



Salina
Parks & Recreation
ADULT KICKBALL
RULES & REGULATIONS
2014

All rules & interpretations will be covered under the Kickball Association (KA) and Amateur Softball Association (ASA) with the following emphasis and exceptions listed below. The Athletic Supervisor sets the rules and reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation Adult Kickball League.

1. **Player Eligibility:** Participants must be 16 years old to play. Any person declared ineligible for age purposes will be ineligible for the remainder of the season and the following year.
2. **Team Rosters:** All team managers shall file a roster listing the players' first and last names, address & phone number. This roster must be in the Recreation Office by the entry deadline. All roster changes must be done through the Recreation Office.
 - a) **Minimum Players:** Teams must carry a minimum of **12** players on their roster.
 - b) **Maximum Players:** Teams may carry a maximum of 18 players on their roster. More than 18 players must be approved by Athletic Supervisor.
 - c) **Adding/Dropping Players:** Players may be added and/or dropped from the roster, but their names must be listed on the roster before that player can participate. After the 3rd game, no changes can be made to the roster. No player will be allowed to return to a team once his name has been removed from the roster.
 - d) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.
3. **Games:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Athletic Supervisor due to facility availability or inclement weather.
 - a) **Forfeited Games:** The time reserved for forfeited games belongs to those who showed. They may use the diamond for practice or for a "pick up" game. Officials shall work such a game and shall call the game 10 minutes before the scheduled starting time of the following game.
 - b) **Rain-out Games:** Rain-out games will be rescheduled as diamonds and schedules permit.
 - c) **Regulation Games:** Games that are not considered regulation or regulation tie games shall be replayed from the beginning. Original lineup may be changed when the game is replayed.
4. **Game Time:**
 - a) **Home Team:** The first team listed on the schedule shall be the "Home Team" who occupies 3rd base dugout.
 - b) **Lineups:** The lineup must be presented to the umpire or home team scorer at least (5) FIVE MINUTES before game time.
 - c) **Coed Line-ups:** A line-up consists of five (5) men and five (5) women. The leadoff kicker may be of either sex; however, the following kickers must be of alternate gender throughout the remaining batting order.
 - d) **Minimum Players:** A game may be started with seven (7) players; however, at least one-half of the team on the field **MUST** be women (i.e., 7 players/at least 4 women ... 9 players/at least 5 women). At no time may teams use more male than female players. Teams failing to field (7) seven players at the scheduled starting time will forfeit the game. If a team has at least seven players present at game time, the game must be started on schedule.

- e) **Maximum Players:** A maximum of 18 players may be in the original line-up or added at the bottom of the line-up any point in time of the game as long as the male/female rotation is maintained.
 - f) **Pick-up Players:** Teams are permitted a maximum of 2 non-rostered pick-up players in order to make a full line-up. These players must be eligible rostered players. At the umpire's pre-game conference, both team managers must be in agreement to allow the pick-up player(s) to play. Once the consent is made and recorded in the scorebook, no eligibility protests concerning the pick-up player(s) will be allowed.
 - g) **Automatic Outs:** Automatic outs will not be charged for a team playing with less than a full line-up. An automatic out will be taken for each missing female every time that line-up spot comes up to kick.
5. **Free Substitutions:** Substitutions may be made by gender only. A male must substitute for male and a female must substitute for a female.
- 6. Game Officials:**
- a) **Field Supervisor:** A field supervisor will be available for facility concerns, rule interpretations, etc.
 - b) **Umpires:** The umpire shall be in complete charge of the game. All umpires shall wear the proper uniform designated by the Salina Parks & Recreation.
 - c) **Substitutes:** Officials shall be furnished for all league games. In games which one official is assigned and fails to report, a substitute official shall be assigned by the field supervisor, upon agreement of both managers.
7. **Game Length:** No new inning shall start after 50 minutes or 7 innings from the recorded starting time unless the teams are tied. If tied, the game shall continue until a winner is declared.
8. **Run Rule:** A maximum of 10 runs can be scored per half inning per team. The 10-run rule shall be in effect any time after the completion of 4.5 or 5 innings, 15-run rule after 3.5 or 4 innings, or 20-run rule after 2.5 or 3 innings.
9. **Field Dimensions:** Base lengths will be 65 feet. Pitching distance will be 50 feet.
10. **Balls:** The official game 8.5" rubber playground kickball will be provided which will be the official size, weight, and good quality.
11. **Shoes:** Athletic shoes are required, no barefoot kicking. Rubber cleats are allowed. No metal or ceramic spikes or cleats. Any player refusing to remove their metal cleats will be ejected from the game and facility.
12. **Jewelry:** For the players own safety, no jewelry is allowed with the exception of Medical Alert bracelet, which must be taped.
13. **Uniforms:** Shirts, shorts or pants and shoes must be worn. Recreation leagues do not require uniforms that are alike. Absolutely no derogatory wording on uniforms!
14. **Pitching:** The offensive team or the team "at-kick" will supply any of the own players to be the pitcher. The pitch must be conducted underhand with 2 "bowling" steps. The ball is recommended to be rolled flat and not bouncy. At no time shall the pitcher cross the pitchers plate and must stay behind 1st-3rd diagonal line after the pitch. The pitcher shall not intentionally interfere with the defense or the kicked ball. *Penalty:* The ball is dead, the batter is out, and all runners will return to the base(s) occupied before the pitch.
15. **Catcher:** The catcher's spot (for right footed kickers) is determined by extending the 1st baseline backwards from home plate two yards (see diagram). The catcher must remain stationary in this spot at all times until the ball is kicked. *Penalty:* Warning to the catcher and a re-kick option.
16. **Count:** An "at-kick" will consist of a maximum of 3 pitches. If the kicker does not put the ball in play on the 3rd pitch, the kicker is out. This includes foul balls, missed pitches and pitches not kicked.
17. **Kicking:** All kicks must be made by the foot and occur in the "Kicking Zone" (see field diagram). Kickers may not stop the ball with their foot and then kick it.
- a) **Double Kicking:** If the kicker makes double contact with the ball:
 - 1) In front of home plate, results in an out.
 - 2) Behind home plate, while in foul territory, the ball is foul and the kicker is not out.

18. **Bunting:** Bunting is NOT allowed. All kicks must be full strength or reach the 1st-3rd base diagonal minimum kick line. *Penalty:* The ball is dead, the batter is out, and all runners will return to the base(s) occupied before the pitch.
19. **Running:** Running is only allowed after the ball has been kicked. Neither leading off base, nor base stealing is allowed (results in an out). Leaving the baseline (3 feet to either side) to avoid a tag, a thrown ball or interfering with an attempted fielder results in an out.
 - a) **Injured runner:** A same gendered player who made the last out is allowed to replace an injured runner.
20. **Fielding Positions:** Defensive positioning shall include 2 males & 2 females in the outfield, 2 males & 2 females in the infield, and 1 male & 1 female as the pitcher-catcher.
21. **Fielding Restrictions:** When the ball is pitched, all fielders must be in fair territory. The catcher is the only exception. All fielders must remain behind the defensive restriction line (pitchers plate) until the ball has been kicked. Result of this judgment infraction will be a no pitch. Repetitive infractions will result in the kicker awarded 1st base and offender(s) ejection from the game.
22. **Outs:** The defense may get a runner out by catching a kicked fly ball, forced out at a base, tagged out or thrown out.
 - a) If a kicked or thrown ball contacts a base runner or their clothing, the runner is declared out.
 - b) If a thrown ball hits the ground then the runner, the runner is still declared out.
 - c) Hitting the base with a thrown ball does not constitute as an out.
23. **Throwing Restrictions:** Players may use one or two hands to throw the ball. Males must throw the ball underhand or push with both hands at a female (no sidearm throws or overhand throws allowed). Women may throw the ball using any form that they choose to force an opposing player out.
24. **Throwing Area:** Players must throw and hit the runner **BELOW THE SHOULDERS!**
 - a) Absolutely **NO THROWING AT A BASERUNNERS HEAD!** Penalty: A dead ball, the base runner and any other base runners being called safe to the base they were attempting to achieve
 - b) Exceptions to this rule are: if the runner intentionally uses his/her head to block the ball, ducking, diving or sliding (i.e. attempts to dodge the ball). The runner will be declared out.
 - c) Any overly reckless, aggressive, dangerous or deliberate throwing at a base runners head will result in immediate ejection from the game and facility.
25. **Protests:** Protests must be submitted to the Recreation office no later than 24 hours after the alleged violation. Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The umpire must be notified the remainder of the game is being played under protest. Eligibility protests may be filed any time up to 24 hours after completion of the final league game.
26. **Grievances:** All protests, grievances, rule interpretations and issues must be submitted in writing to the Athletic Supervisor (judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by an umpire will be supported by the Athletic Supervisor.
27. **Conduct:** All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but not limited to:
 - a) Use of profane language directed towards any staff member, official, player and/or spectator
 - b) Arguing, bickering, heckling or excessive display of emotion towards an umpire or staff;
 - c) Making unnecessary gestures toward game participants, umpires or spectators;
 - d) Throwing equipment; resorting to unnecessary roughness on the playing field.
 - e) Full backing and crash plays, which also results in the runner's ejection from the game.

Penalty: Depending on the severity, staff or the umpire have the right to issue a warning or ejection from the game. Once a player has been ejected from the game, he or she has 2 minutes to leave the facility or the police will be called and the game will be declared forfeit.

28. Disciplinary Procedures Progression: Coach, Player or Spectator

- a) **Offensive Out:** After a warning has been issued to a player/team, an umpire may impose an offensive out to a team for misconduct, arguing, vulgar language or any unsportsmanlike act. Once the offensive out has been issued, the current kicker or next kicker, depending on when the offensive out was issued, is out. The offensive out is a team penalty and affects the next kicker or current kicker. That kicker is out and cannot kick again until their next turn in the kicking line-up occurs. Teams will need to self-regulate their behavior or the offensive out will be used. If the offensive out is issued to the defensive team, the first kicker up the next time the defensive team kicks is out. The offensive out counts toward the three outs to end a half inning.
- b) **Ejections:** Depending on the severity, staff or the umpire have the right to issue a warning or ejection.
 - 1) Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.
- c) **1st Ejection:** Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1st week of the following playing session/season.
- d) **2nd Ejection:** Results in a two (2) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The suspension can carry over into the first two weeks of the following playing session/season. The individual will be required to meet with SPRD disciplinary review committee prior to reinstatement.
- e) **3rd Ejection:** Results in a one (1) year suspension from the date of the incident from playing or coaching any SPRD sponsored team, league, tournament and/or event (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The individual will be required to meet a SPRD disciplinary review committee prior to reinstatement.
- f) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.

29. **Law Violations:** Violations of any law (battery, assaulting an umpire or SP&R representative, possession of illegal substances including consumption of alcohol by minors, disorderly conduct, damage to property, etc.) by players, coaches, managers, or spectators during practices, league games and/or tournaments will result in immediate removal from the facility and will be prosecuted to the fullest extent through all legal channels.

30. **Alcoholic Beverages:** Consumption of alcohol or intoxicating drugs during participation in Salina Parks & Recreation sponsored events is prohibited by team members (coaches, managers, and players). The offending player(s) will be asked to leave the facility. Alcoholic beverages are prohibited in the following areas: playing field, dugouts, spectating seating areas, shelters, sidewalks, grassy areas between fields, etc. The umpire or supervisor in charge will eject any player violating this rule. Glass containers are prohibited. Teams are encouraged to help pick up their area before leaving the facility.

31. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on the Rainout Line at 309-5767 **and/or receive text/e-mail by subscribing to RecZone at www.salina-ks.gov.**

32. **League Tie-Breaker Procedure:** The tie breaker procedure takes into account only the games that count toward league standings. The procedure for teams who are tied in league is as follows:

- a) League/Division win/loss record
- b) Head to head games
- c) Non-division win/loss record
- d) Runs given up in head to head games
- e) Runs scored in head to head games
- f) Coin Flip