

# Adult Co-Rec Kickball League Rules – Summer 2019

(Updated 4/10/2019)

## I. MANAGERS' DUTIES

- A. Make sure you have a full team and at least one reserve for every game. 11 or 12 players for each game.
- B. The manager must handle all disputes. Do not let your players face suspension by allowing them to argue a call.
- C. You are responsible for taking charge of your team's and your spectator's conduct. Abusive language, improper drinking, litter, and other irresponsible acts will not be tolerated.
- D. Any schedule information, changes, make-up, or other league information will be e-mailed the team manager. Make sure we have your current address (and/or e-mail address) for the current season. It is your responsibility to pass this information on to your players. Thank You.
- E. **Know the rules. Tell your players the rules.** This will help the game run smoothly and help your team concentrate on playing. **The winning team will be responsible for reporting the official score to the League Supervisor.**
- F. **Rosters and Waivers are due the 2<sup>nd</sup> night of play.** If you fail to turn in your information that night, you will receive forfeits until it is turned in.
- G. Report any unsportsmanlike conduct from your team or another team to the league director by 4:30 pm the day following your scheduled game. (Call 952-953-2316) or [Lfrey@cityofapplevalley.org](mailto:Lfrey@cityofapplevalley.org)
- H. The **winning** Team Manager is responsible for reporting the official score to the **Field Supervisor on site or League Director** by calling **952-953-2316** and leaving the score and the winning team's name on Voice Mail – by 12:00 NOON on the day following the game or e-mail to: [lfrey@cityofapplevalley.org](mailto:lfrey@cityofapplevalley.org) Please do this consistently so your League Standings can be kept up to date!

## II. SPORTSMANSHIP

- A. Unsportsmanlike Conduct  
The League Directors from the SORR communities of Apple Valley, Burnsville, Eagan, Farmington, Lakeville, Rosemount and Savage are interested in ensuring that a high level of sportsmanship be maintained in the sports programs directed by each City. The SORR communities shall enforce a **zero-tolerance policy** with regards to negative conduct before, during or after league games. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted with each city's league rules superseding this policy:
  - 1. Managers shall take the responsibility to make every member of the team aware of all rules of fair play and good sportsmanship for the team and spectator members.
  - 2. Teams are responsible for the conduct of their families and friends. Excessive abuse of the umpire, by a team's spectators can be viewed as a violation of sportsmanship.
- B. Any player, coach, manager or spectator reported and investigated for an unsportsmanlike act including but not limited to profanity, rowdy or disruptive behavior, mischief, tantrum behavior, verbal abuse will result in:
  - 1. **Game suspension for the remainder of that game plus at least the next game.**
    - a. A suspended person may or may not be allowed at any site where league games are in progress.
    - b. Violating will result in an extended period of suspension.
  - 2. **Any player, coach, or manager reported and investigated for a second time during the year, from any sport, for unsportsmanlike conduct or unnecessary physical contact, shall be prohibited from participating in the remaining season and play-off games.**
  - 3. An individual retains the right to a hearing when the action to be taken is expulsion from participation in the league.
    - a. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
    - b. Present at the hearing will be the player, his/her manager, the League Director, and representatives from the surrounding SORR communities

C. Remember that leagues are available to help you enjoy your leisure time. Your “fun” should not be at the expense of others. Check your language and actions that might be offensive to others. Keep your socializing before and after games to a moderate level of noise and alcohol consumption. Keep traffic speed and parking appropriate for safety. Remember, we are neighbors to local residents and need to respect their rights. Respect people and the park!

D. **Drinking Rule**

1. **No beer is allowed on the playing field or bench area** (City Ordinance states, “it is unlawful to bring beer in glass bottles, kegs, barrels or other bulk quantities. No consumption on, or within 30 feet of a roadway or parking lot within a park or on any athletic field.”).

Provided all players who choose to have a beverage are of legal drinking age, beer in cans or plastic bottles is allowed prior to or after your games at Johnny Cake Ridge Park.

### III. **ELIGIBILITY**

A. Minimum age for players is **18 years of age.**

### IV. **ROSTERS**

A. The minimum number of players that may be on the roster is 11; maximum is 20.

B. **Roster changes may be made through the final regular season game but are due on the 1<sup>st</sup> scheduled evening of play, or a forfeit will result for all games until it is submitted. New players cannot be added going into the playoffs, but can be added throughout the regular season as long as they sign the official roster form.**

C. After your roster is submitted, a copy will be sent to the Team Manager. To add players, simply have them fill out the info and sign the waiver form located at the concession stand, or fax the updated roster to 952-953-2316; or email to [lfrey@cityofapplevalley.org](mailto:lfrey@cityofapplevalley.org) A new copy will then be sent to the Team Manager. Do this as many times as it takes to have a completed roster for your team. Players that are not listed on your roster, or on the Draft List, are not eligible to play! **ALL PLAYERS MUST SIGN THE BACKSIDE (Waiver) of the roster before playing any games.**

### V. **Playing Field and Equipment**

Similar to baseball and softball, the kickball infield consists of home plate and three bases (70’ apart). The pitcher’s mound will be 50 feet from home. Equipment consists of one bright heavy-duty 8.5-inch kickball. The host city will provide one game ball to each registered team manager for use during the season; it may be kept after the season is over. **Metal cleats, steal toed shoes or boots are not allowed.** Shin pads are allowed to be worn if desired.

All participants must respect and obey all rules and regulations pertaining to the respective field used for play (i.e., Savage Community Park or Johnny Cake Ridge Park) during the game.

**Self-Officiated League - All games will be self-officiated by a designated team manager from each team. The team manager must ensure that:**

A. all team players must kick in a consistent kicking order – a suggested “kicking order” would be a listing of all males together and all females together and then alternating between one male and one female, and going down each list, and then back up to the top of each list when all on that list have kicked.

B. The designated team manager is the only person who can dispute calls; however, close calls on the bases are to be made by the base coaches, if present. **Remember – all ties go to the runner! And, any dispute that cannot be settled or agreed upon becomes a “do over”!!!**

C. **Any unsportsmanlike conduct from your team or another team is reported to the league director by 4:00 pm on the day following your scheduled game. (Call 952-953-2316)**

## VI. Teams

- A. Each team must register at least 11 players on the roster with a maximum of 20.
- B. If fielding the minimum of 8 players (4 male/4 female or 3 male/5 female), the ratio should be as equal as is possible for 'female to male ratio' (considering a possible unequal number of males and females) in the outfield as well as in the infield.
- C. When fielding, the maximum of 10 players (5 male/5 female), 4 players must play in the outfield while the remaining six will play the infield. If a team has less than 10 players, ONLY a pitcher is required but the team manager can decide at which positions to play the remaining players. **NO catcher** is required unless there is a play at the plate.
- D. A team failing to field at least 8 players within five minutes after the scheduled game time will forfeit the game. A forfeit shall count as a loss. Talk to the opposing manager about possibly playing a scrimmage game, since the whole purpose of our leagues is to PLAY!
- E. Females and male must be of an equal ratio in both the infield and outfield or as close as is possible.
- F. Legal combinations of men/women are as follows: 5 men/5 women, 5 men/4 women, 4 men/5 women, 4 men/4 women, or 3 men/5 women, 4 men/6 women . All other combinations are illegal. **NOTE – NO EXCEPTIONS!**
- G. Each team must have at least 3 men kicking in a game in order to maintain the male-female alternating kicking order. If a team cannot field at least three men (with five women) or at least four women (with four men), that team will forfeit the game. Teams will have a 5-minute grace period before a forfeit is declared. **(NOTE: 5 men & 3 women is not a legal combination).**
- H. All players playing the field must be in the kicking order. The kicking order must be completed prior to the start of the game. If you would like more than 10 people to kick, they must be placed in the kicking order and must remain so during the course of the entire game. If you have kicked at least once, you must stay in that same kicking order unless you are injured.
- I. During play, the team manager may request a maximum of 2 timeouts that cannot exceed 1 minute each.

## VII. Game Play

- A. Regulation games last 7 full innings or 55 minutes, whichever comes first. In the event of a tie score at the end of the game time, the game will be played out as follows: **Games which end in a tie will be played out in the following manner. The visiting team starts the extra inning with a runner on 2<sup>nd</sup> base (last out from last inning) and 1 out. The kicking order must remain the same as it has been the entire game, from your last inning of your last kicker the next scheduled kicker must kick 1<sup>st</sup> in the extra inning. (Example – if your 8<sup>th</sup> kicker was your final kicker in the 7<sup>th</sup> inning your 9<sup>th</sup> kicker will kick 1<sup>st</sup> in the extra inning. (Example – if your 8<sup>th</sup> kicker was your final kicker in the 7<sup>th</sup> inning your 9<sup>th</sup> kicker will kick 1<sup>st</sup> in the extra inning.**

**The home team does the same in their half of the inning. Whichever team has more runs at the end of the extra inning is declared the winner. If the game remains tied after the 1 extra inning, a tie is declared! Please make sure all of your players are aware of this new rule- last year we had to many games end in a tie this may help to break the tie in several games played.**

- B. If both teams scheduled to play each other forfeit the game, the game will be marked as a 0-0 tie. Each team will get one point for the tie but will not receive any runs to determine tie-breakers at the end of the season.
- C. A game that is called off due to inclement weather or another reason, after 3 full innings of play, shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three full innings ends in a tie, it will be marked as such.
- D. A game that is called off by the Field Supervisor before 3 full innings of play shall not be considered a regulation game and will be rescheduled.
- E. There will be a 15-run rule in effect per team per inning. When a team scores 15 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team.
- F. **A game is complete when: a team has a lead of 20 runs after 4 innings, or 15 runs after 5 innings.**

**VIII Ball in Play**

- A. Only the Pitcher may advance forward of the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal line before the ball is kicked; all other infielders must wait to advance past this line until the ball has been kicked. **ONLY the pitcher CAN advance half-way to the kicker before the ball is kicked. The pitcher cannot cross the white line before the ball is kicked. This will avoid collisions between the kicker and the pitcher.** If any other defensive player advances too soon, a ball will be called.
- B. When the pitcher or another player has control of the ball near the pitching rubber, the play ends.
- C. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out).
- D. If the ball hits a runner's loose clothing but not his/her body, it is still an out.
- E. **(NEW RULE) No double kicks are allowed if the ball hits the kicker twice (or more times, the kicker is out and the runners CAN NOT advance.**
- F. **For the Summer Tuesday night Recreational league BUNTING WILL NOT BE ALLOWED-**  
No bunting if a person tries to kick the ball and misses and it barley goes anywhere- that will be a live ball, but if the person deliberately tries to bunt the ball that is a strike, if the final strike they are out. **No fast or bumpy pitching- slow smooth pitches must be made.**
- G. If a kicker kicks (bunts) the ball which then hits the kicker as he/she runs to base, he/she is out.
- H. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
- I. There is NO infield fly rule.
- J. Outfielders must play "in the grass" or in Apple Valley behind the white outfield/infield line until after the ball has been kicked.
- K. **The Catcher must stand behind the white chalk line until the ball is kicked ("kicker/batter box" area).** He/she cannot interfere with the kicker while fielding the ball. The catcher cannot advance until the ball is kicked.
- L. A ball that is over thrown on fields that do not have side fences will use the last pole of the back stop and draw an imaginary line from that pole out towards the outfield. If the ball travels past this imaginary line, the play is dead and the base runner may advance one base. If the ball does NOT pass the imaginary line the ball and play are "live" and the base runner may advance as they wish. The defensive player must retrieve the ball.

**IX. Pitching**

- A. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
- B. No bouncing pitches are allowed. A pitch that bounces higher than one foot (measured from the top of the ball to the ground) at the plate is a ball.
- C. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
- D. Only the Pitcher can advance past the imaginary diagonal line from 1<sup>st</sup> base to 3<sup>rd</sup> base before the ball has been kicked (all other players cannot go past this line until the ball is kicked). The Pitcher can advance upon the release of the pitch, but can only advance to the white line before the ball is kicked).
- E. The pitcher must pitch from the mound. One "wind-up" step is allowed.
- F. Fast pitches and pitching with spin will not be allowed. The ball must be rolled slow and flat.
- G. Pitchers may only be replaced twice per inning.
- H. **Each kicker will start with a 1 ball and 1 strike count.**

**X. Kicking**

- A. The order of the kicking shall be alternating male and female players.
- B. No player may kick more than once until the entire team rotation per gender has had a chance to kick. However, to preserve the male-female alternating kicking order it may be necessary to have one gender kick more than once.
- C. All kicks must be made with the foot.
- D. All kicks must occur behind home plate.
- E. Bunting is allowed provided that the ball travels in front of the plate into playable territory. A ball failing to move forward of the plate will be called a strike.
- F. As in Co-Rec softball, if a team "intentionally walks" a male player, he will advance to 2<sup>nd</sup> base. The next kicking female player has the option of kicking, or taking 1<sup>st</sup> base. An "intentional walk" will be indicated as such by the pitcher and no pitches will be necessary; the player will simply be told of the "intentional

walk” and advance to his/her base (Men to 2<sup>nd</sup> base; Women to 1<sup>st</sup> base). If a male kicker is walked with 4 “bad pitches/balls”, he will only advance to 1<sup>st</sup> base.

- G. The catcher **must stand behind the white chalk line until the ball has been kicked (batter box area).**
- H. **A ball kicked from behind home plate (bunt or full kick), that travels either to the left or right of home plate prior to crossing the 1<sup>st</sup> or 3<sup>rd</sup> base line, will only be considered to be a FAIR BALL if it crosses the 1<sup>st</sup> or the 3<sup>rd</sup> base line at or before the intersection of the line that has been marked on the field (which is half-way from home plate to the pitchers rubber) to prevent the pitcher from advancing closer than this line to the kicker prior to the ball being kicked. If the ball crosses the 1<sup>st</sup> or 3<sup>rd</sup> baselines after this point where this line intersects the baseline, it will be called a Foul Ball.**

## XI. Base Running

- A. If a double-first-base is available, the runner will use the outside base (orange) and the fielder will use the inside base (white). When rounding 1<sup>st</sup> and heading for 2<sup>nd</sup> base, the runner may use the inside base if the 1<sup>st</sup> baseman is playing away from the base or in the field at the time.
- B. The play ends when the pitcher or a player has control of the ball near the pitcher’s rubber.
- C. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is kicked will be called out.
- D. **Hitting a runner with the ball above shoulder level is not allowed.** Any runner hit above the shoulders as they are running or sliding to a base will be safe. If a player intentionally throws at the head of another player, he/she will be warned. If the incident occurs a second time by any member of the same team, that team will forfeit the game. **If the runner intentionally uses their head to block the ball, the runner is out.**
- E. One extra base is awarded on an overthrow (a ball that is thrown to first or third base that is not caught or fails to hit the runner) and goes outside of the fenced in area. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout, if the fields are not fenced in. If the ball remains in play, the runner can continue to advance, but may be thrown out by the defensive team.
- F. “Pinch Runners” can be used for those players that cannot run the bases, if that player makes it safely to base. The “pinch runner” assigned will be the same sex players who made the last out.

## XII. Strikes

- A. Each kicker will start with a **1 ball and 1 strike count**. Therefore, count of 2 strikes is an out. A strike constitutes:
1. A pitch within the strike zone either not kicked, or missed by the kicker.
  2. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out.)
  3. You are allowed 1 courtesy foul. Therefore, you could kick 3 foul balls before being called out on strikes:
    - 1<sup>st</sup> foul ball = strike 2
    - 2<sup>nd</sup> foul ball = courtesy foul
    - 3<sup>rd</sup> foul ball = you are out (or strike 3)
- B. If the kicker has two strikes and kicks the ball in front of home plate, it will be called a strike out.

## XIII. Balls

- A. Each kicker will start with a 1 ball and 1 strike count. Therefore, count of 3 balls advances the kicker to first base. A ball is:
1. A pitch outside the strike zone (the strike zone is 1 foot on either side of home plate).
  2. A ball falling short of the plate that does not cross over the plate.
  3. A bouncing ball that is higher than 12 inches as it crosses home plate.
- B. Any fielder besides the pitcher advancing forward of the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal line before the ball is kicked.
- C. The catcher advancing forward of home plate before the kicker has kicked the ball.

## XIV. Outs

- A. A count of three (3) outs by a team completes the team’s half of the inning. An out is:
1. A count of 2 (additional) strikes with one courtesy foul.
    - 1<sup>st</sup> foul ball = strike 2

2<sup>nd</sup> foul ball = courtesy foul

3<sup>rd</sup> foul ball = you are out (or strike 3)

2. A runner touched by the ball at ANY time while not on base (except when over-running 1<sup>st</sup> base).
  3. Any kicked ball (fair or foul) that is caught.
  4. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
  5. A runner off of their base when the ball is kicked.
- B. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
- C. **If a kicker "double-kicks" the ball it is an out. (kicks at the ball with one foot, misses, and then kicks it with the other foot. Or, kicks it twice with the same foot)**

#### **XV. Designated Runner / Player Positions**

- A. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player. If he/she is not replaced, it will become an automatic out when that player's "at bat" comes up.
- B. The pitcher may only be replaced twice per inning, however switching other player positions during the course of the inning is allowed.

#### **XVI. BEHAVIOR**

- A. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.
- B. Casual profanity is prohibited. Be aware that many team players bring children to the game, and they are listening! THIS APPLIES TO MUSIC AS WELL IF YOU ARE PLAYING MUSIC PROFANITY IS NOT ALLOWED IN SONG CHOICE AS WELL- NO EXCEPTIONS!
- C. **No beer drinking on the field, on the bench, or in the dugout during your game.** Please save your beer for after your game. Alcohol is allowed in the Park – but if beer drinking during the game becomes a problem, drinking will be banned in this league so PLEASE DO NOT ABUSE THE PRIVILEGE! Glass containers are not allowed in the Parks!!!
- D. No smoking on the field, on the bench, or in the dugout – ever!

#### **XVII. LATE ARRIVAL AND FORFEITS**

- A. A team must have 8 players to start a game; no team shall start short of 8 players.
- B. A team not ready to play at game time will be given a five (5) minute grace period.
- C. At five (5) minutes, the game is forfeited.
- D. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the team you are scheduled to play and the league director as soon as possible, to inform both of your intent to forfeit. Forfeits will not be made up.

#### **XVIII. EQUIPMENT AND APPAREL**

- A. Metal spikes, steel tipped shoes and/or boots are not allowed.
- B. (New Rule) Shin Guards are allowed as a legal piece of equipment.
- C. One official Game ball will be provided to each team, by the league.
- D. Uniforms are not required to participate in the league, but matching t-shirts are recommended.

#### **XIX. STANDINGS**

- A. The league director will keep league standings. One point will be awarded for a win. Games that end in a tie will result in each team receiving ½ point. They can be viewed at <http://www.ci.apple-valley.mn.us/index.aspx?NID=250>. Standings are generally updated every Friday afternoon.
- B. Final standings are based on:
  - a. Points earned. (Win = 1 point, Tie = 1/2 point, Loss = 0 points)
  - b. If tied, head-to-head record.
  - c. If still tied, run differential from head-to-head games.

- d. If still tied, overall run differential.
- e. If still tied, a coin flip will determine places.

## XX. WEATHER POLICY

### A. Determination

- 1. The decision to cancel a game will be made by 5:00 p.m. if the weather permits. After 5:00 p.m., please **call the Apple valley Parks and recreation department's hotline at 952-953-2399, Option 1 for Weather line, then Option 1 for Adult Athletics - for current information.** If there isn't an updated message on the recorder assume the games are on. NOTE – Please call the City of Apple Valley's hotline for games in Apple Valley.

**Twitter – the quickest way to get conformation if games are to be played on GAME DAY! Please pass this twitter account along to all of your players, AVADULT Softball if Adult Softball is cancelled Adult Kickball will be canceled as well. Once the weather line or Twitter has been updated with a cancelation all games for that evening will also be cancelled.**

### B. At the Field

- 1. The softball umpires will call games if inclement weather develops. If the softball umpires call their games due to poor weather, the kickball games should also be called.
- 2. If severe weather develops, all patrons, staff, and umpires should seek shelter immediately. Park personnel will attempt to notify everyone as soon as possible of inclement weather.

### C. Storm Warning Sirens

- 1. Games are immediately suspended when the sirens sounds for dangerous weather.

### D. Makeup Games

- 1. Rainouts will be rescheduled on regular game nights when possible, as long as we can end our season on time.

**The league director has the right to change or add rules for the betterment of all participants, as needed. All changes can be made during the season but will be communicated to all Team Managers, prior to implementation.**

**If you have any questions in regards to any of the information above please contact Lyndell Frey (Recreation Supervisor) at the City of Apple Valley [lfrey@cityofapplevalley.org](mailto:lfrey@cityofapplevalley.org) or 952-953-2316.**

**ENJOY YOUR 2019 SUMMER KICKBALL SEASON!**

***Have Fun Out There!***

A rule clarification had been brought to my attention that for everyone's safety it is important to point out. Please add this on to your rules of play so that while people are on the bases NO ONE gets hurt. THANK YOU- Lf

A runner must not deliberately get in the way of a pivot man who is attempting a double play, or else an automatic double play will be called. The runner definitely may not crash into the pivot man in an attempt to break up the play. If the fielder clearly has the ball and is waiting for the runner, the runner should stop, slide, retreat, or whatever he must do to avoid contact, or he is in the wrong.

- I. Runners coming home **must** either slide or **attempt to avoid** a collision with the catcher. The runner may not crash into the catcher in an attempt to dislodge the ball. Any such interference will result in an out to that player. If the runner is coming home and the ball has not been thrown then the catcher must move out of the way of the runner.

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