

# METRO PARKS ADULT KICKBALL RULES

*“To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime”*

**ELIGIBILITY:** Teams will consist of individuals that have reached the age of eighteen (18) years old prior to May 1st of the current season.

**CLASSIFICATION OF LEAGUE:** Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous Season performances.

## **PENALTY**

ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

## **ROSTER:**

1. Team rosters will be limited to a maximum of sixteen (16) players.
2. The first twenty players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter shall be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own hand writing will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. **Initial rosters must be turned in to the Athletics Office prior to the start of your first scheduled game. Original rosters must be turned in; no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletics Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game**. If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.
11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

## **PENALTY**

ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.

## **SIGN-IN SHEET:**

1. A sign-in sheet will be available from the scorekeeper before each game. The umpire/official will not seek out a player or coach to secure signatures on the sheet.
2. A team must have 4 men and 4 women (8 eligible players) ready to play at their scheduled game time or at the start of their game in the event the preceding game runs late. **THERE IS NO GRACE PERIOD!**
3. Players must sign the sign-in sheet in their own handwriting prior to participation in a game. Failure to have at least (8) eligible players ready to play by scheduled game time will result in automatic forfeit.
4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

## **PENALTY**

ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.

## **EQUIPMENT:**

1. **Metro parks will not provide team shirts.**
2. Base line for men and women will be 65'.
3. **NO METAL CLEATS.**
4. Uniforms are not required, but team T – Shirts are suggested.
5. Metro Parks will provide kickballs.

## **GAME:**

1. **All league games will be 7 innings in length or on a 55 minute time limit which ever comes first. No new inning will start after fifty-five (55) minutes has expired. Clock starts at game time as soon as the umpire/official calls the teams to the field. It is coach's responsibility to get start time from umpire/official. Umpire/officials time is the official time.** If a game is tied at the end of seven (7) innings or at the end of fifty-five minutes of play, the game continues until the winner is determined.
2. Games will start promptly at the scheduled game time. EXCEPTION: When a game runs late, the next game will start immediately upon conclusion of the preceding game. **GAME TIME IS FORFEIT TIME! THERE IS NO GRACE PERIOD.** The umpire/official on site will keep the official time. There is no other official time.
3. No infield practice will be allowed after scheduled game time.
4. Every league will be structured for each team participating to have a minimum of 6 (fall season) or 8 (summer season) games.
5. Each player will have four (4) rolls to kick. Three (3) fouls and the player will be ruled out.
6. Ball is considered in play until roller has ball in his/her possession at the rollers mound.
7. Every player who is signed in to play on the team must kick. The line up must alternate between male and female throughout at all times.
8. Ten players may play defense as long as it is an equal number of men & women. **There may be more women than men but never more men than women playing in the field.**
9. Bunts are allowed but must travel past the bunt line on the field (30 feet arc).
10. All defenders must stay behind the rollers mound until ball is kicked. Failure to do so will result in the kicker being safe at first (1<sup>st</sup>) base and runners advancing one (1) base.
11. Ball being thrown out of play all runners will advance one (1) base only.
12. Runners must stay within baselines. Fielder must stay out of baselines. Runners hindered by any defender at discretion of the umpire will be deemed safe.
13. Runners may not lead off the base or steal. If runner is off base when the ball is kicked fair or foul he/she will be out.
14. Runners wishing to advance on a caught fly ball must tag up before advancing. If runners leave the base early, he/she will be called out.
15. **HITTING A RUNNER WITH THE BALL ABOVE THE SHOULDERS IS NOT ALLOWED. ANY RUNNER HIT ABOVE THE SHOULDERS IS SAFE AND ADVANCES ONE (1) BASE. ANY RUNNER WHO DUCKS HEAD OR USES HEAD TO BLOCK THE BALL WILL BE CALLED OUT. ANY PLAYER WHO INTENTIONALLY THROWS A BALL AT ANOTHER PLAYERS HEAD WILL BE KICKED OUT OF THE GAME. REPEAT OFFENDERS WILL BE KICKED OUT OF THE LEAGUE.**
16. Standings will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss.
17. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) best record against teams with the same amount of points; b) least amount of runs allowed vs. teams with same amount of points.
18. The team manager / coach are responsible for contacting the Athletic Department for game times, tournament schedule, rainouts, rescheduling of games, etc. **AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!! IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING RAIN-MAKE UP DATES.**
19. There are three run rules for Metro Park leagues. They are:

- Ten (10) runs after five (5) innings
- Fifteen (15) runs after four (4) innings
- Twenty (20) runs after three (3) innings

#### **PROTEST:**

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.
3. The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident. **FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.**
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISQUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

#### **FORFEITS:**

1. **Game time is forfeit time.** There will be no grace period for forfeits. The umpire/official will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

#### **CO-ED SPECIFIC RULES:**

1. The batting order will alternate the sexes. The batting order should never have two men batting in sequence. (A woman should always separate male batters.)
2. **There can never be more men than women on the field.**
3. **Men must only slide headfirst.** An out will be called on any male sliding feet first. It is suggested that experienced players only perform headfirst sliding.
5. All players must wear shoes. Shoes with metal spikes are illegal. No shoes with detachable cleats that **screw on** are allowed; however, shoes with detachable cleats that **screw in** to the shoes are allowed.
6. There are no Co-Ed defensive positioning requirements. The only restriction is that there should never be more men than women in the field at any time. **Providing a catcher is optional as long as the kicker is willing to retrieve and return the ball to the pitcher.** If a kicker stops the pitched ball with his or her foot in an effort to return the ball to the pitcher, the umpire will charge the kicker with a foul ball. If a kicker decides to take the pitch, please stop the ball with your hands or let it hit the back stop.

#### **DISCIPLINE:**

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that player, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

1. **Ejection from a game will result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.
2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

#### **MANAGER DUTIES:**

1. It will be the duty of the team manager to see that all contracts, roster changes, and other documents concerning his/her players or team are filed as required by the Athletic Department.
2. The manager has the responsibility to keep players informed of all rules.
3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.
4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit. **AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS OR ALTERNATE NIGHTS OF THE WEEK. GAMES MAY TAKE PLACE AT ALTERNATE FIELDS IN ORDER TO GET RAINOUTS COMPLETED.**

#### **UMPIRES:**

1. Only the umpires have the authority to call a game off due to the conditions of the field or inclement weather. **Games in the process of play that are cancelled due to weather or poor field conditions will be considered final only if the home team is leading after 3 ½ innings or which ever team is ahead after 4 completed innings of play.** Any game that falls short of this will be suspended and teams will pick up where they left off at a later time that will be determined by the athletics office.
2. The Athletic Department will assign umpires and scorekeepers.

#### **AWARDS:**

A team trophy will be awarded to the league winner and the league tournament winner (if there is a tournament). A tee shirt will be awarded to every participant up to a maximum of 15 to league winners. Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

#### **IMPORTANT NOTES:**

Players may be required to present a picture ID at the game site in order to verify eligibility.

**Game time is forfeit time. There is no grace period!** The umpire/official on site will keep the official time. There is no other official time.

For Rainouts and Inclement Weather questions, team managers or coaches may call 458-0142. A recording will be available **after 5 PM** the day of the game. If it is not raining at the time the athletics office closes at 5 pm, game cancellations due to poor field conditions or weather will be decided at the field by the umpires.

**Initial rosters must be turned in to the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted.** Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.

**Final rosters are due before the third played game, no exceptions.** If not turned in, the Athletics Office will consider the initial roster as the final roster. No player will be eligible to play until they sign a roster.

Each team coach or manager is responsible for discovering the dates and times of rescheduled games. **AFTER 2 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON ALTERNATE DATES AND FIELDS.**

**Team schedules, memos, roster sheets, and rules have been made available to download and print under the kickball link. Coaches and players can access the link by going to <http://louisvilleky.gov/metroparks/recreation/athletics>.**

#### **Weekly Schedule and Standings:**

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and kickball standings. The standings are updated as scores and results are received.

