

Minneapolis Park & Recreation Board 2010 Adult Co-Rec Officiated Kickball League Rules & Regulations

MANAGERS' DUTIES

1. Make sure you have a full team and at least one reserve for every game.
2. Do not let your players face suspension by allowing them to argue a call.
3. 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.
4. Any schedule information, changes, make-ups or other league information will be sent to you. Make sure we have your current email address and contact phone number. It is your responsibility to pass this information on to your players.
5. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.

SPORTSMANSHIP

Minneapolis Park & Recreation Board (MPRB) is interested in ensuring that a high level of sportsmanship be maintained in this sports program, directed by the MPRB. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted:

1. For any player, coach or manager reported and investigated for an unsportsmanlike act (profanity, verbal abuse, tantrum behavior or other unsportsmanlike conduct), action will be taken depending upon the severity of the act.
 - a. Game(s) suspension will result for profanity, tantrum behavior, verbal abuse, etc., for that game plus at least the next game.
 - (1) A suspended player may not be present at any site where league games are in progress.
 - a. Violation 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, shall be prohibited from participating in the remaining season
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 MPRB.

ELIGIBILITY

1. Minimum age for players is 18 years of age or older.

ROSTERS

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

KICKBALL OVERVIEW

Kickball is actually very similar to softball and baseball. The object is to advance more runners across home plate than the opposing team.

LEAGUE OPTIONS

Recreational Option: A Laid back approach to your kickball experience, a social atmosphere geared towards the fun and recreational aspects of the game of kickball

Competitive Option: A more serious approach to the game, a higher level of play. Ideal for previous league champions or experienced teams looking for a higher level of competition.

PLAYING FIELD AND EQUIPMENT

Similar to baseball and softball, the kickball infield consists of home plate and three bases; first, second and third. The pitcher's mound will be 50 feet. The distance between home plate and first base, first base and second base, second base and third base and between third base and home plate will be 65 feet, thus forming a symmetrical square. Bases and home plate will be provided by the MPRB. Equipment consists of one beautiful bright red, blue, yellow or orange **8.5-inch kickball**. Teams are responsible for providing game balls. Additional equipment, such as cleats or any protective equipment must be provided by the participants. Metal cleats are not allowed.

All participants must respect and obey all rules and regulations pertaining to the respective field used for play during the game.

OFFICIAL LEAGUE

All games will be officiated by an umpire. Assaults and indignities to an umpire will result in an automatic suspension from participation in ALL MPRB athletic competition until reinstated by MPRB Athletics Committee.

TEAMS

Each team must register at least 11 players on the roster with a maximum of 20.

1. Females and males must be equally represented in both the infield and outfield ***when possible***.
2. If fielding the minimum of 8 players (4 male/4 female **or 5 females/3 males**), that the team should place three players in the outfield and the remaining five in the infield (1st base, 2nd base, 3rd base, pitcher and catcher).
3. If 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 (1st base, 2nd base, 3rd base, shortstop, pitcher and catcher).
****Pitcher and catcher must be of different gender.**
4. ***If a team cannot field at least three men (with five women), that team will forfeit the game. Teams will have a 5-minute grace period before a forfeit is declared.***
5. ***A floating batting order will be used when an odd number of male/female players are in the kicking order. (You should never have the same sex kick back-to-back)***
6. ***The following ratios for males to females are acceptable for the field (the kicking order can be floating, see above): 3 males-5 females, 3 males-6 females, 3 males-7 females, 4 males-4 females, 4 males-5 females, 4 males-6 females, 5 males-5 females, 5 males-4 females.***
7. All players playing the field must be in the kicking order. Any players that are not playing the field can still be in the kicking order but must remain so during the course of the entire game (All team players must kick in a consistent kicking order). If you have kicked at least once, you must stay in that same kicking order unless you are injured.

8. During play, the team manager may request a maximum of 2 timeouts that cannot exceed 1 minute each.

GAME PLAY

1. Home team will be decided by a coin flip before the game.
2. 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, the game will be marked as such. 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. If time allows an extra inning may be played if game can not be finished during the time limit the game will be called a tie.
3. A game that is called off by the umpire or the League Director due to inclement weather or other 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.
4. A game that is called off by the umpire before 3 full innings of play shall not be considered a regulation game and will be rescheduled or resumed at the point the game was stopped, if possible. The first two games lost due to weather are not made up.
5. There will be a **7-run rule** in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 7th or last inning called by the umpire, in those innings unlimited runs may be scored.
6. **A runs ahead rule will be used as follows:**
 - a. **20 runs after four innings**
 - b. **10 runs after five innings**

BALL IN PLAY

1. When a defensive player in the infield has control of the ball the play ends.
2. 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)
3. 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.
4. There is no in-field fly rule. **However, if the umpire feels a ball is intentionally dropped to turn a double play all runners will be safe.**

PITCHING

1. **Pitchers must “Roll” the ball to the batter.**
2. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
3. No bouncing pitches are allowed. A pitch that is higher than one foot at the plate, and called as such, results in a ball or see “Ball in Play #1”.
4. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
5. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.
6. Pitchers may only be replaced twice per inning.

KICKING

1. The order of the kicking shall be alternating male and female players.
2. 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.
3. All kicks must be made with the foot.
4. All kicks must occur at or behind home plate.
5. As in Co-Rec softball, if a team intentionally walks a male player, he will advance to 2nd base. The next kicking female player has the option of kicking, or taking 1st base.

BASE 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. The play ends when - all runners have reached a base and a defensive player has control of the ball in the infield.
3. 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.
4. Sliding is allowed.
5. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
6. 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 they will be ejected.*** If the runner intentionally uses their head to block the ball, the runner is out.
7. After a kicked ball is caught, runners must tag their originating base before running to the next base.
8. All ties will go to the runner.
9. One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout in the following circumstances:
 - a. A ball that is thrown to first or third base that is not caught or fails to hit the runner.
10. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Catchers please know where you are standing to avoid unnecessary collisions.

STRIKES

A 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.)

BALLS

A count of 3 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone.
2. A ball falling short of the plate and does not cross over the plate.
3. A bouncing ball that is higher than 12 inches as it crosses home plate.
4. Any fielder advancing forward of the 1st – 3rd base diagonal line before the ball is kicked.
5. A pitcher advancing in front of the pitching rubber before the ball is kicked.
6. Any catcher advancing forward of home plate before the kicker kicks the ball.

FOULS

A foul is:

1. A kicked ball landing fair but traveling foul on its own before reaching first or third base (any ball touched by a fielder while it is in fair territory is automatically fair even if the ball goes foul).

COUNT

Each kicker will be allowed a 3 ball - 2-strike count with no courtesy foul.

OUTS

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 strikes.
2. A runner touched by the ball at ANY time while not on 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.
6. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

DESIGNATED RUNNER

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 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.

The pitcher may only be replaced twice per inning, however switching other player positions during the course of the inning is allowed.

BEHAVIOR

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.
2. Casual profanity is prohibited.
3. **No drinking of intoxicating beverages is allowed at fields/games.**
4. No smoking on the field or in the dugout.

LATE ARRIVAL AND FORFEITS

1. A team must have 8 players to start a game; no team shall start short.
2. A team not ready to play at game time will be given a five (10) minute grace period.
3. At five (10) minutes, the game is forfeited.
4. 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.

EQUIPMENT AND APPAREL

1. Metal spikes are not allowed.
2. One official game ball is required by each team, **8.5" Diameter.**
3. Uniforms are not required to participate in the league, but matching t-shirts are recommended.

INCLEMENT WEATHER

1. Go to www.minneapolisparcs.org and scroll to the bottom of the home page and click on “Current Weather Info for Sports”. This page will be updated daily if weather/field conditions are in question, please wait until 3:30pm to check the status for the days games.
2. If the weather worsens after 3:30 PM, the decision as to whether or not to cancel is left up to the umpire at the field.

STANDINGS

1. Final standings are based on:
 - a. Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)
 - b. If tied, head-to-head record.
 - c. If tied, run differential from head-to-head games.
 - d. Coin Flip

The MPRB has the right to change or add rules for the betterment of all participants, as needed.

The Minneapolis Park and Recreation Board does not discriminate on the basis of disability in the admission or access to, or treatment or employment in, its services, programs, or activities. Upon request, accommodation will be provided to allow individuals with disabilities to participate in all Minneapolis Park and Recreation services, programs and activities. Upon request, this information can be available in Braille, large print, audio tape and/or computer disk

If anyone believes he or she has been subjected to discrimination on the basis of race, color, creed, religion, ancestry, national origin, sex, affectional preference, disability, marital status, or status with regard to public assistance he or she may file a complaint alleging to discrimination with the Minneapolis Park & Recreation Board 612-230-6400, or 2117 West River Rd. Minneapolis, MN 55411.