

Clarksville Parks and Recreation

Adult Kickball League

RULES & BY- LAWS (REVISED 2/28/2011)

Office Phone: 931-645-7476

FIELD HOTLINE (Rain Check) – 931-645-8272 (Listen for Correct Date)

Schedule will be Posted and Updated at [http:// www.cityofclarksville.com](http://www.cityofclarksville.com)

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, the Sports Division will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are subject to change with short notice.

1) **TEAMS:**

- a. Each team must register at least eleven (11) players on the roster with a maximum of twenty (20) players.
- b. Females and males must be equally represented in both the infield and outfield.
- c. If fielding the minimum of eight (8) players, each team must have at least three (3) men kicking in the game in order to maintain the female-male 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 five-minute grace period before a forfeit is declared.
 - i. No more than five (5) of any gendered players may play defense in the field at any time.
- d. If fielding a maximum of ten (10) players (5 females/5 males), 4 players must play in the outfield while the remaining six play in the infield (1st base, 2nd base, shortstop, 3rd base, pitcher, and catcher).
- e. 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 loss.
- f. 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. All team players must kick in a consistent kicking order. If a player is scratched from the kicking order, they may not return to the game and be inserted in that order. Each team must provide the opposing team with their official kicking order, if asked. The kicking order shall not change.
- g. No player may be added to the roster after the fifth game. New players must fill out a waiver release form, obtain an ID card and be added to the roster prior to the fifth game.
- h. Players may only play for one team per division.
- i. The Department requires that all players' name and signature be enter on a Department roster for liability and insurance purposes before entering a field for play. If a player who is in the game is believed to not be on the roster, the game will continue, but then must be protested to the Parks & Recreation department the following day. The team manager must verify identity of that player by ID check. If a player is found to have played in a game without being on the roster, it is an automatic forfeit for the team using an illegal player.
- j. During play, the team manager may request a maximum of 2 timeouts that cannot exceed 1 minute each.
- k. No nose rings, eyebrow rings, wrist-watches etc. (Umpire has discretion on jewelry)

2) **UNIFORMS/EQUIPMENT:**

- a. Uniforms are not required to participate in the leagues but matching color t-shirts are highly recommended.
- b. Metal spikes are not allowed.
- c. **One official game ball is required by each team. The game ball must be a WAKA approved kickball. The ball must be an 10-inch diameter kickball and can be any color. Each team will kick their own game ball.**
- d. **Field set up:** The pitcher must pitch the ball from behind the diagonal line and directly in front of home plate. Distance between bases – 55ft.

3) GAME PLAY:

- a. Regulation games last one hour. There is no limit on the amount of innings played. No new inning will start with less than two (2) minutes on the game clock. The umpire will manage the official time. Games can and will end in a tie, if no time remains.
- b. A game that is called off by the umpire 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 after three innings ends in a tie, it will be marked as such.
- c. 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 a 7-run rule in effect 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 inning or after, in those innings unlimited runs may be scored.
- d. **RUN RULES: 20 runs ahead after 5 innings.**

4) BALL IN PLAY:

- a. **No player may advance forward of the 1st – 3rd base diagonal line until the ball is kicked. Failure to abide by this rule results in a ball.**
- b. When the pitcher or another player have control of the ball near the pitching rubber, play is dead and time is called. Time must be called by the umpire to officially kill the play.
- c. If a base runner is hit by a kicked ball and is not on base, the runner is out. If a base runner is hit by a kicked ball while on base, runner is safe.
- d. 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).
- e. 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.
- f. There is no in-field fly rule.

5) PITCHING:

- a. The strike zone extends to 1 foot on either side of home plate and 6 inches high.
- b. No bouncing pitches are allowed. A pitch that is higher than 6 inches at the plate, and called as such, results in a ball.
- c. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
- d. The pitcher must stay behind the diagonal line until the ball is kicked. Failure to do so will result in a ball.
- e. Pitchers may only be replaced twice per inning.

6) KICKING:

- a. The order of kicking shall be alternating female and male players.
 - i. Two lineups should be made up, a male lineup and female lineup. Genders alternate each kick.
 - ii. EXAMPLE:
 - 1. Male 1, Male 2, Male 3, Male 4, Male 5, Male 6, Male 7, Male 8
 - 2. Female 1, Female 2, Female 3, Female 4, Female 5
 - a. Female 1 does not kick twice until Female 5 has kicked. The gender order starts over once you complete that order. Male 1 does not kick again until Male 8 has kicked.
- b. All kicks must be made with the foot.
- c. All kicks can occur once the ball crosses the plane of the front of the plate.
- d. No bunting is allowed. A bunt is defined as a kick, in which the leg has not extended. A called bunt by the umpire will result in a strike called.
- e. A walk to a male kicker will result in a two base award. The next kicker (a female) shall kick. With two outs, the female kicker has the option to walk or kick.

7) BASERUNNING:

- a. Runners must stay within the base line. Fielders must stay out of the baseline. 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 baseline shall be safe at the base in which they were running.
- b. The play ends when all runners have reached a base and a defensive player has control of the ball in the infield, and time is called by the umpire.
- c. Neither leading off nor stealing a base is allowed. A runner off of their base when the ball is kicked shall be called out.
- d. Sliding is allowed.
- e. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out. Even if the ball touches the fielder and ricochets off the defender and hits the runner, if below the shoulders, the runner is out, unless they are on the base.
- f. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulders as they are running to a base will be safe. If a player chooses to slide and is hit anywhere on the body, they will be out if they have not reached the base. *If a player intentionally throws at the head of another player they 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, that runner is out.
- g. After a kicked ball is caught, runners must tag their originating base before running to the next base.
- h. One extra base is awarded for an overthrow. A ball is considered an overthrow if it leaves the field of play or into the dugout on a throw to first or third base. If a ball is overthrown and stays in play, runners may advance due to the ball being live. If an overthrow hits a player who is inside/or outside of the dugout, who is not a fielder, the ball is dead.
- i. **If a play on the base paths cannot be decided between the captains, “Paper, Rock, Scissors” will be used to determine the outcome of the play, unless a Game Official is present.**

8) COURTESY RUNNERS:

- a. One (1) Courtesy Runner per half inning must be entered before the first pitch to succeeding kicker. The runner may be any player in the kicking order or any player on the roster. There are no exceptions to this.
 1. Courtesy runner is in the game when the base is touched.
 2. In the event a courtesy runner is on base when their turn at kick comes up, he/she will be declared out on base, but may take his/her turn to kick.
 3. Coed teams must use same sex runners.

9) STRIKES, BALLS, FOULS and OUTS:

- a. A count of 2 strikes is an out. A strike constitutes:
 - i. A pitch within the strike zone either not kicked, or missed by the kicker.
 - ii. 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).
 - iii. No courtesy foul on the second strike.
 - iv. A count of 3 ball advances the kicker to 1st base. A ball is:
 1. A pitch outside the strike zone.
 2. A ball falling short of the plate and does not cross the plate.
 3. A bouncing ball that is higher than 6 inches as it crosses home plate.
 4. Any fielder-advancing forward of the 1st – 3rd line before the ball is kicked.
 5. Any catcher-advancing forward of home plate before the kicker kicks the ball.
- b. A foul is:
 - i. Any kicked ball landing out of bounds.
 - ii. Any kicked ball landing in bounds but traveling out of bounds on its own before reaching 1st or 3rd base (any ball touched by an inbounds fielder while it is in bounds is automatically in play even if the ball is heading foul).

- c. A count of 3 outs by team completes the team's half inning. An out is:
 - i. A count of 2 strikes.
 - ii. A runner touched by a ball at ANY time while not on base.
 - iii. Any kicked ball that is caught.
 - iv. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball.
 - v. A runner off of the base when the ball is kicked.
 - vi. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

10) MISCELLANEOUS:

- a. Alcoholic beverages are prohibited in all parks, parking lots and playgrounds areas.
- b. No smoking on the field or in the dugout.
- c. Forfeits are frowned upon, but if it is an emergency and team cannot field enough players to participate, the team manger is responsible for contacting the team you are scheduled to play and the League Director as soon as possible.

11) UNSPORSTMANLIKE CONDUCT:

- a. **THERE WILL BE ZERO TOLERANCE** for fighting, "taking out" a player, confronting an umpire, intentionally throwing at a kicker.
- b. Players(s) ejected from a game will serve an automatic one (1) game suspension effective immediately. Players with multiple ejections will serve multiple game suspensions and/ or banishment from the league. No loud profanity; smack talk or baiting players.