

KICKBALL LEAGUE RULES

PARK DISTRICT STATEMENT

The Homewood-Flossmoor Park District has developed the following set of rules and regulations to govern Kickball League organized or controlled by the Park District.

These rules have been developed as a guide to enjoyable participation. The spirit of the rules is extremely important. To apply a positive approach it is essential that each participant abides by these rules and enlists the support of all other members of the team.

LEAGUE ORGANIZATION

The Recreation Supervisor will oversee the league and has final power in decision making in all matters pertaining to the league. The League Supervisor will oversee the league onsite and will assist in the day of running of the league. The Recreation Supervisor or League Supervisor will call any meetings of team captains. Any special meetings desired by teams should be requested through their team captain who will contact the League Supervisor.

The Park District shall determine placement of teams in leagues and the number of teams in leagues.

Won and lost records will be kept and posted weekly on this website: www.hfparks.com.

TEAM CAPTAINS' RESPONSIBILITIES

Each team shall designate a captain who will be the sole liaison between that team and the Park District. Only the designated captain should communicate concerns with the Park District. To avoid confusion, players should speak with their team captain on all inquiries and not contact the Park District directly. The team captain may be either a player or a non-player.

Each team captain will receive digital copies of the documents below

- League Rules
- League Schedule
- Roster/Waiver

Team captains are expected to distribute documents above, inform their players of all rules & regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur. Also, captains are expected to inform players of the game schedule, make up dates, etc. and pass along any other information from the Park District.

Team Captains cell phone numbers will be added to our Remind.com roster. They will then receive text messages about rain outs, forfeits or field changes.

The captain will receive a score sheet for each Home game. The Home team is responsible for supplying the score sheet. At the end of each game both captains should sign off that the score sheet is accurate.

RULES AND REGULATIONS

ROSTER/WAIVERS

1. No player should participate in league warm up or play until they have signed the Roster/Waiver, even if it is prior to the rosters being due.
2. Team Roster/Waivers are due by the 2nd week of the season. A one week extension will be granted to any team with a bye the first or second week of the season.
3. No additions to the rosters may be made after the second week of play, unless it is due to a medical issue and / or approved by the Recreation Supervisor. A medical note may be required.
4. All players must be at least 18 years old, or out of high school.
5. To be eligible for playoff competition, a player must participate in one (1) regular season game.
6. Roster checks can be administrated during any scheduled game. Make sure to have a valid ID on hand at all scheduled games for possible roster checks. Playing a non-rostered player will result in the forfeit of the game and possible suspension from the league with loss of all fees.

INCLEMENT WEATHER

1. Cancelations due to weather will be communicated through remind.com texts.
2. Rain outs will be decided by 4:30pm whenever possible.
3. If unexpected heavy rains or thunder occur during the game the Umpire will determine if the game is canceled or delayed.
4. In the case of thunder or lightning teams must take shelter for 30 minutes after the last thunder or lightning is seen or heard.
5. Games will only be canceled for heat if the national weather service issues a heat warning recommending limiting physical activity during the actual game time.

FORFEITS

It is suggested that you notify your captain if you are unable to play so that a substitute can be found.

1. Every effort to notify the Recreation Supervisor of a forfeit prior to noon on game day should be made. Teams that forfeit more than three (3) games unannounced during a season may be removed from the league without reimbursement.
2. If one team has less than the minimum number of players (7 total-3 females) at fifteen past the designated start time, it will be considered a forfeit. This can be overturned if requested by the opposing team and approved by the umpire.
3. The team captain or co-captain must report the forfeit to the coordinator and write it down on the score sheet.

THE GAME

1. All games are seven innings or one hour. A complete game will be four innings or one hour. The clock starts at game time. If the game clock ends, you are allowed to finish the inning.
2. Games will be played on a regulation softball diamond. Bases will be set at 65' and the pitcher's mound will be at 50'.
3. An umpire will be provided by the Homewood-Flossmoor Park District to supervise the game. It will be the umpire's responsibility to coordinate and run the games, which include the following tasks: Starting games on time; Calling outs, making final calls on any disputed balls or strikes; and settling all disputes or disputed calls.
4. A game ball will be furnished by the Homewood-Flossmoor Park District, but teams may use any mutually agreed upon ball. A kickball's ball circumference is 32". Any equipment in question should be brought to the attention of the umpire. The umpire will make all final decisions with regard to equipment discrepancies.
5. It is the responsibility of the challenging team to question an opposing team's individual player. The umpire will immediately stop the game and ask to see the ID card of the player in question and will write down his/her name and ask the player to submit a signature. If the player does not have an ID he/she will be considered a non-rostered player and can't play. The umpire will then continue playing the game and submit the results to the Park District where a final decision will be made. Any player found playing and not on the roster will result in a team forfeit.
6. Uniforms are not required but all players must wear a shirt and shoes.
7. No metal spikes are allowed.
8. Scorecards and scores will be kept by the teams. The ump can assist in any discrepancies in the co-rec line ups. However, it is the responsibility of both teams to maintain their respective line-ups and scores each inning. Scorecards are to be turned in to the HFPD umpires immediately after the game. Both managers must sign the card.

GENERAL GAME PLAY

1. Play consists of 8-10 players per side. The breakdown is 6 men 3 women, 5 men and 5 women (or 5/4 or 4/4) in the field at one time. Teams may play a legal game with 8 players (4 men/4 women).
2. THERE ARE NO POSITION REQUIREMENTS of any players, i.e. there need not be 2 females in outfield and 2 in the infield.
3. Teams may bat up to 12 players. This also goes for 7 men and 4 women. Men CANNOT bat twice in the lineup. *Courtesy runners are the last out per gender. ASA rules apply.

Lineups:

- 4 men 4 women
- 5 men 3 women (1 woman batting twice)
- 5 men 4 women
- 5 men 5 women
- 6 men 3 women
- 6 men 4 women
- 6 men 5 women
- 6 men 6 women - max
- 7 men 4 women
- 7 men 5 women – max

4. All players in the field must be listed in the batting order. The batting order will alternate male, female, male, female, etc. or female, male, female, male, etc. The choice is up to each individual team. In the case where there are uneven men and women, a non-alternating order can be used at the end of the lineup.
5. The “strike zone” extends to 1 foot on either side of home plate.
6. All batters will start with 0-0 count. Three strikes and the batter is out. Four balls and the batter walks
7. Players are considered out by one of the following means:
 - Striking out
 - A fly ball caught by the defense including a foul kick above the batter's head.
 - A throw out at one of the lead bases
 - The runner being tagged by the ball which is in possession of the defensive player (this does not include deflections off of a defensive player)
 - On an infield fly (any ball kicked within the infield with significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.
 - A foul out: Foul on a 2nd strike
 - A runner being struck by a thrown ball below the head while attempting to advance or return to a base.
8. Base runner to defensive player contact will be closely watched by the ump. Any excessive contact or collision will result in an “out” and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or any intentional (in the eyes of the umpire) interference with the defensive player, the runner and the batter will be called out.
9. Game mercy rule: 12 runs after five complete innings.
10. Inning run limit rule: There will be a 7 run limit per inning through innings 1-4. Unlimited runs may be scored in innings 5, 6, and 7 always.
11. Tiebreaker: Per World Adult Kickball Association (WAKA), if tied after 7 innings, up to one extra inning will be played. The extra inning will begin with the last kicker from the previous inning on 2nd base, the fielding team will place six players on defense. If still tied after the extra inning, the accuracy kick will be used to determine the winner. Accuracy kick: The ball will be placed on home plate. The kicker will kick it towards 2nd base. Who’s ever ball ends up closest to 2nd base wins the game (the ball can go past 2nd).

DEFENSE

1. A pitcher must face one batter before being replaced.
2. The pitcher and fielders must stay behind the pitcher’s mound until the ball is released. The catcher or kicker is not allowed to cross home plate until the ball is contacted.
3. Pitches must be rolled towards home plate. Pitches may not be bounced, only rolled towards the kicker! No curves, just medium to slow speed pitching. Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball.
4. All outfielders must remain behind the “outfield grass line” when a female is up to bat. There cannot be more than 6 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfielder crosses the line before contact has been made the female may be awarded first base.

5. All thrown balls are deemed out of play when:
 - The ball is thrown over the fence
 - The ball is thrown beyond the fence
 - The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is no fence).
 - This imaginary line applies to overthrows and caught fly foul balls.
6. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, at his/her own risk.
7. On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd in overthrow situations.
8. Hitting a runner with a thrown ball above shoulder level is not allowed. Any runner hit above the shoulders is considered safe and will be awarded an additional base. Players may be hit anywhere below the shoulders with a thrown ball and will be considered out. If the runner intentionally uses their head to block the ball, in the eyes of the official, will be deemed out.

OFFENSE

1. The kicker may not kick the ball beyond home plate. If the kicker does contact the ball in front of home plate it will be considered a foul.
2. All kicks must be made by foot and must occur at or behind home plate.
3. Bunting is not allowed, a kicking motion must be used to contact the ball. Kicking means to strike or propel forcibly with the foot. If it's deemed a bunt by the umpire it will be an out.
4. No leadoffs or stealing, runners can leave the base once the ball is kicked by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first up in the next inning.

PLAYOFFS

1. All eligible teams make the playoffs (teams that have not abused any policies or forfeits are eligible).
2. In certain situations teams at or near the bottom of the standings may not advance to the playoffs.
3. Playoffs are single elimination.
4. Seeding: Teams are seeded according to winning percentage.

Seeding tiebreakers: a) Head-to-Head between tied two teams b) Head-to-Head group – record against 3 or more tied teams c) Points scored for season d) Run differential for season e) Flip a coin (Heads/Tails determined by Recreation Supervisor)

SPORTSMANSHIP

1. Participants and spectators are expected to exhibit appropriate behavior at all times. The following guidelines have been developed to make park district programs safe and enjoyable for all participants. Participants shall:
 - a. Show respect to all participants, staff and spectators.
 - b. Refrain from using foul language.
 - c. Refrain from threatening or causing bodily harm to self, other participants, staff and spectators.
 - d. Show respect for equipment, supplies and facilities.
 - e. Not possess any weapons. (Example: guns, knives, explosives, projectiles, etc.)

2. Team captains are advised to warn an opposing team before reporting sportsman like conduct to the league supervisor.
3. Participants should follow program rules and take direction from staff members.
4. Any action, which results in the suspension of individual players or teams, shall be final, and the entry fee shall be forfeited.
5. Please remember that you are here for **FUN** and exercise and so is everyone else. It should not matter whether you win or lose, just so you have fun doing it.

OTHER

1. Teams withdrawing from the league after league schedules have been finalized shall forfeit entry fee.
2. Park District Staff are allowed to take photographs and videos (per Photo/Video Policy). Participants may only take photographs and videos after approval from any and all team an included in the photograph or video.
3. No alcohol or illegal drugs are allowed on park property. Any use of alcohol or illegal drugs will be prosecuted by appropriate laws and suspension from participation in any Homewood-Flossmoor Park District sponsored leagues, tournaments or programs.
4. The umpires have final say on all calls. If you feel there was an error in a call you may document the protest by e-mailing Recreation Supervisors the details of the play. No calls will be overturned but will be acknowledge and followed through with the perspective umpire.

GOOD LUCK & ENJOY THE SEASON!