

GRAND BLANC PARKS & RECREATION ADULT KICKBALL LEAGUE RULES 2010

GAME RULES

- A. All games will be played according to these current kickball rules.
- B. Team managers and umpires cannot set aside any rules.
- C. Grand Blanc Parks and Recreation reserves the right to modify existing rules or adapt new rules if it is needed to benefit the league as a whole.

PLAYER AND TEAM RULES

- A. Each team shall have a roster minimum of 14 players and a roster maximum of twenty players.
- B. Final team rosters must be turned in by game time: July 21, 2010.
- C. No PLAYER may be added to the roster after final rosters are due. EXCEPTION: G.B.P. & R will attempt to work with teams who are in danger of forfeiting games or dropping out of the league.
- D. All participants must be eighteen years of age before participating in league play. All participants must be out of high school before participating in league play.
- F. Eight defensive eligible players must be present throughout the game. When a team drops below the required number of eligible players, it will forfeit the game. Teams must also maintain the WAKA minimum ratio of men / women to continue play (4 players of each sex).
- G. No alcoholic beverages are allowed on the playing field. Failure to abide by this rule will result in that person's disqualification from further participation during that night of play.
- H. No smoking is allowed on the playing field.
- I. Team managers are responsible for the actions of their players, team attendants, and spectators before, during, and after their game.

TRAITOR RULE

- A. Any player; who switches teams before the final rosters are due, must return all team property to the first team before he / she can become eligible to play on the second team.
- B. All new players added to the roster before the final rosters are due must wait a period of 24 hours before they can play.
- C. Any player released from one Grand Blanc Parks and Recreation roster and added to another Grand Blanc Parks and Recreation roster, before the final rosters are due, must have the manager from the releasing team sign the preliminary roster (showing release) and then must sign the entering team's roster to be eligible. All signatures must take place in the presence of a Parks and Recreation staff member. The released player must then wait a period of 24 hours before they are eligible to play.

LEAGUE RULES

A. Game Scheduling

1. Games times for WEDNESDAY'S will be scheduled at 6:15 p.m. and or 7:20 p.m.
2. Forfeit time for the first game will be 6:20 p.m. In all games, there will be a maximum of 10 minutes between games and less if the 7:20 game time occurs first. Forfeit time for the second game will be 7:30 p.m. or immediately following the conclusion of the first game if game time has passed.
3. A coin toss at the start of each night of league play will determine the home team in all games. The team sitting in the Home bench area will maintain the official score in the scorebook including up to date home run totals.
4. Rainouts: All cancellations will be rescheduled on the team's regular night of play with a 6:00 p.m. start. Two or three games may be played in one evening, with all games using a one & one count on the kicker. Up to two weeks of play may be required to make up a cancellation.

B. The Game

1. Games will be scheduled for 9 innings. Each game has a 1 hour limit. No new inning may begin after the time limit unless the score is tied. If the game is tied, we will use the International Tie Breaker Rule (each team starts their inning with the player who was the last out on second base and then the inning starts with 1 out). Play will continue until the tie is broken.
2. Mercy Rule: If any team is ahead by ten runs or more at the completion of seven innings (or 6 1/2 in the case of the home team), or 8 runs or more at the completion of eight innings (or 7 1/2 in the case of the home team) the game is over.
3. In determining a complete game, all games, regular season and playoff, we will follow the W AKA criteria if a full seven innings is not played.
4. Kickball ONLY: A line will be painted in the infield from 1st to 3rd base. Infielders must stay behind this line and may not cross it until the ball is kicked. Pitchers may cross the line during the pitch but, must return behind the line before the ball is kicked.
5. Catchers must stay behind the catcher line, (approx 4 feet behind the plate) before the ball is kicked. Catchers must not interfere with the kicker or kicking motion. Failure to abide by these rules will result in the pitch being called a ball.
6. A ball must travel past the bunt line, approx 15 feet in front of home plate to be considered fair.

C. "DR"-Designated Runner

1. A designated runner, referred to as a "DR", may be used for any player, provided it is **made known prior to the start of the game** and his name is indicated on the official score sheet. Runners can only replace players of the same sex.
2. The "DR" may run only once an inning for any kicking player, after the Kicker has reached base safely.
3. The "DR" may enter the game on defense or offense for any player.
4. The "DR" may enter the game as a kicker while his team is kicking, however the "DR" substitute may not have run for any player within the half inning he is substituting for a player offensively.
5. The re-entry rule does not apply for a "DR". (Note: the "DR" has played offensively or defensively).
6. The re-entry rule is applicable to the starting defensive player or his substitute if replaced by the "DR".
7. Once the "DR" has entered the game in a capacity greater than a "DR", the "DR" position is lost for the remainder of the game.
8. Any misrepresentation of the "DR" will result in an out or forfeiture of the game.

D. Scorekeeping

1. Each team will keep score during their turn kicking.
2. Team managers must list both the first name and last name of each player participating.
3. **Kickball ONLY:** All players present may kick. If a team chooses to have all players kick-this must be stated at the start of the game. If Players arrive late, they will be added to the end of the kicking order of their sex.
4. **Kickball ONLY:** Free substitution will be allowed defensively, if all players are kicking, keeping in line with the WAKA Defensive Ratio of male/female players on the field.
5. **Kickball ONLY:** A team may not score more than 10 runs per inning. The home plate umpire has final say over all scorekeeping.
6. Intentional misrepresentation of the score or any information recorded on the score sheet will result in forfeiture of the game.

E. Tie Breaker

1. If a tie occurs for first place at the end of league play, Head/Head will be the first tie breaker. If more than two teams tie, common games played will determine the league champion. If a tie still occurs, total runs scored in all games played will be used to determine the league champion. If a tie still occurs, fewest runs allowed will determine the league champion.
2. If a tie occurs for other places, head/head games will be used to break the tie. If a tie still occurs, the team with the most runs scored in common games will win. If a tie still occurs, the least runs allowed in common games would decide. If still tied, a coin flip will be used. If the coin lands on edge, we will replay the game.

F. The Umpires

1. One umpire will be scheduled for all games.
2. Umpires have traditional baseball/softball knowledge and all have studied our kickball rules. Abuse or ridicule of the umpires will not be tolerated.

G. Forfeits & Protests

1. \$25 forfeit fee will be charged to any team forfeiting a game due to lack of eligible players to start a game. The forfeit fee must be paid to the league supervisor prior to the next game. Two forfeits by the same team during the season may be cause for that team to be dropped from the league. If a team wishes to protest a game, the manager must inform the umpire(s) before the next pitch is thrown. A \$25 protest fee must be paid to the league supervisor after the game. A written explanation of the circumstances and specific rule violated (including rule and section number must be submitted to the Parks and Recreation Office within 24 hours for the protest to be considered. If the protest is upheld, the protest fee will be refunded

H. Equipment and Uniforms

1. Metal cleats are illegal.
2. All team players must wear matching/similar jerseys/shirts. Enforcement of the uniform rule begins July 21, 2010. Shirts need not be numbered.
3. The league supervisor must approve all variations (acceptable variations include matching basic color and same sponsor). In an attempt to prevent forfeits, if an eligible player does not have an approved variation of the team jersey by the league supervisor, they will be given the **option** of paying \$5.00, making them eligible for that night of play, or, sitting out that night of play.
4. Managers are responsible for {catching illegal shirts at their entry and bringing it to the attention of the umpire or league supervisor. It is a rectifiable error if an umpire catches a player with an illegal shirt participating in the game.
5. Hats are optional.
6. No handkerchiefs may be worn as headbands or neckbands.

I. Ejection Rule

1. All players will refrain from the use of abusive, indecent or profane language, gestures, etc.
2. Players ejected from a game must promptly leave the playing field and must be on their way out of the complex within one minute, obeying the "out of sight -out of sound" rule. Undo argument and refusal to leave, will subject the team to forfeiture of the game. Any further suspension will be at the discretion of the league supervisor and / or assistant director.

Rainouts-Managers and players should call the information hotline at 695-0480 or 695-6720 or www.gbparcs.com for status of games. See league rules regarding make-up of rainouts.

J. AWARDS

1. A team (sponsor) Championship Cup will be presented to the league champion of the each league.
2. A team (sponsor) Championship Cup will be presented to the playoff champion of the each tournament.

K. PITCHING & CATCHING

1. No Bouncies. A pitch that is higher than 6" at the plate, and called as such, results in a ball. Any pitch that bounces excessively high or that is thrown and is called as such, results in a ball.
2. **The ball must be rolled at a slow to medium speed. Pitches rolled excessively hard or fast will be called illegal and be called a ball.**
3. The pitcher must stay behind or return to the pitching strip/painted line until the ball is kicked. Failure to abide by this rule results in a ball.
4. No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st- 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
5. The catcher **must field directly behind the catcher line, approximately 3 feet behind home plate** and may not cross the catcher line nor be positioned forward of the line, before the ball is kicked. Failure to abide by this rule results in a ball.
6. The strike zone extends to 1 foot on either side of home plate, and 6" high. Any pitch outside that area or too high, as deemed by the Referee, is a ball.

L. RUNNING

1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
2. Neither leading off base, nor stealing a base is allowed. A runner off of his/her base when the ball is kicked is out.
3. Hitting a runner's neck or head with the ball is not allowed. Any runner so hit is safe and advances one (1) base beyond the one originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball or ducks and is struck, and is so called by the Referee, the runner is out. The umpire always has ultimate judgment in this case.
4. Tag-Ups. After a kicked ball is touched or caught, runners must tag their originating base before running to the next base if the runner has not moved off of base before the ball is touched or caught, the runner may simply run forward without a tag up.
5. All ties will go to the runner. Runners may overrun first base.
6. Overthrows. In taking advantage of the time loss from an overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown. This 'one base on an overthrow' rule is a restriction to the runner - not an automatic right for the runner to advance.
7. Running past another runner is not allowed. Any runner passed by another runner is out.
8. NO BARRELING OF THE CATCHER or any fielder covering a bag. Player's called for barreling will be called out and ejected from the game.

M. KICKING

1. All kicks must be made by foot.
2. All kicks must occur at, behind, or 1 foot in front of home plate. A kick more than 1 foot in front of home plate is called a foul.
3. A ball must travel past the bunt line, approx 15 feet in front of home plate to be considered fair.

N. STRIKES

1. A count of three (3) strikes constitutes an out.
2. A strike is: a pitch within the strike zone either not kicked or missed by the kicker. Foul balls are also counted as strikes. A foul ball with 2 strikes on the kicker is an out.
3. A ball that is kicked that does not cross the bunt line, approx 15 feet in front of home plate.

O. Balls

1. A count of four (4) balls advances the kicker to first base.
2. A ball is:
 - a. A pitch outside of the strike zone as judged by the Referee (see Rule 8);
 - b. An illegal bouncy (see Rule 8);
 - c. Any fielder or pitcher advancing on home plate before the ball is kicked
 - d. The catcher crossing the catcher line before kicked.
 - e. Any infielder crossing the 1st to 3rd line before ball is kicked.

P. FOULS

1. A count of (3) fouls constitutes an out.
2. A foul is:
 - a. A kick landing out of bounds;
 - b. A kick landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play.)
 - c. A kick in front of home plate, that fails to cross the bunt line.
 - d. A kickball kicked more than once in foul territory or stopped by the kicker in foul territory.

Q. OUTS

1. A count of three (3) outs by a team completes the team's half of the inning.
2. An out is:
 - a. A count of three (3) strikes or three (3) fouls;
 - b. A runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play; any kicked ball (fair or foul) that is caught.
 - d. A ball tag on a base to which a runner is forced to run.
 - e. A runner is off of his/her base before the ball is kicked.

R. BALL IN PLAY

1. Once the pitcher has the ball in control and on the mound and the umpire has issued "time", players can not advance.
2. If a runner intentionally or unintentionally touches, strikes or stops a ball that has been kicked, the play ends and the runner is out. Other runners can advance at their own risk.
3. If a ball is thrown at a runner and hits the runner, the runner is out but, ball remains live. The defense still has to return the ball to the pitcher and have the umpire call time, to stop play.