

## City of Medford Adult Kickball Rules (Revised October 2017)

Your cooperation, good sportsmanship and communication with our office are vital in making this season and future seasons a success. On behalf of the City of Medford Parks and Recreation Department, we would like to wish every team a successful and **FUN** season.

1. Registration
  - A. Minimum number of players to register is ten (10)
  - B. **No maximum number of players on rosters**
  - C. All teams must be registered and paid prior to completion of the league schedule. No refunds will be given once the schedule has been published.
2. Roster/Eligibility of Players

Every team must submit a team roster prior to their first scheduled game at the fields. To add or delete players from the roster, a team representative must do so in person at the field in which you play your games. Rosters are frozen at the beginning of the final regular season game. A player must be on the roster and must have played in at least one regular season game to be eligible for the playoffs.

  - A. Any player's information which is not correct on a team's roster could result in the dismissal of that team from the league. Coaches should, at all times, keep up-to-date records of their team's roster. This practice can eliminate any questions as to whether a team member is eligible to play or not.
  - B. Remember: A player must be on a team's roster to play in any game. The name must be on the roster prior to game time. All players must have a picture ID with him/her at all games to verify identification.
  - C. A player can only play on ONE (1) team. Players that break this rule will cause the teams to forfeit all games until the player is removed from one of the teams.
  - D. Prior to tournament play, a player must play at least two (1) regular season/league games, **or be approved by league director.**
3. Age – Teams may have ONE (1) player age 16 or older. This player must have a parent consent signature on the team roster.
4. Conduct – All persons directly or indirectly involved in our program are expected to act in an adult-like manner and display proper sportsmanship. Games may be forfeited due to poor behavior. The following rules will govern poor conduct situations.
  - A. Unreasonable harassment of an opposition's player, referee or spectator will draw a minimum of ONE (1) automatic out toward the guilty team. This automatic out may be initiated during the current inning if the team is kicking or will be used in the following inning if the team is fielding when the automatic out is called.
  - B. Any player given TWO (2) automatic outs will be ejected from the current game, suspended for the next scheduled game and will be placed on probation for the remainder of the season.
  - C. Any player removed from the game must leave the playing field and City facility immediately. Correct name and phone number must be given to the site supervisor. Failure to give correct information or leave the facility will result in a forfeit.
  - D. Any player who throws the ball at an opponent in an unsportsmanlike manner will result in the player's ejection and suspension of the next regulation game as well. League Manager reserves the right to adjust length of penalty based on severity of the incident.
  - E. **Any ejected player, along with the suspension will need to pay the Recreation department a \$15.00 fine OR do three (3) hours of community service. The service or fine must be completed or paid by the ejected player to participate again.**
  - F. No manager, player or spectator shall:
    - \*Threaten an official
    - \*Lay a hand upon, shove or strike an official
    - \*Be guilty of objectionable demonstrations of dissent at the officials decision
    - \*Refuse to abide by the officials decision
    - \*Be guilty of physical attack as an aggressor upon any player, official, or spectatorIf any of the above actions occur, the guilty party will be ejected from the current game and the remainder of the season. The league coordinator reserves the right to remove players for longer durations depending on severity. The league coordinator's decision is final.
5. Alcoholic beverages – Alcohol is not allowed on City property. Players and spectators will not be allowed to drink in the following areas: premises of the playing fields, open park spaces and parking lots. Teams are responsible for their spectators.  
Penalty – Forfeit of present game and next scheduled game. Second penalty – Dropped from sport.
6. Insurance – Medical insurance is the responsibility of the team or individual.
7. Scorekeeping – The game official will keep score. Scorecards/line-ups need to be filled out prior to the game.
8. Pre-Game Procedures – Teams are responsible for:
  - A. Arrive at least ten (10) minutes before game time.
  - B. Locate the site supervisor and obtain a line-up card. Fill out the line-up card and make sure the umpire has it during the pre-game conference.
  - C. Line-up will contain first name, last name, batting order, substitutions and number.
  - D. Home/away is designated on the schedule.
9. Playing Rules

- A. A regulation game will last nine (9) innings or 60 minutes of play, whichever comes first. There will be a mercy rule of 15 after 3, 10 after 5, or 20 runs at any time.
  - B. If times remains in a tie game: After 9 innings, the last complete batter of the previous ½ inning will be put on 2<sup>nd</sup> base and game will continue in what is known as “International Tie Breaker” rule. No new inning will start after 60 minutes.
  - C. Each team is allowed two 1-minute timeouts per game.
  - D. Teams may use free defensive substitution; however it must be for the same sex.
  - E. Game balls will be provided by City of Medford. Practice balls will need to be provided by teams.
  - F. Metal or ceramic cleats are not allowed.
  - G. Team shirts of the same color with a number on it are strongly encouraged. Only one, “0” will be allowed. No duplicate numbers.
  - H. A team may consist of a minimum of 8 kickers, 4 of whom must be female, with no maximum number of kickers. On defense, minimum number of females is 4, with a maximum number of 5 males.
  - I. A team may play with a minimum of eight (8) players, 4 males and 4 females, to avoid a forfeit.
  - J. There must be two of each sex in the outfield and infield positions. Exception: when playing 9, you can be short one female in either the infield or the outfield. Outfielders may not be on the infield surface before the ball is kicked. No infield fly rule.
10. Pitching / Catching
- A. NO Bounces! A pitch that is higher than one (1) foot at any time during the pitch and called as such, results in a ball.
  - B. The pitcher must start the pitch with one foot on the pitching rubber. The pitcher must be behind the rubber when the ball is kicked. Failure to abide by this rule results in a ball for the kicker. Pitching rubber is 50 feet.
  - C. No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st-3<sup>rd</sup> base diagonal until the ball is kicked. Failure to abide by this rule will results in a ball for the kicker.
  - D. The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball for the kicker.
  - E. The strike zone extends to 1 foot on either side of home plate and 1 foot high. Any pitch outside that area as deemed by the official is a ball.
11. Kicking
- A. All kicks must be made by foot.
  - B. All kicks must occur at or behind home plate. Failure to abide by this rule results in a strike on the kicker.
  - C. Bunting is allowed. Male-bunting is not allowed by the team that is up by 10 or more runs. If male-bunting occurs during this situation, an out is called on the guilty party.
  - D. The kicking order does not allow two males to kick in a row. Two female kickers may kick in a row if playing with more females.
  - E. All players that are on the field for defense must be inserted in the line up to kick.
12. Running
- A. 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, without the ball, or attempting to field a kicked ball, within the baseline shall be safe at the base to which they were running.
  - B. All bases are 70 feet.
  - C. Neither leading off base, nor stealing a base is allowed. A runner off his/her base when the ball is kicked is out.
  - D. Hitting a runner’s neck or head with the ball is NOT allowed. Any runner hit is safe and advances one base beyond the one originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball, and is so called by the official, the runner is out.
  - E. 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 the base before the ball is touched or caught, the runner may simply run forward without a tag-up.
  - F. Runners may overrun first base.
  - G. Running past another runner is not allowed. Any runner past by another runner is out.
  - H. Overthrows – In taking advantage from 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.
  - I. No sliding! Any runner sliding into a base is an automatic out and a dead ball shall be called.
13. Strikes
- A. A count of two (2) strikes constitute an out
  - B. A strike is:
    - \*A pitch within the strike zone either not kicked or else missed by the kicker
    - \*1 foot high and 1 foot on either side of home plate
    - \*When a ball is “double kicked”, it will be a dead ball, and a strike shall be called on the kicker.
14. Balls
- A. A count of three (3) balls advances the kicker to first base
  - B. A ball is:
    - \*A pitch outside the strike zone as judged by the official

- \*An illegal bounce
- \*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

15. Fouls

- A. A count of two (2) fouls constitute an out
- B. A foul is:
  - \*A kick landing out of bounds
  - \*A kick landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base
  - \*A kick in front of home plate
  - \*A kickball kicked more than one in foul territory or stopped by the kicker in foul territory

16. Outs

- A. A count of three (3) outs by a team completes the teams half inning
- B. An out is:
  - \*A count of two strikes or two fouls
  - \*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
  - \*A ball tag on a base to which a runner is forced to run
  - \*A runner off of his/her base when the ball is kicked

17. Ball In Play

- A. **Once the ball is held by any fielder in the infield and runners have stopped, the umpire will call time.**
- B. If a runner intentionally touches or stops the ball, **he/she is out and all other runners go back to the last base touched at the time of interference.**

18. Designated Runner/Player Positions

- A. The pitcher may only be replaced on the mound once per inning.
- B. In case of illness or injury, a time out may be used to replace the player with a substitute of the same sex.
- C. If a player is ejected, injured, or ill and cannot continue, the lineup will still have to comply **with the minimum of men/women.**

19. Game Time/Forfeits

If 7 or fewer players are present at the posted start time, that team has the following options:

- A. Wait five (5) minutes to start the game and take 1 automatic out in the first inning. **The clock starts at the scheduled game time.**
- B. **Start the game on offense (kicking team), after the third out of the ½ inning is recorded, if you have less than the minimum number of players, the game shall be called a forfeit. A practice game may be played for 45 minutes.**
- C. Forfeits will be declared for one or more of the following reasons:
  - \*Not having enough required players on the field at game time.
  - \*Illegal players (players not on roster, players using assumed names, or illegal players) participating. Teams using illegal players will have games affected declared forfeits.
  - \*Misconduct on the part of players, coaches, team managers, or members of other teams in the program before, during and after contest.
  - \*Failure to submit a legal roster prior to the team's first scheduled game.
  - \*Failure to participate in events which are part of the league structure.
  - \*Failure to provide adequate supervision of young children.

20. League Structure

- A. League standings, schedule, results, and tournament can be found at [www.sportsmedford.com](http://www.sportsmedford.com)
- B. Ties in league standings will be broken by head to head, and runs scored.
- C. Once the regular season concludes there will be a one game guarantee in a single-elimination tournament.
- D. Awards will be given to league champions, tournament champions & runner-up.
- E. Protests will only be accepted by the coach/manager on rule infractions only and not judgment calls.
- F. Balls/strikes cannot be questioned at any time.
- G. **Game protests are to help clarify and interpret rules, not to question the judgment of officials. Protests are to help prevent similar occurrences and to better the league.**
- H. **Protests must be stated at the point of contention. The umpire, Facility Supervisor and opposing team captain, must be notified regarding the rule/procedure being protested.**
- I. All protests including illegal player protest must be before the match is complete. No protests will be accepted once a game is complete.
- J. **Game protests must be submitted in writing, accompanied by a \$25.00 filing fee, to the League Director, within 24 hours upon conclusion of the game.**