

Eudora Parks and Recreation
ADULT KICKBALL
GENERAL LEAGUE RULES

I. TEAM REGULATIONS

A. Teams must have a minimum of 8 players (i.e. 4 men & 4 women) to start and finish a game. However, a team may play with more women than men. **Exception: See Game Regulations “C”.**

B. A maximum of 10 may play the field in any formation they desire.

Exception: See Game Regulations “C”.

C. Teams may have an unlimited number of kickers but at no time are two men allowed to kick back to back. The kicking order must alternate male/female or female/male. If you have additional players not in the starting line-up, an unlimited substitution rule will apply but it must always be man for man and woman for woman.

II. GAME REGULATIONS

A. Game time begins when the umpire announces play ball. The umpire will announce game time to eliminate any discrepancies in the time limit.

B. All games will be 55 minutes or 7 innings, whichever occurs first. No new inning may start after 55 minutes. Games may end in a tie. Five (5) innings, or 4 ½ if home team is ahead shall constitute an official game. If game is postponed before it becomes official, game will be rescheduled and will start over.

C. Game time is starting time. However, if one team does not have 8 players, a 10-minute grace period can be given at the discretion of the other team’s manager; with the understanding that the 55 minute game clock has started. If both teams have fewer than 8 players, both teams will have up to 10 minutes to field their teams. If after the 10 minute grace period one or both teams do not have 8 players the game will be forfeited.

Exception:

Teams not ready to play at game time, or after a 10-minute grace period if granted, may play with fewer than 8 players if both managers agree. This will constitute an official game and is not subject to appeal based on the number. Managers will be required to sign the official score sheet prior to the start of the game acknowledging this agreement.

D. Maximum Run Rule – A game shall be called if a team is ahead by 20 or more runs at any time after the end of three (3) innings or 2 ½ if home team is ahead, 15 or more runs at any time after the end of four (4) innings or 3 ½ if home team is ahead and 10 or more runs at any time after the end of five (5) innings or 4 ½ if the home team is ahead.

III. PITCHING & CATCHING

A. No “bouncies” are allowed. **A pitch that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the plate will be called a ball.**

B. The pitcher must release the ball from anywhere at, or behind the 1st – 3rd diagonal, and must remain behind this line until the ball is kicked. If the line is crossed the pitch will be ruled a ball. The ball **must** enter from the top of the strike zone and not from the side.

C. The catcher must field behind the kicker and may not cross home plate nor the kicker until the ball is kicked. At no time can the catcher impede the progress of the kicker prior to the kick. Failure to abide will result in a ball being called. The catcher is responsible for fielding all pitches that aren’t kicked.

D. No fielder may cross the 1st – 3rd diagonal until the ball is kicked. Failure to abide will result in a ball being called. If as a result of the player crossing the 1st – 3rd diagonal they are able to tag or throw out a runner, that runner is ruled safe and awarded the base.

IV. KICKING

A. All kicks must occur at or behind home plate. If any portion of the kickers’ plant foot is touching home plate the kick is ruled legal. If the plant foot goes beyond home plate the kick will be ruled as a strike.

B. Balls and strikes will be called (3 strikes / 4 balls). The strike zone is defined as 1 foot on either side of the plate and no more than 1 foot above the plate. Kickers with two strikes who then kick a foul ball are allowed one more foul ball before being ruled out.

C. Bunting is allowed only by female kickers in the lineup. If a male attempts a bunt, that will constitute a strike being called. All bunts must travel past foul arc in front of home plate.

A STRIKE IS:

- a. A ball within the strike zone that is either not kicked or missed by the kicker.
- b. A kick from in front of home plate.
- c. A foul ball.

A BALL IS:

- a. A pitch outside the strike zone.
- b. **A pitched ball that does not touch the ground at least twice or roll before reaching home plate.**
- c. **A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching home plate.**
- d. **A pitched ball, prior to reaching the kicker, which exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone.**
- e. Called when any fielder advances past the diagonal before the ball is kicked.
- f. A ball entering the strike zone from the side. The ball **must** enter from the top of the strike zone.

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 player is automatically in play);
- c. A kicked ball touched by the catcher before crossing over the bunt arc;
- d. A kickball kicked or touched more than once in foul territory or stopped by the kicker in foul territory;
- e. A kicked ball in flight touched by a fielder in foul territory and not caught;
- f. A kick made above the knee.
- g. Four (4) foul balls constitute an out.

V. BASE RUNNING

- A. No leadoffs or stealing is allowed. The runner must remain on the base until the ball is kicked. Violation of this rule will result in the runner being called out.
- B. Base runners must remain within the "base line" when running from base to base.
- C. A runner will be called out if they are hit with the ball below the shoulders. Any runner hit above the shoulders is declared safe and awarded an extra base. If a runner intentionally uses their head to block the ball (umpire discretion) they will be called out.
- D. Overthrow rule only applies if ball travels out of play. Example: ball goes into dugout, over the fence in foul territory or into foul territory in an open field. One base awarded.

VI. INNINGS

- A. Three (3) outs by a team constitutes a half inning.

AN OUT IS:

- a. A count of 3 strikes or 4 foul balls.
- b. A runner touched by the ball at any time while not on base while the ball is in play.
- c. A force out at any base.
- d. Any kicked ball, fair or foul, that is caught.
- e. A runner being off the base before the ball is kicked.

VII. OTHER

- A. Suspension of play:
 1. When, in the judgment of the umpire, all immediate play is apparently completed, the umpire should call time.
- B. Official baseball / softball rules will apply when pertaining to;
 1. Fair vs. foul ball, once kicked.
 2. Tagging up.
 3. The base line.
 4. Infield Fly
 5. Base coaches.

VIII. EQUIPMENT/SAFETY

- A. EP&R will provide the official **10 inch** game ball.
- B. Metal cleats are prohibited.
- C. All exposed jewelry must be removed. If a player fails to do so, the player is ejected from game. Exception; medical alert bracelets and necklaces.
- D. Players cannot have alcoholic beverages on the diamond.

EUDORA PARKS AND RECREATION
Coed Kickball League Constitution and By-Laws (adapted from LPRD, 2010)

I. OBJECTIVE:

- A. To provide an opportunity for interested men and women to play kickball in an organized manner.
1. This program is designed with recreation in mind, stressing fair play and sportsmanship and giving adequate time and place to pursue kickball as a leisure activity.

II. MANAGEMENT AND AUTHORITY:

- A. The general management of this league shall be vested with the EP&R Sports/Program Director.

III. PLAYER CONDUCT

- A. The City Kickball leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport of kickball. Players will conduct themselves at all times according to the rules of the game.
- B. Any person(s) ejected from the game shall leave the facility and/or Park immediately. Failure to do so will warrant a forfeiture of the game by the official. The coach or manager shall be responsible for actions by his/her players and spectators and for informing them of all rules. Badgering or taunting of opponents, officials or spectators is prohibited.
- C. Unsportsmanlike conduct: A player who is ejected from the game for unsportsmanlike conduct will be penalized as follows:
1. The first ejection, must miss remainder of the game and leave the park grounds immediately. Player who is ejected may not stay in dugout, bleacher or parking lot area. Exception: If the misconduct ejection occurs after the game is completed, the player will be suspended for the next scheduled game.
 2. The second ejection, automatic two game suspension. **So stated to mean the next (2) two scheduled league games.
 3. The third ejection, automatically disqualifies the player from further competition for a minimum of one year from the time of the incident.
- D. Striking an official before, during or after a game will result in a minimum of (2) two year's exclusion from any Parks and Recreation Department sponsored programs (first offense). Second offense will result in indefinite exclusion from Parks and Recreation programs.
- E. Any player or representative of a team that verbally or physically harasses an official or opposing team players before, during, or after a game will receive a minimum of (1) one year probation and players team same degree of penalty.
- F. Any player or players who strike another player (including a player who strikes back after being struck) will be penalized as follows:
1. First offense: Ejection from game and two game suspension, also players and player's team a minimum of one-year probation.
 2. Second offense: Minimum of 1 year suspension of player(s) involved and team will forfeit the remaining games for the season.
- G. Game officials have the authority to recommend longer suspensions should player or team actions warrant doing so.
- H. A player has a right to appeal the decision to the game official. The Sports Supervisor will in turn review the case.
- I. The Parks and Recreation Department reserves the right to disqualify any player, coach or team who does not follow the rules of the league.

IV. LEAGUE AWARDS: Team t-shirts will be awarded to the league champion. League champions will be determined by win / loss records. If two teams have the same record at the end of the season, the tie will be broken in the following manner:

- A. Head-to-head meetings.
- B. If teams split head-to-head meetings, the total runs scored by the teams in both meetings will be computed. The team with the greater number of runs scored will receive the higher place finish.
- C. If the teams are still tied, the fewest runs given up against the team you are tied with will decide the higher place finish.
- D. If there is still a tie, the placement will be decided by a coin toss at the league office. Should three (3) or more teams be tied for a place finish, the tie will be broken by computing the win/ loss record in head-to-head competition with the other tied teams. Should the win/loss records show that the teams are still tied, then the methods mentioned above (B, C or D) will be used to break the tie(s).

V. UNIFORMS AND TEAM REGULATIONS:

- A. All players who play in a game **MUST** have a shirt or jersey, recommended same color, but not mandatory.
- B. If a cap is worn, it must be baseball style cap or visor. Bandanas are legal headgear, but must be worn around head. No other style is permitted during a game including plastic baseball caps.
- C. Tennis shoes or rubber cleated softball shoes must be worn; no metal spikes by any player will be allowed.
- D. All exposed jewelry must be removed. If a player fails to do so, the player is ejected from game. Exception; medical alert bracelets and necklaces.
- E. Each team will be required to keep the official score book while kicking. The scorebook will change dugouts every $\frac{1}{2}$ inning. Any team or player of the team that knowingly manipulates the score, kicking orders, etc., will be the cause of that team being banned from the league for the remainder of the playing season. Scorekeepers must be in the team's dugout during the game.
- F. According to City codes, alcoholic beverages are not allowed in City Parks. Cereal malt beverages can be consumed in park areas such as shelter houses, but not on or around ball diamond areas, or in public parking lots.

VI. POSTPONEMENTS:

- A. Rainout Information: Please allow until 4:30p.m. of game day for determination of playability. You may call the Community Center at 542-1725 **Information is also available on our website – www.eudoraparksandrec.org**
- B. In event of postponement, reschedules will be made up as soon as the schedule allows. The Sports Office will make every attempt to keep rescheduled games on the same nights of the week as the league normally plays. Play Rescheduled games will be not rearranged or rescheduled to meet an individuals particular need. Teams that cannot make scheduled game time will be required to forfeit the game(s).
- C. Forfeited games will **NOT** be made up.
- D. The Adult Sports office will not reschedule any games other than those cancelled by the league office.

VII. LENGTH OF GAME:

- A. Official starting time will be designated by the game official. Starting time is to be placed on the scorebook by the official. Please do not waste time getting organized, your time is game time.
- B. League Games – A game shall consist of seven (7) innings or a (55) minute time limit and no new inning shall start after time limit. Games may end in a tie. Five (5) innings, or $4\frac{1}{2}$ if home team is ahead shall constitute an official game. If game is postponed before it becomes official, game will be rescheduled and will start over.
- C. Maximum Run Rule – A game shall be called if a team is ahead by 20 or more runs at any time after the end of three (3) innings or $2\frac{1}{2}$ if home team is ahead, 15 or more runs at any time after the end of four (4) innings or $3\frac{1}{2}$ if home team is ahead and 10 or more runs at any time after the end of five (5) innings or $4\frac{1}{2}$ if the home team is ahead.