

GRAND BLANC PARKS & RECREATION ADULT KICKBALL LEAGUE RULES 2018

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.
- D. For all team managers, we will hold a brief 15-20 minute Rules Meeting at Field # 1 for managers only. The meeting is always set at 5:45 pm the first night of play, This year July 11.

PLAYER, TEAM, & LEAGUE RULES

- A. Each team shall have a roster minimum of 12 players & a roster maximum of 20 players.
- B. **Preliminary** team rosters need to be given to the Kickball supervisor or field umpire before the start of the first game on July 11. **Final team rosters must be turned in by game time: July 18, 2018.** If you don't submit a Final roster, your first roster will become the final.
- 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 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 minimum ratio of men / women to continue play (4 players of each sex). However, you can play 4 girls/5 guys. You may play 6 females players in the field, (6 F-4M) but not 6 male players (Max: 5 M- 5 F). An all-female team is also legal.**
- G. No alcoholic beverages are allowed on the playing field or in the dug-outs. 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. This is in effect: before, during, & after their game.

A. Game Scheduling

- 1. Games times for WEDNESDAY'S will be scheduled at 6:15 or 7:20 p.m.
- 2. Forfeit time for the first game will be 10 minutes after game-time. 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 teams will set their line-ups and exchange the score sheet at the end of every half-inning.
- 4. Rainouts: All cancellations will be rescheduled on the team's regular night of play.

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 male out on second base, and the next female in the line-up will start the overtime at the plate to kick, 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 10 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. 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**.
- 4. Outfielders must play with 2 feet in the outfield grass before the ball is kicked. Or behind the white line on fields: #4, #7, #8, #9, & #10.

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 first / third line to be considered a legal kick; however, fielders have the discretion of picking the ball up before it reaches the line. Kickers and runners need to advance if needed and run to first on balls that may be fielded.

C. "CR"-Courtesy Runner

1. The last male or female **out** can be used as a “courtesy runner” for a injured or hobbled runner, of the same sex, who has already reached base safely. In case of no outs recorded in a game, the last person in the line-up, male or female can substitute for the same sex as well. However, if they are on base when it is their turn to kick, it will be recorded as an OUT.

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. 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. Teams cannot switch to “roster only” after all players get to kick has been declared at coin-flip.
4. Free substitution will be allowed defensively, if all players are kicking, keeping in line with the Defensive Ratio of male/female players on the field.
5. A team may not score more **than 10 runs per inning**. The home plate umpire has final say over all scorekeeping. Teams trailing by more than 10 runs can score more than 10 in any inning, until the score is tied. Trailing teams can score more than 10 and take the lead in the final inning only.
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.

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 18, 2018. Shirts need not be numbered. Shirts are not provided.

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.

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.

J. AWARDS

1. A team (sponsor) Championship Cup will be presented to the league champion of the each league or league division (4 or more teams).
2. A team (sponsor) Championship Cup will be presented to the playoff champion of the each tournament.
3. A league division MVP will be awarded to an outstanding player for league champs of each league. A Playoff MVP award will be awarded to the winning playoff team of each playoff division.
4. One team and One Player will be nominated at the end of the season for the GBPR Kickball Hall of Fame garden, and a red bush will be planted in their honor. In ten years, the 20 bushes will represent a large kickball.

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. Outfielders must play with 2 feet in the **outfield grass** before the ball is kicked. Or behind the line of fields: # 4, #7, #8, #9, & #10.
6. 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.
7. 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. KICKING

1. All kicks must be made by foot, with one foot only.
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 first/third line in front of home plate to be considered fair. A fielder may field this ball if he has a play. A ball that does not pass the first/third line is a strike.
4. A ball **taking more than 3 seconds** to reach the 1st/3rd line will be consider foul, and a strike.

M. 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 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 to block the ball or ducks/slides 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. Runners may overrun first base only.
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.

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. 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. All other runners must return to their original base.
3. If a ball is thrown at a runner and hits the runner, the runner is out but, the ball remains live. The defense still has to return the ball to the pitcher and/or have the umpire call time, to stop play.
4. A ball thrown out of the field of play (past the fence line) play will result in players being awarded one extra base.

Rainouts-Managers and players should go to www.gbparks.com for status of games.
Want info sent to you about cancellations? Sign-up for Text Alerts at www.gbparks.com.

HAVE A GREAT KICKBALL

SEASON!!!!!!

