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Coed Kickball League

Message from Stamford Parks & Recreation

- The Recreation Adult leagues are about having fun and competing, in a sport we all enjoy, with family, friends and/or co-workers. The rules below are set up to help ensure that teams do not have unfair advantages over their opponent. As the league evolves over time, the rules will evolve with the league.

1. Eligibility

- The league is open to all Stamford Residents
- 10 players are needed to field a team. Your roster space is unlimited if rotation is needed. See below table for field lineup requirements.
- Minimum of 8 players may take the field without penalty
- A team may start a game with 7 players but will receive an automatic out for the absent 8th batter, including in the event of injury.
- If a team has 6 or less players to field a team, a forfeit will be declared.

# OF PLAYERS	ALLOWED	
More than 10	Only 10 may play defense in the field	Teams may bat unlimited number but must alternate gender until the point teams are shorthanded(see below)
10 players	5 men/5 women	Ideal situation
8 players	4 men/4 women	Kicking team will provide the defensive team with a catcher and use only 3 outfielders
7 players	4 men/3 women 5 women/2 men 4 women 3 men	Kicking team will provide the defensive team with a catcher and use only 3 outfielders and 3 infielders

2. Officials

- This is a self-officiating league. Stamford Parks & Recreation expect the highest standard of sportsmanship with self-officiating leagues. In a scenario where both teams disagree on a call, team managers must address it with the league director before the next play. Once the next ball is pitched, the matter is over.

3. League Directors

- League Directors are responsible for all on field matters. They are there to help you at the field and make sure the league is running smoothly.
- All League Director decisions made at the field are final.

4. Schedules

- Schedules are created by the commissioners on QuickScores.
- Team managers should be checking QuickScores weekly, for most up to date schedules. Team Managers are responsible for monitoring emails from Commissioners and sharing information with their players.

- C. Once schedules are posted, they are final. Schedule change requests will not be accepted.
- D. Game times are set at the beginning of the league and may only be changed at the discretion of Stamford Parks & Recreation Department.
- E. Teams may be scheduled for any time slot throughout the season and game time change requests will not be accepted.
- F. Teams must arrive 15 minutes prior to scheduled game time. Games will start promptly at the scheduled time. Game time delays are at the discretion of the League Director and all decisions are final.
- G. If a team cannot field a team for a scheduled game they must email both or 1 of the commissioners, with more than 24 hours' notice. Failure to provide notice with more than 24 hours' notice will result in a forfeit and the forfeit fee owed before their next scheduled game.
 - i. Failure to pay the forfeit fee will result in a second forfeit and therefore removal from the league. 2x forfeit will be owed and the team will be suspended from all Stamford Parks & Recreation leagues until fees are paid.
- H. Stamford Parks & Recreation cannot guarantee any and all cancelled games to be rescheduled. If cancelled games can be rescheduled they will be added to the end of the season. However, Stamford Parks & Recreation reserves the right to reschedule games when possible, including alternative days, times and doubleheaders. Rescheduled games will be communicated to the league via QuickScores.
- I. Playoffs will start once the regular season ends. See playoff information before (Section 5)

5. Playoffs

- A. Playoffs will start after the final regular season game has ended. This may include on the same night or the next week.
- B. Top 4 teams in the standings will advance to the City Playoffs.
- C. If cancelled games cannot be rescheduled than all teams will advance to the playoffs
- D. In the event that 1 or more teams have a similar record the following tie breakers will be used
 - i. Head to Head record
 - ii. In the event that H2H does not settle or that 2 teams have not played each other: Runs scored will be used.
 - iii. In the event that H2H and runs scored does not settle, due to 1 or more tied teams having a forfeit win for example. Runs scored will be used between the tie breaking teams only.

6. Weather Policy

- A. Weather cancellations are at the discretion of Stamford Parks & Recreation Department.
- B. Team Managers must check emails for weather notifications. Team Managers must not contact the Stamford Parks & Recreation office for weather updates.
- C. If Team Managers do not receive an email via QuickScores regarding weather cancellation, the games are still on as scheduled.
- D. No weather cancellation decision will be made prior to 3pm. Again, DO NOT contact the Stamford Parks & Recreation office for weather information. We will contact you. If you do not receive a cancellation email via QuickScores it is still your responsibility to have your team ready to play at the field by your scheduled time

7. Game Rules

- A. Games are 7 innings or 60 minutes*. **No new inning shall start after 60 minutes.* In the event of a tie extra innings will start with a runner on 2nd base, which will be the last recorded out.
- B. Sneakers or plastic cleats must be worn by all players. No metal cleats, sandals or bare feet are allowed.
- C. The Field: Kickball is played on a softball field. The bases will be placed at 60 feet. The pitching rubber will be placed at 42 feet.
- D. Each team will get an official kickball scorebook and must keep official score. Teams should ensure each teams are correct at the completion of each ½ inning.

DEFENSE:

A. Defensive Positions:

- i. **Pitcher:** The pitcher must pitch the ball with at least one foot in contact with the pitcher's rubber.
- ii. **Catcher:** Must stand behind the mat and behind the batter. No obstructing the batter.
- iii. **Infielders:** Must have 2 men and 2 women in the infield. They must be positioned behind the pitcher.
- iv. **Outfielders:** All outfielders must be a minimum of **thirty feet beyond the bases**. Outfielders are bound to this imaginary line until the ball is kicked. Teams will be responsible for pacing off this thirty-foot imaginary line prior to starting.

B. Shorthanded rule (see chart on page 1): Teams may play with less than 10 players.

C. Put outs: An out will occur when a defensive player:

- i. Catches a ball before it hits the ground (in fair or foul play)
- ii. Fields a ground ball and throws it to first base (or second, third or home with base runners on)
- iii. Fields a ground ball and tags a runner with the ball prior to reaching the next base.
- iv. Fields a ground ball and tags the base prior to runner reaching the base.
- v. Fields a ground ball and throws it at the runner from the "**Shoulders down**"

NO FACE SHOTS-any thrown ball that hits a runner in the head shall be a dead ball. Runner will be awarded the next base.

D. Pitching: Pitcher must pitch the ball from the pitching rubber at 42'.

- i. **No bouncies:** The ball must bounce at least twice on approach to home plate.
- ii. **Excessive Speed:** Pitcher must pitch ball in slow to moderate speed toward home plate.
-Excessive Speed will be considered a DEAD BALL. It cannot be kicked.
- iii. **No Walks:** ensure you have someone that can throw strikes.

E. Strike Zone Mat: Ball must pass over the front edge of **the mat**. The mat is a 3 foot wide rubber mat placed over home plate.

- i. When passing over the mat, the ball must not be more than 1 foot high.
- ii. Any part of the ball must pass over any part of the black mat to be a strike.

OFFENSE:

A. A batter will get **one attempt** at to kick the ball (**EXCEPTION: All batters shall be allowed one foul ball**). A missed attempt (swing and a miss), a bunt, or illegal kick (kicking in front of home plate) is an out.

B. Batter must kick the ball from behind the mat. The pitched ball must pass over front edge of the mat before it may be kicked by the offensive player. Kicking the ball with pivot foot in front of home plate /mat will result in an out. **The Batter may kick the red rubber ball if it is a BALL and not a STRIKE.** However, they must still be behind the mat.

C. Batter out: Batter is out in the following situations:

- i. The batter is out in situations similar to softball (force outs, pop outs, tag of base, etc.).
- ii. Bunting is not allowed.
- iii. Foul Balls. A batter will be permitted one foul ball. On the second Foul, the batter is out.
- iv. A batter-runner is out when he/she is hit by a thrown ball below from the shoulders down. IF a batter is hit above the shoulders (in the head) with a thrown ball in an attempt to make a put out, the batter is awarded the next base.
- v. Strike out: A batter is out if he/she takes 2 strikes. See rule 5 below
- vi. No leading or stealing: see rule 4 below.

D. **Leading and Stealing:** A runner who leaves the base before the pitch reaches home plate or is kicked, is out and the ball is dead. Leading and stealing bases between pitches is not allowed. Repeat offenders should be reported to the League Director.

E. Strike out: A batter will strike out if he/she takes 2 strikes. A swing and a miss is a strike. A foul ball is considered a first strike, if a batter takes a strike after one foul he/she is out. However, if a batter fouls a pitch with one pitched strike, he/she will have one more attempt to bat. 2 foul balls is a strike out.

F. Crashing into a fielder: In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner will be declared out, if the runner deliberately with any intent or force crashes into a defensive player in an attempt to dislodge the ball. If the act is determined to be flagrant or with any force the incident shall be reported to the League Director for further review and possible subsequent disciplinary action. For clarification purposes the baseline is six feet wide from the center of the base (3 feet each side) so runners have plenty of room to run around defensive players without being ruled out for being out of the baseline.

G. Sliding: Sliding, though legal, is **not recommended** and should only be used to avoid a collision. (If an offensive player slides he/she is liable to be put out by a thrown ball if he/she is hit **ANYWHERE** on his/her body during the slide). Yeah, that includes above the shoulder so slide at your own peril.

H. Number of batters: Teams may bat an unlimited number of batters however a maximum of 12 will be permitted each inning. Upon the completion of the 12th batters at-bat, the half-inning shall be declared over. The 12-batter rule shall also apply for all teams competing with less than 12 players.

I. Substitutions/ Re-entry rule: Players not listed in your original batting lineup shall be considered substitutes. Substitutes may take the place of a starting player offensively and/or defensively. The starter may re-enter the game but only into the same batting spot he previously occupied (batting order can never change). Once a substitute is removed from the game, he/she cannot re-enter.

J. Bunting: Bunting will not be permitted, it is a dead ball and an automatic out. A ball that does not reach the pitcher's rubber will be considered a bunt. If the pitcher fields the ball before the rubber the ball is then live. **EXCEPTION**: If a defensive player makes a play or touches the ball prior to the ball reaching the pitching rubber, the ball is live.

K. Courtesy Runner: One courtesy runner shall be allowed per inning provided they are the same gender and the last batted out (last male or female to make an out respectively). **There are no ghost runners.**

L. Run Ahead Rule: In an attempt to save some dignity there is a "mercy rule" of 12 runs at the completion of 4 innings.

8. Player/ Team Conduct

- A. Team and Players in Stamford Parks & Recreation leagues are expected to play with good sportsmanship. It is the responsibility of the Team Manager to ensure the behavior of their team mates is of the highest standard. Any abusive behavior or language to any Recreation Staff/ City Employee, fellow players will not be tolerated and will result in either suspension or expulsion from all leagues. Zero tolerance on drinking while participating in the league. If any glass bottles, red solo cups or anything of a similar nature is found at the field/ facility the team(s) responsible will be subject to suspension or expulsion.

9. Park/ Facility Rules

- A. All participants in Stamford Recreation Leagues are expected to keep all City of Stamford Parks & Facilities with care. While you are using the parks and facilities it is your responsibility to keep them in good condition and when exiting, leaving the park/ facility in the same condition you found it.