



2019 OFFICIAL RULES AND REGULATIONS ADULT CO-REC SPRING KICKBALL LEAGUE

1. LEAGUE

- A. This league is a co-rec recreation adult league, implemented for teams to participate in a fun, competitive and safe environment.
- B. Games are played at Prairie Lakes Gymnasium on Saturday afternoon.

2. PLAYER ELIGIBILITY

- A. All players must be 18 years of age or older to participate.
- B. All players are highly encouraged to have a picture ID with them during the regular season. It is **mandatory** to have a picture ID during playoffs.
- C. A picture ID must be presented to a referee or park district representative if a player's eligibility is questioned. Failure to do so will result in the player not being allowed to participate in the game. An eligibility check may be requested at any time prior to the end of the game. However, we encourage teams to make eligibility checks to the start of the game if an eligible player is suspected. If a player is determined to be ineligible, they will not be allowed to play in that game.
- D. A player must attend/be present for at least four games to be eligible for the playoffs.

3. TEAMS/ROSTERS

- A. All roster/ waivers must be signed by all participants and submitted to the Park District kickball supervisor by the 1st game.
- B. Teams must have at a minimum of 12 players on their roster. Teams may have up to 20 players on their roster.
- C. If 20 players are on the roster, no more names can be added later.
- D. Exceptions for adding players are:
 - i. Moving out of state
 - ii. Job Transfer
 - iii. Permanent Injury

- E. The Athletic Supervisor must receive an email from players' personal account stating they are no longer eligible for the season due to either exceptions stated in 3-D.
- F. A player can only be eligible on ONE roster per league. A player can play in both recreation and competitive divisions.
- G. Rosters may not be carried over from one season to the next.

4. SCHEDULES

- A. Game schedules will be created and maintained by the Park District through Quickscores.
- B. All game schedules and rules can be found at www.quickscores.com/dpparks
- C. Make-ups and tournament games may be scheduled on different days, but every effort will be made to schedule them on regular scheduled game days.

5. FEES

- A. The entry fee for all team will be \$380.00. Teams should have their entire fee paid in full upon registration.
- B. A team captain/representative must be present at the captains meeting to review leagues rules and receive team uniforms.
- C. A forfeit fee of \$25.00 will be assessed to any team that forfeits a game. This must be paid before the team plays its next game. A team must notify me, 24 hours in advanced to avoid the forfeit fee. No team will be allowed to play another game until the forfeit fee is paid.

6. STANDINGS

- A. League standings shall be determined by the following:
 - i. Win/Loss Record
 - ii. Tie Breaker 1: Win/Loss Record in head to head games
 - iii. Tie Breaker 2: Amount of Runs Allowed
 - iv. Tie Breaker 3: Amount of Runs Scored
- B. At the conclusion of the regular season, there will be a post season single elimination tournament for teams in each division.
- C. If two or more teams are tied for regular season 1st place, there will be a playoff game between the teams. The team with the least amount of runs allowed, amongst the tied teams, will get the bye.
- D. There is no time-limit for the championship game. All other tournament games shall use the regular time limit rules. In the event of a tie and a time limit has been reached, the score will revert to the last completed inning to determine the winner.

7. GAME FORMAT

- A. Each team will be scheduled for 7 regular season games and a single elimination tournament.
- B. Game times will begin no earlier than 2:00p.
- C. Game time is forfeit time. This usually is waived the first of week of the season as new teams and players find the gymnasium, learning the rules, getting everyone together...etc.
- D. Each game will be played to 7 innings or 55 minutes, whichever comes first. No new inning may begin after that.
- E. If the game ends in a tie after 7 completed innings, Kansas City Rule would take effect: the visiting team will kick first, and place the last batted out on second base with one out. All kickers in the lineup will start with 1 ball and 1 strike. The Home team will kick as well. This process will continue until a winner is declared.
- F. The home team is listed first on the game schedule.
- G. A full team line up is comprised of 10 players. Teams must have at least 8 players to not forfeit a game.
- H. Each team must play a minimum of 2 females playing in the field at all times: 8 males + 2 females with defensive players 9 and 10 being female. The catcher is not included in the 2 female player count. If a team shows up with only male players, they must play with only 8 players in the field.
- I. All players who are playing the field must be in the kicking order. Any players that are not playing in the field can still be in the kicking order and remain so during the course of the whole game. Thus, a player cannot only play the field and not kick, but a player can only kick and not play the field.
- J. When playing with a full 10 players, teams must play 4 players in the Outfield: Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder. The remaining 6 players will play in the in-field: First Baseman, Second Baseman, Shortstop, Third Baseman, Pitcher and Catcher.
- K. The pitcher/catcher combination must be filled by one female and one male. This does not affect the rest of the positions.
- L. During inclement weather, the completion of three innings is considered a complete game. A game that is called off before 3 innings if play shall not be considered a regulation game and will be rescheduled if possible. All efforts are made by the League to make up games.
- M. There will be a 10 run rule in effect for each team, each inning. When a team scores 10 runs in an inning, even if the team has less than 3 outs, the inning will end. This rule applies to all innings, including the last.

- N. Mercy rule will apply, when a team is up by 15 or more runs after the completed 5th inning.
- O. Any forfeited game will result in a score of 7-0. If both teams forfeit a game, the score will be recorded as 0-0.
- P. A team that forfeits more than two times on one season, will be eliminated from the league at the discretion of the Park District.
- Q. If a team is previously aware that they cannot field a team and must forfeit, please contact the Athletic Supervisor, within 24 hours to avoid a forfeit fee, and so I can notify the other team.

8. BALL IN PLAY

- A. No defensive player may advance forward of the 1st to 3rd baseline until the ball is kicked. The pitcher may not advance either. 1st and 3rd basemen must position themselves behind the pitcher. Failure to abide by this rule results in a ball.
- B. The ball must be in the infield and held by a defensive player with no advancement in play possible in order to call a time out.
- C. If a runner touches or is hit by the ball while off of a base, the runner is out.
- D. Defensive players are allowed to kick or throw the ball towards another team player in the field.
- E. There is NO infield fly rule. However, if the Official determines that the infielder dropped the ball intentionally, the Official may call just ONE out. The kicker will be the out player and all on-base runners must return to the original base.
- F. If the ball goes foul and is caught by a player before touching the ground, the kicker is out and the play is live. A line 15 ft wider than the base line determines if a ball is out of play. Any ball caught past this line is considered out of play and does not count as an out.
- G. Each team receives 2 one-minute time outs per game that can only be called by the Captain.
- H. If the ball is kicked out of the playing area from the batter's box, it is considered a strike. If the ball is thrown out of the playing area by a fielder, a runner will receive the base which they were advancing toward plus 1.
- I. If a ball is kicked fair and goes foul before crossing first or third base, it is considered a foul ball. However if a ball appears to be going foul and a player stops it in fair territory it is fair ball and is in play.
- J. A play is considered dead when the ball is held in control by the pitcher in the vicinity of the pitcher's mound or when time is called by the Official. The defined vicinity is determined by the Official. All runners must stop their advances at that time.

9. PITCHING

- A. The strike zone/home plate is indicated by an orange mat with a black home plate in the center. The strike zone is determined by the mat in its entirety.
- B. If the bottom of the ball is 10 inches or higher as it crosses the plate, it is considered a ball.
- C. If the ball falls short of the plate and does not cross over it, it will be called a ball.
- D. The pitcher must stay behind the mound, indicated with a white line- prior to releasing the ball. The pitcher may cross the line only on follow through and may not advance towards home after the ball is released before the ball is kicked.
- E. Only underhand pitching is allowed. Sidearm pitching and overhand pitching is not permitted and will be considered a ball. Any repeated offense can result in the pitcher being removed from playing as pitcher and possibly the game.
- F. Kick pitches are not allowed.
- G. Civil Pitching - Slow and easy to kick. Intentionally making the ball harder to kick or bouncy can result in a ball.
- H. When pitching, the ball must be released as low as possible to avoid intentional bouncing and must bounce or hit the ground twice before arriving at home plate to be considered a strike. If the ball bounces less than twice it will be considered a ball.
- I. Intentional walking is not allowed. If there is an intentional walking offense, the kicker is rewarded advancement to second base. Should the offense appear to be repeated by the pitcher, the pitcher may be removed from pitching for the game at the Official's discretion.

10. KICKING

- A. The order of kicking must remain consistent with the kicking order as listed on the lineup sheet. If the kicker is out of order, an out shall be charged for that kicker who should have kicked. The next kicker in the proper order will then be up.
- B. All kicks must be made with the foot. However, there are instances where there are miss kicks where a ball may be kicked with shin, knee, or thigh. These are all considered legal.
- C. All kicks must occur at or behind home plate. A strike will be called if the
- D. player kicks in front of the plate. If the kick is made in front of home plate and the ball is kicked in the air and caught, the kicker is considered out and the play is live. If the ball is dropped or hits the ground, the kicker is charged a strike. Runners cannot advance on this play.
- E. If a kicker kicks the ball and it hits the kicker just after the kick and in play, the player is considered out.

- F. Bunting is NOT allowed. If in the Official's discretion the player is deemed to INTENTIONALLY bunt, the first offense is a STRIKE. Upon the second offense the player is called OUT and no runners advance. If the Official feels that a full kick was intended the ball is played as normal. This is KICKball. Players should intend to kick the ball and follow through completely.

11. STRIKES

- A. A count of 3 strikes is an out.
- B. A strike is a pitch within the strike zone, either not kicked or missed by the kicker.
- C. A kick occurring in front of home plate that is not caught is considered a strike.
- D. Foul balls are counted as strikes.

12. BALLS

- A. A count of 4 balls is considered a walk. The kicker is awarded to first base. Any runners currently on base directly in a 'force' situation advance to the next base.
- B. Any pitch outside the strike zone that is not missed or touched by the kicker is considered a ball.
- C. Any pitch that falls short of the home plate and does not cross home plate is considered a ball.
- D. Any pitch that is bouncing higher than 10 inches as it comes across the plate will be considered a ball.
- E. If a fielder advances forward of the 1st to 3rd base line before the ball is kicked, time will be called, and the kicker is awarded a ball. A warning will be issued to the fielder; a second offense will result in ejection.
- F. The pitcher must be behind the pitchers line when releasing the pitch or it will be considered a ball.
- G. If a catcher advances forward of the kicker before the ball is kicked, time will be called, and the kicker is awarded a ball. A warning will be issued to the fielder; a second offense will result in ejection.

13. FOULS

- A. Any kick landing in fair territory but traveling out of bounds to foul territory on its own before reaching 1st or 3rd base is considered foul. Any ball touched by a fielder in fair territory is considered in play even if the ball is headed towards foul territory.
- B. Any ball touched in foul territory then dropped, regardless of where it then lands, will be counted as foul.
- C. Foul balls are counted as strikes.

14. OUTS

- A. A count of 3 strikes is an out. Each team gets 3 outs per inning.
- B. A runner touched by a ball while not on a base during live play is considered out.
- C. Any kicked ball that is caught in fair or foul territory is considered out.
- D. Any runner off the bag before the ball is kicked is considered out.
- E. Foul balls are considered strikes. Any combination of strikes and fouls that add up to 3 strikes is considered a strike out.
- F. If a runner is on a base and runs to the next base and the play is NOT a Force play, the fielding team must tag the PLAYER (or make contact to the player with ball by throwing etc)
- G. If a runner is running to the next base as the result of a Force play (the runner has to run to the next base because the following runner/kicker advances the play by a kick) the fielder only needs to tag the BASE with their foot and does not need to tag the player. The fielder must have control of the ball completely.

15. BASE RUNNING

- A. Runners must stay within the base line. Fielders must stay out of the baseline. Fielders trying to make an out on any base may have their foot on the bag, but must stay out of the baseline. Thus, no blocking the base. Runners hindered by a fielder within the baseline shall be safe at the base to which they were running unless the infielder is going for the ball. It is the Official's discretion to determine whether or not the fielder is blocking the bag.
- B. Once the Official calls time out on a play, the play is dead and you must stay on your current base.
- C. Neither leading off nor base stealing is allowed. Any runner who is off their base when the ball is kicked will be called out.
- D. Sliding is not allowed. A runner will be called out if the runner intentionally barrels into a fielder.
- E. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
- F. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulders will be called safe. If a runner intentionally uses their head to block or deflect the ball, the runner is called out. This rule only applies when the player is running upright. If a player ducks, dodges, or slides and the head becomes lowered and the runner is hit in the head with the ball, the runner is called out because the ball was not obviously directed at the head. If the Official deems that a player intentionally headhunts a runner in a lowered position, the runner is safe.
- G. All runners must tag their originating base before running to the next base. A runner can leave the base upon first contact of the kickball.

- H. If a ball travels outside of the playing area, baserunners are awarded the base which they were advancing toward plus 1. If a baserunner is stopped or standing on a base they are awarded the next base. Runners in motion cannot 'force' advancement of other runners. (*Outdoor Rule Only*)
- I. When running to home, the runner must step on or make contact with home plate.
- J. A play is considered dead when the ball is held in control by the pitcher in the vicinity of the pitcher's mound and he/she is not actively pursuing an offensive runner. All runners must stop their advances.
- K. DESIGNATED RUNNERS: Can be used at the discretion of the Official. In order for a designated runner to be utilized, a player must have been injured in the current game. It is recommend that if a player is injured in the game that he/she sits out the rest of the game and that they are removed from the lineup. The designated runner will be the player who recorded the last out.

16. MAKE UPS AND POSTPONEMENTS

- A. There shall be no postponement of any game, except in case of official availability. If in doubt all players should go to rainoutline.com. 1:00 PM will be the deadline to view the messages about the games. If necessary, teams will be asked to check back after that time if the game is still in doubt. DO NOT call the Des Plaines Park District office to get game information!
- B. All players are responsible to get make-up information off the rainoutline.com website or supervisor.
- C. Managers or coaches will be contacted by the Athletic Supervisor of their league with reschedule information. Please DO NOT call the park district office and ask for your teams' information.

17. OFFICIALS

- A. Agreement of at least 2/3 of the managers is necessary to keep an official from working games. This must be in writing and each team must have only one manager/coach signature.
- B. All decisions and interpretations will be made by the official, except in cases of protest where the Athletic Supervisor, League Supervisor, and Head Umpire will decide.

18. PROTESTS

- A. A protest must be filed prior to the next pitch with the league supervisor, marked in the scorebook, and a written protest turned in to the Des Plaines Park District office within 24 hours of the protest. The written protest should have the rule that they feel was interpreted incorrectly. The official along with the Athletic Supervisor and league supervisor will decide on all protests. **If a protest is upheld, the game will resume from the point of the protest.**

19. PLAYER CONDUCT/ SPORTSMANSHIP

- A. Any team exhibiting unsportsmanlike conduct towards members of another team, any official, or any Park District representative, risks ejection or forfeiture of their game. The Park District reserves the right to forfeit any game following complaints by the official or Park District representative or other team captains. Any team which we feel does not display the high degree of sportsmanship we expect in our leagues, may be asked to no longer participate in our league.
- B. Any conduct determined to be unsportsmanlike or unruly by either the official or Park District staff will result in a warning.
- C. The second instance will result in an ejection.
- D. Any player ejected from a game for any reason, may not participate in the team's next scheduled game. If the reason for ejection is severe, the Park District reserves the right to extend the suspension. Failure of any rejected player to give their name to the Park District representative will result in the game being declared a forfeit immediately.

20. INSURANCE

- A. All teams shall be commercially insured. The Des Plaines Park District provides NO INSURANCE for any teams.

21. AWARDS

- A. League awards will be allotted to teams for the following:
 - i. 1st Place: \$200
 - ii. 2nd Place: \$100
 - iii. 3rd Place: \$50