcher crossing home plate or positioned forward the kicker before the ball is kicked.

20. Fair and Fouls

- A fair is:
 - Ball kicked that lands and remains in fair territory.
 - Ball kicked that lands in fair territory then travel into foul territory beyond the 1st – 3rd baseline.

- A foul is:
 - Kicked ball landing in foul territory.
 - Kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching 1st or 3rd base.
 - Ball kicked outside of the kicking box.
 - Kicked or touched more than once in foul territory or stopped by the kicker in foul territory.
 - Kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such, is a dead ball.
 - Kick made on or above the knee;
 - Kicked ball touch more than once in the kicking box or stopped by the kicker in the kicking box. All fair and foul balls are in play unless specifically mentioned in Section 25.

21. Outs

- A count of three (3) outs by a team completes the team's half of the inning.
- An out is:
 - Count of three (3) strikes;
 - Any kicked ball (fair or foul) that is caught;
 - Ball tag on a base to which a runner is forced to run, before the runner arrives at the base;
 - Runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play;
 - Ball tag of a runner on base, in which the runner does not tag their originating base when a ball is caught;
 - Runner off of his/her base when the ball is kicked;
 - Runner physically assisted by a base coach during play; or,
 - Any kicker that does not kick in the proper kicking line up.

22. Ball in Play

- Once the pitcher has the ball in control and on the mound, the play ends. If a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out.
- During any play where a ball is popped or deflated significantly should be redone with a new ball.
- Interference is when any non-fielder, runner on base, or non-permanent object touches or is touched by a ball in play in fair territory. Upon interference, the ball is dead, play automatically ends and runners proceed to the base to which they were headed.
- A dead ball occurs when any permanent object touches a ball in foul territory. Upon a dead ball, play automatically ends.

23. Injury and Substitutions

- In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and written kicking order position previously held.

- Injured players who do not kick shall not play in the game. Any player removed from the game for injury or illness must be noted to the Umpire.
- Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All runner substitutions must be of the same sex. There are no other allowable runner substitutions.

24. Umpires

- Games must be officiated by at least one (1) Umpire.
- The Umpire governs all game play and issues all final rulings, and has final authority on equipment issues.
- Other umpires may assist when available.
- Call a time out
 - Call off a game due to darkness, rain or other cause at the umpire's discretion, and must postpone the game if lightning is threatening;
 - Make rulings on any point not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.
- Only team managers may talk to umpires on the field during the game!
- Managers of teams will be responsible for the conduct of their players prior to, during and following the games. This includes curtailing any, and all, profanity and verbal abuse!

25. Zero Tolerance Policy for profanity, taunting, and “trash talking”

Any player, manager, and/or coach will be ejected for the use of such. There will not be a warning and it is not protestable. The player may or may not be replaced. In the event the player is not replaced, and automatic out will be charged when that player is scheduled to bat. A team may drop to a minimum of eight (8) players – less than eight (8) will constitute a forfeit.

Unsportsmanlike conduct will not be tolerated and offender is subject to immediate removal from game. The purpose of the league is to have fun!

26. City Ordinances Relevant to Parks

- Per City Ordinance (Chapter 4 Article I Section 4-10), all animals (except wildlife) are prohibited from city parks. Exceptions will be made for animals used for medical purposes (*i.e. seeing-eye dogs*).
- Per City Ordinance (Chapter 14 Article V Section 14-93), it is unlawful for any person(s) to unreasonably disturb, injure or endanger the comfort, repose, health, and peace of safety of others within the limits of the city.
- Per City Ordinance (Chapter 21 Article III Section 21-49), glass containers of any kind are prohibited in city parks.

- Per City Ordinance (Chapter 21 Article III Section 21-50), prohibits the consumption of alcohol in city parks.
- Per City Ordinance (Chapter 21 Article III Section 21-52), use of tobacco products is prohibited in city parks.
- Per City Ordinance (Chapter 21 Article III Section 21-53), use of unmanned drones is prohibited in all city parks.
- Per City Ordinance (Chapter 28 Article VII Section 28-200), motorized vehicles are prohibited in city parks.
- Violators of any City Ordinance are subject to citation. A complete copy of the Code of Ordinances for the City of Rosenberg may be found at www.municode.com.

27. Assumption of Risk

Individuals are encouraged to have a physical examination and obtain adequate health and accident insurance **PRIOR TO PARTICIPATION** in City of Rosenberg athletic activities. Individuals who participate in City of Rosenberg athletic events will be doing so at their own risk. The City of Rosenberg Parks and Recreation is not responsible for any injury that may occur to an individual participating in any athletic activity. Participation in City of Rosenberg Parks and Recreation athletic events is on a voluntary basis.