

Town of Trophy Club Parks and Recreation Kickball Rules Trophy Club Parks and Recreation Adult Kickball Rule Exceptions/Clarifications

Current as of: 9/10/2018

GENERAL RULES

1. ALL PLAYERS MUST HAVE LIABILITY WAIVER ON FILE WITH TROPHY CLUB PARKS AND RECREATION PRIOR TO PARTICIPATING.

2. PLAYERS CAN ONLY BE LISTED ON ONE ROSTER FOR BOTH REGULAR SEASON AND PLAYOFFS.

3. The league will use an 8.5” size kickball.

4) There is a time limit of 50 minutes or seven innings on each game; whichever comes first. If the third out is made before time expires in the bottom of the inning then a new inning begins.

5. There is a maximum of 20 people per roster.

6. If obscene language or gestures are made indirectly, the player will receive a verbal warning from the game official. If the same player repeats the offense, that player will be disqualified for the rest of the game. If a player demonstrates no regard for general safety towards the opposing team, the official reserves the right to disqualify the player from the game, and a legal roster substitute will be needed to fill their spot or a “Ghost Out” will be assessed.

7. Profanity, vulgarity, unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of kickball and its purpose will not be tolerated. A verbal warning will be issued to any player/team however all Athletic staff, Town employees, League officials or umpires shall remove the offending parties from the park and the Police will be called if deemed necessary. A written report shall be filed with the Athletic staff within 48 hours of the incident, In cases where warranted, a hearing will be held.

8. Any person disqualified or ejected for profanity, vulgarity, or unsportsmanlike behavior will receive a minimum one (1) game suspension to be served in their team’s next game. The player is also suspended from playing in any further games until their suspension has been fulfilled. The suspended person must meet with a Town of Trophy Club Parks and Recreation staff member to be reinstated into the league.

9. Per Town Ordinance, the consumption or possession of alcoholic beverages and/or illegal substances by participants or spectators may be cause for immediate removal from the park.

10. Jewelry cannot be worn during games. (Exception: Flat wedding bands and stud earrings). If jewelry must be worn, it has to be taped to the skin.

11. Steel spikes are not allowed in league play

12. Uniforms are left to the discretion of team captains with those uniforms needing individual numbers, 0-100, for each player. It is recommended that all players and subs are at a minimum wearing the same color to prevent confusion on the field.

13. Players must be 21 or over to participate.

14. If players are found to be in violation of any rules or participating in unsportsmanlike behavior the official presiding over the game will speak with the captain of the offending players team and after a second action by the same player on the same issue the official will give the player a verbal warning, if a third action of the same type occurs this will result in the player being disqualified and ejected from the facility. Any ejection will result in a one game suspension. If the issue with the player persists the player will be expelled from the league and the team may not refill that roster spot.

PLAYING FIELD

1. All games will be played at the Independence East or Independence West fields.

a. Base distance is 60' Pitching Rubber is 53'

b. Designated arch line on the infield in front of home plate designates foul territory.

PREGAME

1. Teams must be ready at game time or when the officials call for the pre-game coaches meeting, otherwise a forfeit will be declared. If neither team has 6 players (3 male and 3 female) then the team with the most players will win by forfeit. If both teams have no players or the same amount of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket.
2. **It is MANDATORY that teams must submit a lineup card/batting order and submit to the umpires before game.**

OFFENSE

1. Line-Up Card: A team consists of no less than six (6) players and a maximum of no more than twenty (20) players. A legal kicking line-up will consist of no less than six (6) players and a maximum of no more than twenty (20) players of alternating sexes (male/female or female/male).

a. A team can kick with a minimum of six (6) kickers and a maximum of twenty (20) kickers as long as the kicking order adheres to the alternating sexes kicking rule

b. Mismatched male/female lineups: Teams that have a different number of male and female kickers may maintain separate kicking orders for males and females. For example, a team with 7 men and 5 women may use all 12 in their kicking lineup, as long as the 5 women maintain their order, the 7 men maintain their order, such that kickers follow the alternating sex rule. Captains may want to use this option to maximize kicking opportunities for all players and not have to manage kicking substitutions.

c. Substitutions: Roster players can substitute into the kicking order, as long as they replace a player of the same sex. After a kicker is removed from the kicking order, he/she may not re-enter the game on offense. Substitutions must be made by notifying the opposing captain and the home plate umpire. Players caught moving positions in the kicking order will be declared out.

d. In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with.

2. Teams will self-pitch and each player will be allowed three pitches. Anyone on the team's roster can act as pitcher for the team. If player has not put ball in play in three pitches, player is out. A person from another team is not allowed to pitch.

3. Pitcher must not interfere with defensive play. Any interference by pitcher will result in an automatic out.

4. Player must not cross line in front of home plate when kicking the ball. If player crosses the line, ball will be treated as foul.

5. To count as a fair kick, ball must make contact below the knee of kicker.

6. Bunting IS allowed. However, ball must travel beyond ten foot marker. If ball is fielded prior to reaching the marker, the ball is in play. If ball is caught in the air prior to reaching the ten foot marker, it is an out. If ball is not fielded and fails to reach ten foot marker, it will be considered foul.

7. Tagging up on a caught fly ball: For the purpose of tagging up, runners may leave when the ball is first contacted by any defensive player, even if the ball is juggled and caught by that player or another defensive player.

8. If an injured player is going to continue to kick then they must be able to run to 1st base after the kick. Pinch runners are permitted only in the case of injury, and the removed runner may not re-enter the game on offense or defense. The runner may be replaced by a substitute for the purpose of running and future kicks, if the substitute is not currently in the kicking lineup. If no substitutes are available, the runner may be replaced by the teammate of the same sex who last recorded an out. In this case, the injured player's spot in the kicking order disappears and the team can kick a mismatched male/female lineup as described under rule 1b. A player previously removed for a substitute under rule 1c may not re-enter the game as a pinch runner, even in the case of injury.

DEFENSE

1. In the Field: A team can only have a maximum of ten (10) players (5 women and 5 men) on the defensive field at any time.

a. All teams can have a maximum of three female and three male players in the infield. At the start of each pitch, fielding "pitcher," when present, must stay behind 10' bunt line until ball is kicked. Catcher must line up in grass directly behind home plate. The rest of the infielders must start in the dirt and the outfielders in the outfield grass. If an infielder crosses the 10' bunt foul line prior to the ball being kicked, the runner will be awarded first base. **Outfielders must wait until the ball is kicked to move into the infield.**

b. Playing with a catcher at the start of each pitch is optional. Catcher will count toward the maximum number of defensive players in the infield.

c. A runner will be "out" if the ball makes direct contact with the runner, or if the ball bounces off the ground and makes contact with the runner. If ball is thrown by the defense, the ball must make contact below the plane of the waist of the runner for runner to be out.

d. Ball is considered dead when the umpire calls time or when the ball thrown back to the defensive pitcher and defensive pitcher is on the infield grass/pitcher's mound.

e. If a fielding player kicks a ball and the ball subsequently leaves the park or if fielding player intentionally throws ball out of the park, all baserunners score, including the kicker.

ROSTERS

Rosters are the basis for the legality of players if a team does not submit a roster to the Parks and Recreation Office (via Quickscores.com), they will not have a legal team. No team will be eligible to receive awards without having a legal roster on file.

a. Add/Drops to rosters will be accepted until the Friday after you've completed your second game.

b. No roster shall exceed 20 players including a player/manager unless a special exception is made by the Parks and Recreation Office.

RUN RULE

We will be instituting a run rule this season. Game will be called when a team reaches 15 run differential after 4 innings. Also a 10 run differential after 4 innings. This is after the losing team has had a chance to kick in the inning.

TIEBREAKER

In the event of a regular season game ending in a tie after 7 innings, or the inning in progress at the 50 minute mark, a tiebreaker inning will be played. In the tiebreaker inning, each team starts their half of the inning with two outs, with the player who last kicked on second base, and the kicking lineup continues normally. If the score is still tied following the completion of the full tiebreaker inning, the game ends in a tie.

Does not apply to Playoffs.

FORFEITS

Any forfeits will count 1-0 in standings.

PROTEST

1. Protests on starting players must be done in the first inning. Protest on substitutes must be done before their first complete inning of play. A protest cannot be made after the last out of the game. If there is a player eligibility protest during a game the following shall occur:

a. A valid picture ID will be requested by the umpire for identity.

b. Once identity has been determined and protest filed, the game will continue. If the player is there and identity cannot be determined, then suspected player must sign back of game card and present ID at Parks and Recreation Office the next working day for verification.

c. Player eligibility will be determined by the Parks and Recreation Office based on team rosters the following work day (exception tournament). If the protest is done during the tournament, then the tournament umpire will make a decision at the time of the protest (if the player doesn't have an ID, then they are not legal.) Any team found with an illegal player shall forfeit that game. The Parks and Recreation Office will determine further action against the illegal player and/or team. The player is ineligible to participate in any games until a decision has been made by the umpire or the Parks and Recreation Office.

RULE CHANGES

1. After the first round of games, rules are not allowed to be changed.

RAINOUT INFORMATION

1. Weather updates will be posted at [facebook.com/tcparksandrec](https://www.facebook.com/tcparksandrec)

We encourage questions, observations or comments about the league. We are here to serve you and if you have a problem with players, umpires or spectators, please bring it to our attention.

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