



Adult Co-Rec Kickball League

Rules and Regulations

General Rules

- The Manhattan Park District does not provide hospitalization or medical insurance covering players, officials, or spectators. Players competing in our leagues are responsible for their own health and must sign the roster/waiver before playing in games.
- It is Park District policy that there is **no alcohol or smoking on Park District grounds**. The Park District further prohibits the presence of drugs and/or alcohol on district property.
- No parking is allowed in the 'NO PARKING' zone in front of the Central Park pavilion, or along the fence near the field. All cars must use parking spaces in the back of the parking lot, line behind the first base dugout or across from the Central Park pavilion.

League Responsibilities

- Park District will provide safe and prepped fields, 2 game balls per game, and provide rules and regulations.
- Park District is responsible for taking registrations, rescheduling rainouts, maintaining up-to-date league standings, providing first aid supplies, and providing one umpire per game.

The Season

- Season consists of an 8-game regular season. Played on Tuesdays at Central Park. Game times are at 6:30, 7:30, 8:30, and 9:30p
 - Due to the length of the season, not all rained-out or canceled games may be made up before starting the postseason.
 - Makeup games may be scheduled on a different night than you signed up for. Teams will need to field a team for the makeup game or forfeit the game. Make-up dates will be communicated with as much notice as possible.
- Regular season games CAN end in a tie after 4 innings or time elapses.
- ~~Postseason games CANNOT end in a tie~~
 - ~~Postseason games will go 'MLB' style extra innings to determine a winner. To start each extra half inning, the team's last batted out will start on 2nd base with zero outs. Play will continue until a winner is determined.~~
- Regular season standings tiebreaker determined by...
 - H2H record > average runs against per season > total run differential > coin flip.
 - Any team with a forfeit during the regular season automatically loses all tiebreakers.
- There will NOT be a post-season. At the end of the regular season, the team in 1st place is the League Champion.
- Teams that forfeit 3 games during the regular season are dropped from the league for the remainder of the current season.

Equipment

- Closed-toed athletic shoes only. No metal cleats allowed.
- Official 10" RED Kickballs will be used for games
- Player attire is an extension of the player

Rosters

- All teams must have a designated team captain/manager to act as the team's representative at meetings and be in contact with the league coordinator.
- Teams must be completely up to date with league fees by the Friday before the start of games.
- Team rosters are limited to 16 players max.
 - All players must be 18yrs old to participate in games.
 - Only players in the lineup are allowed on the field or in the dugout.
- Rosters/waivers must be submitted to MPD by the Friday before the start of games. No team is eligible to play until a team roster is submitted. **All players must complete the roster/waiver to be eligible to play.**
 - Any team/individual who participates in league play prior to submitting a waiver/roster shall be declared ineligible or forfeit the game.
- Players are not eligible to play on multiple teams in the same division.
- No additions/subtractions allowed to rosters during games.
- No roster changes allowed after the 3rd scheduled week of the season. (Medical exceptions only)
 - Any removed or replaced player is ineligible to play for any team for the remainder of the season.
 - Medical replacements on the roster will only be accepted when the roster drops below 12 players.
 - If an opposing manager contests a player's eligibility and the name is not on the roster and filled out, they are considered an ineligible player, and all games played with said player in the lineup are declared forfeits

Team Conduct

- Team captains are responsible for the welfare and conduct of their team.
- There will be no deliberate charging. A player called out for charging will be ejected from the game may be suspended from further play.
- Protests will NOT be considered.
- Misconduct, profanity, verbal abuse, and badgering of umpires will not be tolerated. The individuals will be ejected and may lead to further suspension. Teams may also face discipline for umpire abuse.
- No smoking or alcohol is permitted on Park District grounds. Players and teams caught in violation may be subject to discipline and/or suspension and forfeiture of games.
- The threatening of any official, player, or spectator will result in automatic removal from the remainder of the season.
- Any physical actions towards another person will result in immediate suspension from the season and may result in additional team penalties.
- Any player ejected from a game subjects themselves to further discipline based on the severity of the infraction.
- Length of suspensions is dependent on the severity of the infraction and is determined by the league coordinator

Scorekeeping/Score Reporting

- BOTH team captains are responsible for keeping the official score and confirming with the umpire at the start of each half inning.
- The HOME team is responsible for operating the scoreboard.
- BOTH team captains must sign the official scoresheet after each game to report the final score.
- Official scorecards should be left in the 'scoresheet' section of the league binder.

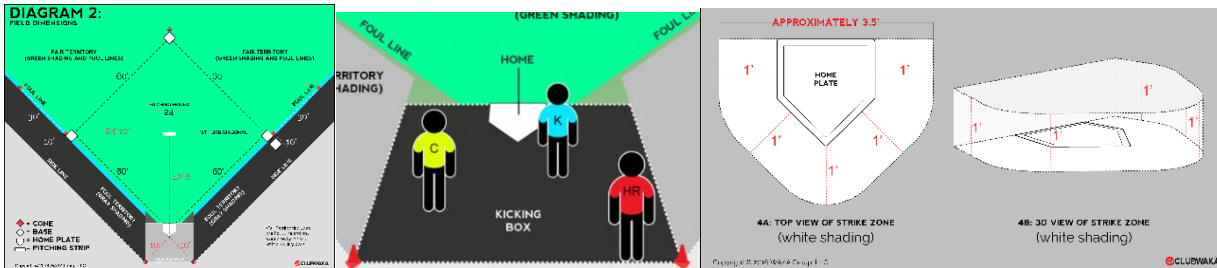
Rainouts / Field Conditions

- Pre-game field status will be updated and communicated via MPD's RainOut Line
 - Field status updated no sooner than 3:30pm on game days.
 - Teams are responsible for checking RainOut Line before gametime and communicating information to their rosters. To check RainOut Line...
 - **Online-** Visit manhattanparks.org and click 'Field and Program Updates'.
 - **Phone-** Call 815-253-2005. Ext 1 – Central Park Field. Ext 3
 - **Mobile Alerts-** Visit the MPD Rainout Line webpage. Select 'email & text alerts' to sign up to receive instant notifications. Or download the app to receive push notifications.
- Unplayable Fields
 - If a game is canceled due to unplayable fields, the League Coordinator will update Rainout Line no sooner than 3:30pm. Team captains are responsible for informing their team.
- Incoming or In-Game Weather
 - If the fields are playable, but incoming or potential weather poses a threat to the game, team captains and umpires will be responsible for making the game-time decision to try to play or cancel due to the threat of weather.
- Umpires will have the final authority to decide to cancel a game due to approaching weather.
- If a rainout occurs after the start of the first game, the HOME team captain should notify the League Coordinator immediately. The League Coordinator will update the MPD RainOut Line to notify teams still to play that evening.
 - League Coordinator – Jake Kaplan, 815-278-0784 (cell), Jkaplan@manhattanparks.org
- All games canceled by weather or suspended due to light failure or time limit consideration will be considered official games after 4 (3.5) innings of play have been completed.
 - If the game does not reach this point, the game will resume at the beginning of the most recently completed half-inning, with the current time and score. Outs, pitch counts and baserunners will be cleared.
- **THUNDER / LIGHTNING**
 - **ALL GAMES ARE IMMEDIATELY CANCELLED AT THE FIRST SIGN OF THUNDER OR LIGHTNING. ALL PLAYERS AND UMPIRES MUST EVACUATE THE FIELDS FOR A 30-MINUTE EVALUATION PERIOD. 60-MINUTE GAME CLOCKS DO NOT STOP DURING WEATHER DELAYS.**
- Makeup Games – Makeup games may be played on a different night than you signed up for. Teams will need to field a team for the makeup game or forfeit the game. Makeup dates will be communicated with as much notice as possible.

Game Rules

1. The Playing Field

- a. Game is played on standard 'Baseball' diamond
 - i. Bases 60', pitching 43'.
 - ii. Pitching mound extends 12ft from rubber.
 - iii. The Kicking Box is a 6'x6' box with the front edge aligned with the front of home plate.
- b. Strike Zone- extends 1' to all sides and above Home plate.



2. Player Eligibility

- a. All participating players need to be included in the batting order. Not all players need to play in the field on defense.
- b. All players must carry proper identification with them at all games.
- c. Roster Checks
 - i. Roster checks can be called by team captains only, any time after the first pitch of the game and before the last pitch of the game.
 1. Names will be compared to the team roster and not the line-up sheet.
 2. If an ineligible player is found or if a player cannot provide correct identification, that team must forfeit the game.
 3. If both teams are found with an ineligible player, then it is a double forfeit.
 4. This game will not be made up under any circumstances.
 5. Umpires and Park District may also call for a roster check anytime deemed necessary.
- d. Kicking Out of Order challenges
 - i. Challenges must be made to the umpire no sooner than the first pitch thrown to the challenged player, and no later than the first pitch thrown to the subsequent batter.
 - ii. The accused team is responsible for providing proof the player is in the correct order and rostered.

3. Umpires

- a. Umpires govern all gameplay and issue all final rulings.
- b. Prior to each game, umpires and team captains shall meet to address any ground rules, submit lineups on the score sheet, and identify team captains to the umpire.
- c. Umpires have jurisdiction to
 - i. Call a timeout
 - ii. Call off a game due to darkness or weather or other causes at the umpire's discretion
 - iii. Penalize a player, including game ejections, for any reason, this includes but is not limited to unsportsmanlike conduct, fighting/arguing, delay of game, excessive verbal abuse.
 1. Ejected participants must leave the field area and may not return to the game.

4. Games

- a. Home team sits on 3rd base side and is responsible for working scoreboard.
- b. Games consist of 7(6.5) innings or 60 minutes. When the time limit is reached, the current inning is completed (both halves), then the game ends. 4 complete innings makes a complete game.
- c. Slaughter Rule
 - i. 18 runs after 3 innings. 15 runs after 4 innings. 12 runs after 5 innings
- d. Regular season games can end in a tie.
- e. **Playoff game cannot end in a tie and will go to MLB extra innings. Each team will begin the extra inning with the last player out from the previous inning on 2nd base, maintain the same kicking order, and play will continue until there is a winner.**
- f. Forfeits
 - i. Forfeit time limit is 10 minutes after the scheduled start of the 1st game that night.
 - ii. Forfeit time is game time for all other games following.
 - iii. Teams with less than 8 players must forfeit the game.
 - iv. Umpires may declare forfeit at any time due to language or actions deemed unsportsmanlike or dangerous.
 - v. Forfeits result in a 7-0 loss to the forfeiting team.
 - vi. A team with 3 forfeits in a single season will be removed from the league for the remainder of the current season.

5. Lineups

- a. Teams can play with anywhere from 8-12 players in the lineup.
 - i. 8-10 defensive players + 2 Extra Players (EPs)
 - ii. Extra Players (EP)- A team may use one or two EPs per game in the batting order, batting 11th/12th in the order.
 1. Extra Players 11 and 12 MUST be male/female. Cannot be same sex EPs.
 2. If 11th EP is used and not a 12th, the 12th spot in the batting order shall be recorded as an automatic out.
- b. Defensive Positioning
 - i. Teams play with 8-10 defensive players, maximum 6 Males and 4 Females.
 1. Teams without enough females can only play a maximum of 6 males on defense (6ma/2+fem) **yes, might have to play with only 8 or 9 players.**
 2. Teams without enough males may play unlimited females in their place (ex, 7fem/3male, 10 tot)
 - ii. The Pitcher and Catcher must be any male/female combination.
 - iii. There are no other gender positioning rules. Players cannot change positions during an inning.
- c. 'Batting' Order
 - i. Teams can play with 8-12 players in the batting order.
 - ii. There are no gender restrictions to the batting order.
 - iii. **Teams MUST adhere to COED batting order rules, alternating genders at all times.**
 - iv. If a team starts a game with 8 players, vacant 9th/10th spots in the batting order shall be declared automatic OUTS.

1. If/when 9th/10th players arrive late, they can be inserted into the batting order without penalty, eliminating the automatic out.
 - v. Vacant 11th/12th EP spots in order shall NOT be declared automatic outs.
 - d. Players who leave the game for any reason shall be considered automatic outs.
 - e. Players who leave due to injury can be substituted for another rostered teammate, eliminating the automatic out when they arrive. Substitution must be a player not already in the current lineup.
6. Base Coaches
- a. Two members of the kicking team may coach 1st and/or 3rd base, switching as needed with other team members as turns at-bat come around.
 - b. Base coaches may not physically assist the play in any way. Results in and 'out'.
7. Pitching/Catching
- a. Each team will pitch to the other team. Balls must be pitched underhand.
 - b. The pitcher must start the pitch within 5ft of the pitching rubber (umpires discretion).
 - c. The pitcher must deliver/release the pitch with one foot on the rubber and must remain behind the rubber for the duration of the pitch.
 - d. It is the pitcher's responsibility to throw a kickable ball to the opposing player.
 - i. No speedballs, no curveballs, no 'bouncies', etc.
 - e. Pitch Challenge- A kicker may call 'too fast' or 'bouncy' before the ball reaches the plate.
 - i. The pitch is redone, and the pitcher must slow down and/or flatten the pitch.
 - ii. If too fast/bouncy is called again by the kicker it is at the umpire's discretion whether the pitch was reasonably kickable.
 - iii. A kickable pitch will be called a strike, an pitch ruled unkickable will be called a ball.
 - f. Intentional Walk – There are no intentional walks.
 - g. Catchers
 - i. Catcher must be positioned within or directly behind the kicking box, and behind the kicker at all times.
 - ii. Catcher may not make contact with the kicker, or position themselves close enough to restrict the kick in any way (umpires discretion).
 - iii. Kickers may not 'bait' Catchers into interference with trick moves (umpires discretion)
8. Fielders/Defense
- a. All fielders (not Catcher) must start pitch in fair territory and behind the 1st/3rd diagonal line.
 - b. Field positions must be maintained by all fielders until the pitch reaches the kicker.
 - c. Throwing at ('tagging') runners
 - i. Defenders may throw the ball at a runner between bases to 'tag' them out
 - ii. Throws must be 2 handed 'chest' passes
 - iii. Throws must contact runners below the shoulders, except when runner is sliding.
 - iv. Improper throwing or 'head shots' will result in a safe runner.
 - v. Throws deemed by the umpire to be excessive or targeting the head can result in player ejection.

9. Kicking

- a. All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg, below the hip, is a kick.
- b. All kicks must occur...
 - i. Inside the kicking box, but the kicker does not need to start inside the kicking box
 - ii. At or behind home plate. The kicker may plant foot on home plate to kick, however, no part of the planted foot can cross the front edge of home plate

10. Running and Scoring

- a. Runners must stay within the baseline. Any runner outside the baseline is out.
- b. Stealing or leading off is not allowed. A runner off the base before the ball is kicked, is out.
- c. Obstruction – Runners hindered by Fielders within their baseline, except when the Fielder is making a reasonable play on the ball, are ruled safe.
- d. If a baserunner is struck with the ball from a throw, kick or deflection the runner is ruled out.
- e. Any ball thrown at a baserunner must hit the runner below the shoulders.
 - i. Runners hit above the shoulders (except when sliding) will receive an extra base.
- f. Any ball thrown or kicked out of play will result in a dead ball and an extra base for the runner.
- g. Teams can elect to use a pinch runner (last out of the same gender) once per inning for a player if they are injured or pregnant.
- h. Tag-ups are allowed. Runners failing to tag up are ruled out immediately by the umpire.
- i. All ties go to the runner.
- j. Overthrows – a ball thrown, kicked or deflected into foul territory during a live play.
 - i. Runners may only advance one base past the base they were going to. (ex, running into 2nd, can only take 3rd)
- k. Running past another runner is not allowed. The passing runner is out.

11. Strikes

- a. An unknicked pitch that crosses through the kicking box and within the strike zone.
- b. A missed attempt to kick a pitch.
- c. 3 strikes, kicker is out.
- d. Foul balls do not count as strikes, redo pitch.
 - i. Exception... 3 foul balls in an at-bat, kicker is out.

12. Balls

- a. A pitch outside the strike zone.
- b. A pitch that does not touch the ground at least 2x or roll before reaching the kicking box.
- c. A pitch that exceeds 1' off of the ground at any time during the pitch.
- d. 4 balls is a walk, awarding kickers 1st base.
 - i. Kickers pitched 4 straight balls are awarded 2 bases.

13. Fair and Foul

- a. 3 Fouls in an at-bat is an out.
- b. Traditional fair/foul ball rules

14. Outs

- a. 3 outs complete each half inning.
- b. Count of 3 strikes or 3 fouls in an at-bat.
- c. Any kicked ball caught on the fly. Ball may touch the ground during catch as long as fielder displays full control through the catch and to the ground.
- d. Force outs at bases. Ball may touch the ground as long as fielder displays full control while tagging the base.
- e. A runner touched by the ball or who touches the ball while not on base during a live play.
- f. Kickers/runners who interfere with the ball or a play
- g. Runners off their base before the ball is kicked.
- h. Runners physically assisted during the play.
- i. Kickers kicking out of order
- j. Runners that pass another runner ahead of them.
- k. Runners outside the baseline
- l. Runners who miss a base, called by umpire at conclusion of the play.
- m. Runners who fail to tag-up properly, called by umpire at conclusion of the play.
- n. Runners touched by a ball they are forced to leave.
- o. Runners stepping on 1st base instead of Safety Base.

15. Ball in Play

- a. Once the pitcher has control on the mound, the play is over.
- b. Interference
 - i. when a runner intentionally touches a ball or hinders a fielder. Play is ruled 'dead' and the runner is out. Other runners return to the base they came from.
 - ii. Kicker intentionally touches a pitched ball by hand or arm before called Ball or Strike, or intentionally touches a kicked ball to force it foul. Play is ruled 'dead' and kicker is ruled out. Baserunners return to the base they came from.
- c. Popped balls in play result in dead ball, all runners freeze.

16. Injury/Substitution

- a. In cases of injury/illness, time-out can be called to replace injured player with a substitute.
- b. Injured players retain same spot in the batting order.
 - i. If injured player is unable to return to the game, their spot in the kicking order is taken by the last out of those players same gender.
 - ii. Ejected players will be ruled automatic outs in the batting order.