

City of Golden

Adult Kickball Rules

SCHEDULES and STANDINGS ARE POSTED AT www.quickscores.com/golden

New Rule:

10 ft circle: The pitcher must start and finish their pitch in the 10ft circle. Once the ball is kicked the pitcher can field the ball. Once the ball gets back to the pitcher in the circle the play is dead.

League Information

- A. Mission Statement: "Providing Memorable Recreation Experiences for Our Community". We strive to be welcoming, courteous, helpful and professional in all that we do. Please contact us immediately if any of our staff does not meet these standards.
- B. Manager's Responsibilities: The manager is the primary link between their team and league management. It is the manager's responsibility to obtain all information regarding league play in Golden, including:
 1. Read league rules and park policies prior to participation and brief each team member about them; managers are responsible for the conduct of his/her team during league or tournament play.
 2. Obtain league information pertaining to registration deadlines, make up schedules, playoffs, etc.
 3. Submit all league paperwork on time (registration, rosters, etc).
 4. Inform league office of changes in address and telephone numbers.
 5. Advise league office of a second contact person when manager is not available.
 6. Have all players read and sign the team waiver/roster before playing (located with field supervisor)
 7. Maintain control over players in all circumstances, including disputes on the field; umpires will discuss disputes on the field with the manager only; players are not to question an umpire's calls.
 8. Receive or designate someone to receive the ground rules at home plate prior to game time.
 9. Fill out forms as necessary, including umpire evaluations, ejection, protest, suspended game, etc.
 10. Check web site for correct scores and schedule updates regularly.
- C. Schedules:
 1. League schedules will be posted on our website no fewer than 5 days before the start of league play.
 2. All games are scheduled by the City of Golden Athletics Coordinator.
 - a) Games are not rescheduled except for adverse weather conditions or unplayable fields.
 - b) Games will be played if at all possible. Games may be played in weather conditions that are not ideal.
 - c) Scheduling requests may be made to the Athletics Coordinator a minimum of one week PRIOR to the release of the full season schedules. Although not every request can be accommodated, every attempt will be made to fulfill them.
 - d) Any requests to reschedule a game after schedules have been released must be received a minimum of one week PRIOR to the scheduled date and time of the game. If a rescheduled date/time cannot be agreed upon within 48 hours, the request will not be honored. If the game is successfully rescheduled, a \$25 rescheduling fee will be assessed to the team making the request. Fee must be paid before their next game.
 3. All schedules, standings and scores can be found at www.quickscores.com/golden .
- D. Make Up Games: See the makeup policy on the back of your schedule
 1. In the case of inclement weather or unplayable field conditions, decisions on the status of games will be made by 4pm on weekdays and two hours prior to the first game on weekends. Be prepared with the name of your complex and field number as some fields may be playable while others are not. Updates are made to the recording only if the information needs to be changed. **RAINOUT LINE: 303-384-8112**
 2. The weather hotline is the only OFFICIAL source of rainout information for the City of Golden. Any messages posted on facebook, twitter or any other means of communication are not considered official. The weather hotline is the only source of information guaranteed to be updated in the case of cancellation.

3. Makeup game schedules will be posted on the website by 12pm the second working day after the rain out game. Once a game has been rescheduled, the makeup scheduled game time will not change.
4. If fields are available, games will be rescheduled on the night your team plays. Your makeup game could be at a different field or complex. If that is not an option, we have set aside selected weekends including Saturdays and Sundays. Check the back of your schedule for these dates.
5. Each team must notify the Athletics Coordinator in writing within 36 hours from the original game time if your team is unable to play on the designated make up weekends. If you do not notify us in writing by the deadline, your game will be scheduled and you are expected to be there.
6. The team manager is responsible for finding out game times and locations for all make up games. All schedules, including makeup schedules, are posted on the website. Teams may be scheduled for 2 or more games per rescheduled date.

E. Rosters/Waivers

1. All rosters must be turned in PRIOR to a team taking the field for their first game. Any teams taking the field without turning in a completed roster are subject to forfeit. Each player must sign the roster waiver form before playing to be considered an eligible player.
2. Players may play in as many leagues as they want but only one team per league. Players must sign a roster/waiver for each team they play with. Players must sign the roster/waiver prior to taking the field for a game. Failure to do so will result in forfeiture.
3. Team rosters are unlimited. No players may be added to a team's roster after the halfway point of the season. Any exception must be approved by the Athletics Coordinator. Although rosters are unlimited, only 16 individual awards will be given to championship teams.
4. All participants must be 18 years of age.
5. Each player must carry a photo ID with them to all games. A photo ID is the only form of ID approved in the case of a roster check/challenge.
6. Any player playing under an assumed name shall result in the forfeiture of the game(s) by that player's team. The player is fined \$25 for the first offense and suspended from league play for the remainder of the season. A \$50 reinstatement fee is required before the individual is allowed to play in any City of Golden league.
7. The field supervisor or Athletics Coordinator has the authority to disallow any illegal player(s) from participating. A team may protest a player's eligibility, but must do so when the player first enters the game on offense or defense. When the half inning ends, the right to protest ends.
8. A team short on players may use a maximum of 3 "subs" in order to play a game upon approval of those players by the opposing team's manager prior to the start of the game.
 - a) Subs: Any player on a City of Golden team roster for another team in the same league/division. Players not on a City of Golden roster or on a roster but for a team in another league/division are not legal subs.
 - b) All rostered players must take positions in the field and batting order before any subs may do so.
 - c) Any team who does not have subs approved by the opposing team's manager at the home plate meeting prior to the game will be subject to forfeit.
 - d) Any person playing on a team must sign a roster/waiver or he/she will be considered an ineligible player.

Playing Rules

A. Governing Rules

1. The City of Golden Athletics Staff is the sole governing body of this kickball program.
2. Any situation not covered explicitly in these rules will be acted upon by the field supervisor and/or athletics staff. In addition, Golden Athletics reserves the right to interpret any and all rules and situations and further reserves the right to insert, delete or change rules at any time and make retroactive decisions should it be deemed necessary for the benefit of the program.
3. The City of Golden reserves the right to reclassify or move a team at any point during the season in order to maintain a fair balance of competition.
4. The City of Golden reserves the right to expel any team/participant from the league for reasons of conduct, failure to observe rules, regulations and procedures and/or failure to field a team for two or more games. Written notification of such actions will be provided to the individual and/or team manager.

- B. Kickball is a simple game that is similar to the sport of softball. Softball rules have been used as a guideline for these rules with certain exceptions.

C. Number of Players

1. Teams must have a minimum of 8 players to start and finish a game. A team may add players to the bottom of the kicking order throughout the game, up to a maximum of 16.

2. Any 10 players in the lineup may take a defensive position in the field, provided they stay in the same numeric position in the kicking order.
3. If an injury occurs during the game and no substitute is available, a team may finish with as few as 8 players. There are no outs recorded for missing kickers due to injury. (Exception for Coed Leagues – See Coed Rules)
4. Any player ejected from a game cannot be replaced by a substitute. That spot in the kicking order will be ruled an automatic out. It is the opposing team's responsibility to assist the umpire in keeping track of that spot/out in the lineup. Any team with three or more players ejected from a game will automatically forfeit the game.
5. Any of the starting players (including any Additional Kickers) may be substituted for and re-enter the game once, provided the players occupy their original numeric position in the kicking order. Non starting players may not re-enter.

6. Coed Rules

- a) Teams must have a minimum of 8 fielders at all times with no more than 5 men. If a team has 8 players, they must have 4 men and 4 women. Any team with 10 or more players must play with 5 men and 5 women.
- b) Offensively, the kicking order must alternate sexes; however females may kick back to back without penalty. If 2 men kick back to back, the team must take an out in the vacant female lineup position. Players must occupy the same numeric position in the lineup throughout the game. Late arriving players may be inserted into what was previously an out position.
- c) Kicking out of order is an appeal play by the defense. No retroactive penalties will be applied.
- d) If an injury occurs to a female in a coed game and no substitute is available, the team must drop a male player from the lineup either before or after the injured player in the kicking order to avoid an automatic out in the now vacant lineup position.
- e) Any walk to a male kicker results in a 2 base award. Walked kicker/runners must touch all bases. The next kicker (a female) will kick unless there are 2 outs, in which case she will have the option to kick or walk.

D. Forfeits

1. At game time, both teams must have a minimum of 8 players on the field (and properly noted on the team's roster).
2. For the 6:15pm game time only: if one team does not have the required 8 players, the game clock will begin at game time and allow the team 5 minutes to field 8 players. Failure to field the minimum number of players after the 5 minutes has expired results in a forfeit. If neither team has the required 8 players, the clock will again be started and run for 5 minutes. If at the end of 5 minutes, neither team can field the minimum 8 players, it will be ruled a double forfeit. Field Supervisor has final authority on all forfeits.
3. For all other time slots, game time is forfeit time. The only exception being when the team is playing in a game on another field.
4. Umpires will not officiate forfeited games.
5. Non-Appearance forfeit: When a team fails to show up for their assigned game without notification, the team must pay a \$25 fee prior to participating in their next scheduled game. Failure to pay the forfeit fee shall result in another Non-Appearance forfeit and additional \$25 fine.
6. If a team has to forfeit, the team MUST contact the Athletics Office by 4pm the day of the game or by 4pm the Friday before a weekend game. If notified properly, there will be no forfeit fee charged to the team. Teams should call Beau at 303-384-8194 or Brian at 303-384-8125.
7. If a team has 3 forfeits during the season, they are automatically dropped from the league. No refunds will be given.

E. Equipment

1. Uniforms are recommended but not required.
2. No jewelry may be worn during play with the exception of medical alert bracelets/necklaces. A player will receive one warning before being called out.
3. Shoes must be worn by all players. No metal cleats allowed. No screw on cleats allowed. No open-toed sandals or shoes allowed.
4. The official game ball will be a 10" playground ball. The game ball will be provided by Golden Athletics. Teams may agree to use a different 10" ball that one team has brought, but it must be agreed upon by both teams.

F. Complete Games

1. Games are 55 minutes long. The clock will start after the coach's meeting or at game time if coach's meeting is held prior to game time. A new inning begins when the third out is made in the previous inning.
2. A complete game is anytime 7 innings have been played or the time limit has expired; or if 5 or more innings have been played, or if the team second at bat has scored more runs in 4 or more innings than the other team has scored in 5 or more innings.
3. Run Spread Rule: 15 runs difference after 4 innings or 10 runs after 5 innings.
4. Extra Inning Games: Games tied after the time limit and any extra inning games will go to one pitch. Any foul ball is an out.
 - a) The start of the first extra inning begins with the last player who kicked in the previous inning on 2nd base with no outs.
 - b) After one extra inning and the game still tied, the last player who kicked in the previous inning will start on 3rd base. This procedure will continue for any subsequent extra innings until the winner of the game is determined.
5. The manager of the winning team is required to sign the scorecard to verify the score and the result of the game.
6. If a game is delayed, teams are required to wait for instruction from the field supervisor before leaving. If your team leaves prior to receiving the cancellation notice from the field supervisor and games continue, you will be assessed a forfeit.

G. Game Play

1. Pitching Rule: The strike zone extends one foot on either side of home plate and one foot high. Any pitch outside that area as deemed by the official is a "ball". The pitcher must be in contact with the pitching rubber at the point of release or the umpire will rule the pitch a "ball".
 - a) The pitcher must stay behind the cross-field diagonal line until the ball is kicked.
 - b) No player may field in front of the pitcher other than the catcher, and no player can advance forward of the cross-field diagonal line until the ball is kicked.
 - c) The catcher must field directly behind the kicker and can't cross home plate or be positioned forward of the kicker before the ball is kicked.
 - d) Any violations of these rules will result in a "ball" for the batter if the pitch is not kicked. If the pitch is kicked while any part of a fielder's foot (including the pitcher) is forward of the cross-field diagonal line and/or if any part of the catcher's foot is forward of the kicking box, the kicker will be awarded first base.
2. All leagues will use a 4 ball and 3 strike count. If the kicker hits a foul ball after having 2 strikes, the ball will be dead and they will receive one more strike (courtesy foul). If the third strike is called, the kicker is out.
3. Kicking: All kicks must be made by foot and must comply with the following standards:
 - a) All kicks must occur at or behind home plate. A kick in front of home plate is ruled a foul ball.
 - b) A foul ball will also be called on any kick that lands out of bounds and any kick that lands in bounds but travels out of bounds on its own before reaching first or third base. Any ball touched by an in-bounds fielder is automatically in play.

H. No – Bunting Rule

A "Bunt" will be considered to be any kicked ball that does not reach the infield base line (line running from first to second, and from second to third). Full swing "mis-kicks" will now be considered bunts if they do not reach the infield base line. A bunt will be ruled a foul ball. If it is the second foul ball for the kicker, it will be an out. If the defender believes that a kick is in fact a bunt, they must allow the ball to stop rolling. ***If the defender chooses to charge the ball and make a play on it, then the kick cannot be ruled a bunt.***

1. Base Running

- a) Neither leading off base nor stealing a base is allowed. A runner off his/her base when the ball is kicked is out.
- b) Hitting a runner above the shoulders (head or neck) is not allowed. Any runner so hit is safe and advances one base beyond the one originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball, and is so called by the official, the runner is out.
- c) When a kicked ball is caught in the air, runners are required to "tag-up" or stay on a base until the caught ball is first touched by a fielder. After tag-up a runner may advance. A runner failing to tag-up or leaving before first touch is an appeal play by the defense that the umpire will rule on.
- d) Time is called by the umpire (and the play ends) when the defensive team has possession of the ball in the infield and no runners are attempting to advance.

- e) An orange safety base will be used at first base. When a play is made at first, the runner must go to the orange base and the fielder must go to the white base unless either player is avoiding a collision. The umpire can rule the runner out if they touch the entire white base when a play is attempted at 1st.
 - f) Courtesy Runners: Courtesy Runners are allowed for any player at any time. The Courtesy Runner should be the last out recorded. If there are no outs recorded in the game it should be the last runner to score or the last batter in the lineup. If a courtesy runner's numeric spot in the batting order comes up while they are still on base, they are automatically out.
 - g) Neither fielder nor base runner will be allowed to use force in performing their duties of tagging or base running. Penalty: Runner or fielder will be ejected from the game if judged flagrant. All collisions must be avoided.
2. Outs: An out will be called on any of the following
- a) A count of 3 strikes or a foul ball after the courtesy foul has already been used.
 - b) A runner touched by the ball or who touches the ball at any time while not on base when the ball is in play.
 - c) Any kicked ball that is caught (fair or foul)
 - d) A ball tag on a base to which a runner is forced to run.
 - e) A runner off of his/her base when the ball is kicked.
 - f) A kicker that intentionally hits the ball with their hand or arm.
 - g) A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught.
 - h) Any runner physically assisted by a team member during play
 - i) Any kicker that does not kick in the proper kicking lineup (See Playing Rules Sec B, 6, c)
 - j) A runner that passes another runner on the base paths.
3. Protests: Protests are not allowed on judgment calls. If protesting a ruling in a game, all of the following must be completed:
- a) Notify the umpire at the time of the protest. Notification must occur before the next pitch or play occurs or the team loses their right to protest. The following must be recorded: inning, outs, players on base, kicker and the count.
 - b) Team must submit a \$25 protest fee to the Field Supervisor at the time of the protest.
 - c) Submit a typed protest to the Athletics Coordinator explaining the misapplication of the rule within 24 hours of the game.
 - d) The protest will be ruled on as soon as all information is assembled from the different parties involved.
 - e) If the protest is upheld, the \$25 fee is returned. If the protest is not upheld, the fee is deposited in the general fund.
4. Ejections: Any ejected player **MUST** leave the City of Golden's property/facility immediately or police will be called to escort the player from the premises and additional suspensions and penalties will be levied. The player shall sit out the designated number of games and pay a \$25 fine before being allowed to play. Failure to comply with any of the above mentioned penalties will result in suspension of the player for the remainder of the season. No questions and no appeals!
- I. Standings/Tiebreakers: If 2 or more teams have identical records at the end of league play, the following method will be used to determine league standings:
- 1. If a team has a Non-Appearance Forfeit on their record, it will remove them from the tie.
 - 2. Head to head competition: The winner of the most games played between the tied teams is awarded the higher place.
 - 3. If the records are the same, the team with the greatest run differential in head to head matchups is awarded the higher place.
 - 4. If still tied, overall run differential and defensive runs allowed will be used.
 - 5. If still tied, a coin flip will determine seeding for playoffs. If no playoffs are slated, teams will be declared co-champions.
- J. Alcohol Policy: Alcoholic beverages are not allowed at the kickball fields. Consumption of alcohol during your game at the fields is an automatic suspension of 2 games. No appeals.
- 1. No glass bottles are allowed at any park at any time. Refusal to immediately dispose of glass bottles properly may result in suspension, fines or forfeiture of games. Repeated infractions may also result in suspension, fines or forfeiture of games.
 - 2. Ulysses & Lions Sports Complex Alcohol Policy: Alcoholic beverages are allowed in the parking lot and **MUST** be accompanied by an alcohol permit at all times. Individuals/Teams are prohibited from bringing alcoholic beverages in their bags or on their person to the fields.

3. Tony Grampsas Sports Complex Alcohol Policy: Alcoholic beverages are allowed in the parking lot and pavilion and MUST be accompanied by an alcohol permit at all times. Individuals/Teams are prohibited from bringing alcoholic beverages in their bags or on their person to the fields.
- K. Dog Parks: Dogs are allowed at all sports complexes provided they are on a leash and under control by their owners. Dogs are only allowed off-leash within the confines of the designated off-leash dog park areas. Athletic staff does not monitor off-leash dog park activity.
- L. Player's Code of Conduct: "Player" may be a player, coach, manager, spectator or anyone associated with the team. All regulations apply before, during and after each game.
1. At any time lay a hand upon, push, shove, or threaten to strike an official, city staff, player or spectator.
 2. Refuse to abide by an official's decision.
 3. Be guilty of using unnecessarily rough tactics during the play of the game against the body of any opposing Player.
 - a) **PENALTY for any of the above:** Officials are required to immediately suspend player from further play and report such player to the Athletic Supervisor. Such player shall remain suspended until his case has been considered.
 4. Use profane, obscene, or vulgar language in any manner, or at any time during the game.
 - a) **PENALTY:** A warning may or may not be given based on umpire's discretion. Repeated or egregious violations will result in ejection and review for suspension by the Athletics Coordinator.
 5. Appear upon the field of play at any time in an intoxicated condition.
 - a) **PENALTY:** The officials are required to immediately suspend the player from further play.
 6. Be guilty of an abusive verbal attack upon any player, umpire, spectator or City of Golden employee.
 - a) **PENALTY:** Officials or Field Supervisor will immediately suspend player from further play. Cases will be considered by the Athletics Coordinator for further penalties including suspensions and fines.
- M. Release of Liability: It is the manager's responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in the sports of softball, volleyball, basketball and kickball. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that the City of Golden, the affiliated facilities, affiliated teams and any staff members will not be held responsible for injuries. To participate in any City of Golden activity, players must sign a roster/waiver which includes agreement to the following Acknowledgment of Risk and Release.

Acknowledgement of Risk and Release

Please read this form carefully and be aware in registering yourself for participation in this program you will be acknowledging the risk and releasing all claims which you may have as a result of participating in this program.

Athletics is an activity in which, despite preparation, instruction, medical advice, conditioning, and equipment, there is still a risk of injuries such as the following. This list is by no means complete or exclusive, but includes:

1. Heart attack, stroke, and circulatory problems
2. Bone and joint injuries
3. Back injuries
4. Muscle strain and other muscle injuries
5. Foot problems
6. Head, neck, and spinal injuries
7. Heat stroke or heat exhaustion

As a participant in the program, I acknowledge that there are certain risks of injury and I agree to assume those risks which I may sustain as a result of participating in any and all activities connected with or associated with such a program.

I release all claims which may arise against, and agree not to sue, the City of Golden and its officers, agents, employees, and authorized volunteers, on my behalf as a result of participating in the program.

I further agree to indemnify, hold harmless and defend the City of Golden and its officers, agents, employees, and authorized volunteers from any and all claims by other parties resulting from injuries, damages, and losses caused by me arising out of connected with, or in any way associated with the activities of the program.

Fighting, verbal abuse, and alcohol use will not be tolerated. Any player(s) fighting and/or guilty of verbal/alcohol abuse of any kind will be eliminated from league play for the remainder of the season. The Golden Police Department may be called to respond to any incident.

I have read and fully understand the above. I understand this agreement shall not be modified orally.