

Washington County Virginia Recreation Department Adult Coed Kickball League Rules and Regulations

For those of you who haven't played kickball since our semi-pro days in elementary school, here's the low down on the rules. They are "mostly" the same as in softball.

RULE #0: DON'T BE A PUNK!

The first and foremost rule of the game is to have fun! If you are hoping to recapture your athletic glories from the past – this is not the kickball league for you! We are all about playing a silly kid's game, having fun, and meeting new people. Absolutely no whining. No exceptions.

TEAM REGULATIONS

Each team will have one Manager that will be responsible for the team. Managers are charged with:

- Making sure all registration forms/waivers are submitted
- Staying in contact with the WCRD for schedule or roster changes
- Submitting a lineup to the WCRD staff member before each game
- Disputing a call on the field while remaining cool at all times (only managers may dispute a call)
- Making sure all players understand the rules
- Keeping all players and team spectators in line

Kickball team names: keep it clean! Adult humor is OK – but keep it family friendly! WCRD can say no!

Rosters

- All players must sign the roster/waiver prior to playing in their first game.
- All fees must be paid in a timely manner.
- Players may play on only one team in the league.
- Team rosters must have at least 8 players and no more than 20 players. All additions or deletions must be submitted to the Recreation Department prior to game time. There will be no roster changes made after 50% of the games have been played. NO EXCEPTIONS.
- All players must be at least 16 years old before the first game.
- Players must be on the roster of the team. Violations of this rule will result in forfeiture of all games in which unregistered player participated.
- Players should bring their IDs to each game. Failure to produce proper identification by a player shall result in player suspension for that game.
- All teams must include *at least* 4 females. Remember: a minimum of 4 players on the field must be female!

- Players arriving late may be added to the line up only BEFORE their team has gone through 1
 rotation of the kicking order, this does include substitutions.
- Teams must have a minimum of 8 players to begin and end a game.
- A maximum of 10 may play the field (minimum of 8), but all players in attendance may kick.

Player Code of Conduct

Pretty much – don't be a jerk. For those of you that need that spelled out, here are the specifics:

- Control your own actions and help control the actions of your teammates and spectators!
- Keep your hands to yourself. Any team member who strikes or makes any physical harm to an
 umpire, team member, spectator or recreation employee will be suspended for the remainder
 of the games and may be ineligible to play in following seasons. His/her team will also forfeit
 the game,
- Keep the language clean there are kids around!
- We want you to play safe NO player will be allowed to play if they are intoxicated by either drugs or alcohol. No drugs or alcohol are allowed in the parks either.
- Trash talking is permitted as long as it is not cruel, racially motivated, hateful, or a personal attack. Trash talking should be good natured and will not be allowed to get out of hand.

If you can't behave:

- You may be ejected from a game, suspended from playing a game and/or season. This includes incidents before, during, and after games.
- A suspended or ejected player must leave the playing facility immediately. If a suspended/ejected player continues to disrupt a game in any way, he or she can be ejected from the league for the remainder of the season. His/her team will also forfeit the game.
- If a player is ejected, the ejected player may be replaced by a player on the roster, of the same sex. If the team does not have enough players to participate (8, with at least 4 females), the game is forfeited.
- Any player that is deemed detrimental to the function of league by the Recreation Department will be barred from the league.

Any players that are replaced on a roster or suspended are not allowed to play on another team in the league. Exception: if a player requests a transfer; all managers in league must agree to transfer.

Uniforms

- All teams will have jerseys of a different color to be provided by the Recreation Department. In the event that a team has a sponsor and would like to purchase their own uniforms, they may do so. However, registration fees will not change and the team manager must inform the Recreation Department of their choice to purchase uniforms and get color assignment.
- No jewelry will be allowed on the field, with the exception of medically related items.
- No steel cleats, football cleats or shoes with screw-on type cleats. No one will be allowed to play barefoot.
- Players may wear protective equipment providing that is does not offer the player an unfair performance advantage.
- No equipment that offers an unfair performance advantage will be allowed. This includes receiver gloves, Stickum Paste or Spray, batting gloves, etc.
- An Umpire may remove a player from the game is it is believed an open wound or blood stained jersey poses a risk to other participants.

OFFICIALS

 Umpires will be provided and employed by Washington County Virginia Recreation Department.

- Umpires will be fair to all teams, regardless of their relationship to the playing teams.
- The jurisdiction of the umpire begins 15 minutes prior to the start of the start of the game and ends when the players have left the park.

Authority

- If teams are not willing to accept official decisions, this is not the league for you. What the umpires say goes.
- Don't argue. If you can't be professional you may be asked to leave.
- Harassment of umpires will not be tolerated and will be cause for immediate ejection.
- If rule clarification or judgment call question is needed, only the team manager can ask for a time out to discuss it with the umpire.
- If anyone shoves, strikes, threatens or abuses any umpire, player, Recreation Department employee or fan before, after or during a game, he/she could be subject to suspension from the league. Legal action may be taken as well.
- If an incident needs immediate attention, the Recreation Department representative present will have authority to take action immediately.
- In cases of inclement weather, the official along with the Recreation Department will be in full authority to start or stop a game.

KICKBALL GAME RULES

Duration of Game

- A regulation game is 6 full innings or 1 hour, whichever comes first.
- If a game is called after 4 full innings, it will be considered official and the score will stand.
- If after 4 complete innings one team leads by 10 runs, the game will be considered complete.
- It the score is tied at the end of 6 full innings, but the game is still under 1 hour, extra innings will be played until one team wins or the hour is up. If time does not allow for extra innings, the game will end in a tie.
- If either/both team(s) is short the minimum number of players at the scheduled game time, a 5 minute grace period will be given. If after 5 minutes either /both teams are still short, game will be forfeited. Grace period will be deducted from play time.

Co-Ed Modifications (or lack thereof)

- There is NO male dominance rule. Any play may be handled by a male or a female.
- Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sex.
- Teams must alternate positions in the kicking order by sex as far down as possible. *The majority sex must kick first.*
- A male kicker will advance 2 bases when walked.

Pitching/Catching

- The pitcher may pitch from anywhere within the pitching circle.
- The pitcher must stay within the pitching circle until the ball is kicked. Failure to do so will result in a ball.
- No player may field in front of the pitcher, other than the catcher, until after the ball is kicked
- The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.
- No wind-ups, no walking deliveries, no excessively fast pitches and no bouncies (a pitch that is excessively bouncy or higher than one foot at the plate).
- All pitches must be rolled underhand.
- Once the pitcher has the ball and has returned to the pitching circle, the play is dead.

Kicking

- All kicks must be made by foot. (DUH!)
- All kicks must be made at or behind home plate. Any kick made in front of home plate will be called foul.
- Bunting is allowed; however, it must cross "bunt line" or will be called a strike. If opposing team fields the bunt before it crosses the line, the ball will be in play. Men who bunt may be mocked. Mercilessly.
- Purposeful double kicks are not allowed and will constitute as an out.

Balls

A count of 4 balls advances the kicker to first base.

A Ball is:

- a pitch outside of the strike zone
- an illegal bouncy
- a pitch that is too fast
- any fielder or pitcher advancing on home plate before the ball is kicked
- any catcher crossing home plate before the kicker or failing to field behind the kicker

Strikes

A count of 3 strikes constitutes an out.

A strike is:

- a pitch within the strike zone either not kicked or missed by the kicker
- a bunt that does not cross the bunt line
- a ball kicked foul
- a kick in front of home place

Fouls

A count of 3 strikes + foul constitutes an out.

A foul is:

- a kick landing out of bounds
- a kick landing in bounds but traveling out of bounds on it's own before reaching 1st or 3rd base. (A ball touched by an in bounds fielder is automatically in play)

Outs

A count of 3 outs by a team completes the team's half of the inning.

An out is:

- a count of 3 strikes or 4 fouls
- a runner touched by the ball or who touches the ball at any time while not on base when the ball is in play
- any kicked ball that is caught (fair or foul)
- a ball tag on a base to which a runner is forced to run
- a runner off his/her base when the ball is kicked
- a kicker double kicks the ball
- kicking out of order

Base Running and Fielding

- No ghost men are allowed.
- No leading off base or base stealing allowed. A runner off his/her base when ball is kicked is out.
- Base runners must remain within the base line when running from base to base.

- No passing the base runner in front of you. No picking them up and carrying them either (even though it would be kinda cool.) These are outs.
- If a base runner touches or stops the ball, they are out.
- Fielders must stay out of the base line. Base runners who are hindered by any fielder within the base line shall be safe at the base to which they were running.
- Fielders must not advance towards home plate until the ball has been kicked.
- *Infielders* may NOT *kick* the ball at the base runner or to another infielder while attempting to record an out. (Throwing ball towards runner is allowed)
- Out fielders may kick the ball in from the outfield to an infielder. However, if a base runner is hit by a ball being kicked in, the runner will advance one base beyond the one originally running toward when the ball was kicked.
- Do not throw a ball at neck/head level. Hitting a runner above the shoulders (head or neck) is not allowed. Any base runner so hit is safe and advances one base beyond the one originally running toward when the ball was thrown.
 - o If the runner intentionally uses the head or neck to block the ball, they are out.
 - o If the runner moves, ducks, bends, into the ball and it hits their neck/head, they are out.
- Once the pitcher has the ball in control and on the mound, the play ends.
- Each team may have 2 base coaches (one at 1st base the other at 3rd). Base coaches will
 assist in retrieving foul balls and may switch to other team members to maintain proper kicking
 order. Pick base coaches wisely.
- Since catching a fly ball in kickball is no sure thing and it is hard to determine what constitutes a fly ball, there is no infield fly rule. HOWEVER, there is a no "cheese" rule. If the umpire thinks a fielder intentionally misses, does not try to catch, or drops a fly ball in an effort to make a double play, or any other more advantageous play, all runners will be called safe.

Substitutions

- If you are going to be a sub, you still have to arrive on time. Or if not on time before the team has kicked through their lineup once.
- Player substitutions must be made based on gender. (Male for male, female for female.) This does include pinch runners.
- If a sub is needed in the kicking lineup, you must move last kicker of that gender into the open kicking slot.

FORFIETS

- A team that does not have 8 players, 4 being female, at the start of the game or after the 5 minute grace period is over, the team shall forfeit.
- In the event that a player is ejected, injured or becomes ill and cannot continue the game and the team does not have a replacement, that team shall forfeit.

INCLEMENT WEATHER

- In the event of inclement weather, the Recreation Department may choose to cancel games for the safety of our participants. The Recreation Department will try and make the decision on cancelled games as early as possible. If games are cancelled, the Recreation Department will notify team managers as well as post schedule changes on the Facebook and Twitter accounts.
- Every effort will be made to schedule rainout make-up games on the regular league night. However, it is possible that make-up games could be scheduled on a different night.