

Denison Parks and Recreation

Adult (OPEN) Kickball Rules

1. Team Manager Responsibilities:

- a. The team fee for the season must be paid in full before the first game of the season.
- b. No refunds will be given after the schedules have been created.
- c. Team managers should notify all team members of changes & updates to the game schedule.
- d. Team managers will be responsible for notifying Parks & Recreation of any intention to forfeit a game by 4pm on game day. You can notify Connor Sweet by calling 903-465-2720 x2 or emailing csweet@cityofdenison.com.
- e. Teams are always required a minimum of (7) seven players on the field with one being a catcher.
- f. Team managers are required to convene with the umpire prior to each game to determine the designation of home and away teams. In the event that one team manager attends the meeting while the opposing team's manager does not the attending manager will be granted the designation of the home team.
- g. A kicking lineup must be submitted to the umpire/scorekeeper before the start of each game.

2. Jerseys:

- a. Players can wear any athletic clothing they choose.
- b. Jerseys do not have to match but should be like in color; there are no number requirements.
- c. No open-toed shoe/sandals are allowed.
- d. No metal cleats are allowed.

3. Rosters & Line-ups

- a. All rosters must be filled out completely signed and turned into the onsite supervisor before playing the first game. Any team that does not turn in a roster prior to playing their first game will be subject to forfeits until roster form is turned in.
- b. All players must be at least 16 years of age.
- c. Teams can have unlimited number of players on their roster and can add and delete players at any time during the regular season.
- d. Rosters will be kept at the fields with the facility supervisor. Any additions to rosters must be done before games begin that week.
- e. Rosters will be locked after the final week of the regular season; players may not be added for the playoff.
- f. Participants may only be on one roster per season.
- g. Games may begin with no less than seven (7) players. If there are not seven (7) players by game time, then the shorthanded team will forfeit.

- h. Team Managers may bat/kick as many players as they'd like. Any nine (9) players can play defense and you must field a catcher. Anyone that is a fielder must bat.
- i. Teams that play with less than nine (9) players will take automatic outs at the bottom of their kicking order until they reach at least 9 players.

4. Playing Field:

- a. Base paths will be 60 feet.
- b. Pitching rubber will be at 35 feet.
- c. A solid white arc line will be marked at 35 feet. This line will serve for two purposes. First purpose is that all infield defensive players must stay behind this line until the ball is kicked. The second purpose is if the kicked ball comes to a rest inside the 35-foot line before a defensive player touches the ball then the kicker will be out. If a defensive player touches the ball BEFORE the ball is ruled dead then the play is live.

5. The Game:

- a. Teams will play 9 innings or 50 minutes whichever comes first.
- b. Teams will coin flip or rock paper scissors for home/away selection. During any postseason play the home team will be the higher seed.
- c. In the case of inclement weather a regulation game is 4 complete innings. In the event of a weather cancellation prior to 4 completed innings the amount of time left on the clock will be recorded and the game will be rescheduled and resumed starting with the ½ inning not completed.

6. Run Rule:

- a. 20 runs after 3 innings.
- b. 15 runs after 4 innings.
- c. 12 runs after 5 innings.

7. Pitching:

- a. In an effort to equalize play and to eliminate excessive speed and extreme bouncing pitches, **each batting team will provide their own pitcher.** The defense will also provide a pitcher position for fielding purposes.
- b. Once the offensive team's pitcher has released a pitch, they must make every effort not to hinder the play on the field. They must get out of the way of a kicked ball and allow the defensive players to catch, field, and throw the ball.
- c. If, in the opinion of the umpire, the pitcher makes an effort but still cannot avoid being hit by a kicked ball, then the play will be dead, and the play will be redone.
- d. If, in the umpire's judgement, the pitcher did not make an effort to avoid a kicked ball or hindered the defensive player(s) in any way, then the kicker is declared out and all runners must return to the base previously occupied.
- e. The ball must be delivered in an underhanded motion and released before the pitcher crosses the pitching rubber.

8. Kicking:

- a. Each kicker will only receive a maximum of three (3) pitches.

- b. You must kick in the same order throughout the game.
- c. If your team kicks out of order and the opposing team must inform the umpire/scorekeeper. If upheld, the kicker is out and any base runners must return to their past base.
- d. Within 3 pitches if a kicker does not put a ball into play, they will be declared out.
- e. No kicking the ball twice.
- f. If the kicked ball comes to a rest inside the 35-foot line before a defensive player touches the ball, then the kicker will be out. If a defensive player touches the ball BEFORE the ball is ruled dead, then the play is live.
- g. Kickers must strike the ball with their foot and cannot kick the ball until it crosses the imaginary line in front of home plate; the ball may be kicked anywhere behind this line. There will be no kicking “box”.
- h. Players can kick on both sides of the plate as long as they don’t kick in front of the imaginary line.
- i. If a ball is kicked before that ball has passed the imaginary line, the batter will be declared out.

9. Substitutions/Pinch Runners:

- a. A pinch runner will be allowed when the umpire has determined that a player is injured and a pinch runner is warranted.
- b. If a player is removed from the lineup due to an injury, they will not be able to reenter the game.
- c. Free defensive substitutions allowed for any player.

10. Base Running:

- a. No leadoffs or stealing will be allowed. If this happens, an automatic out is incurred on the kicking team.
- b. If the ball is kicked while the base runner is leading off, then the kicker will have to re-kick, and any base runners who were not leading off will return to their previous base.
- c. Ghost runners are not honored.
- d. If the field has a safety base at first, then the rule will be enforced. When the offensive player is running to first base after kicking and there’s a close play, they must step on the outside/right side base. If there’s no play being made at first, the runner can step on the inside/left side base while rounding first. The extra base is placed there as a safety precaution, and failure to adhere to the rule will result in an out.
- e. The base runner can run after a kicked fair or foul ball that has been initially caught by a fielder. On a caught ball, the fielder may throw to the base the runner occupied if the runner left before the ball was initially caught by a fielder for an out.
- f. Courtesy runners are only allowed for visually injured players. The courtesy runner must be the last made out.

11. Fair and Foul Balls:

- a. The criteria for fair and foul balls will correspond with the rules of softball.

12. Defensive Field Position:

- a. Teams will not be allowed to have more than five (5) players positioned directly in front of the 35-foot mark in the infield at the time of the pitch.
- b. All defensive players must be positioned behind the pitcher (white arc) at the time of the pitch and may not charge forward of the pitcher until the ball has been kicked.
- c. The catcher position must stand to the left or the right of the kicking area; they may not stand in front of the home plate imaginary line before the ball is kicked.

13. Tagging/Throwing Area:

- a. The legal tag and throwing area will be from the shoulder and below. Absolutely NO THROWS TO THE HEAD ARE ALLOWED. Effect: A dead ball will be called, and the runner hit in the head will be awarded the base they are attempting to reach and one (1) extra base; other runners move up as needed. Exception: base runners that are hit above the shoulders due to them ducking or sliding to avoid being tagged out will also be called out unless their body reaches the base prior to being hit.
- b. If a fielder throws a ball that goes out of bounds the play is still live, except for the ball going over a fence, in an enclosed area such as a dugout, or an opposing player intentionally touching the ball. If any of the above occur then the play becomes dead, and the base runner(s) will be advanced one base beyond the one to which they were running.

14. Player is Out:

- a. A player is out when 3 pitches have been delivered, and the kicker was unable to get the ball in play.
- b. When a player is hit with a thrown ball (below the shoulders) while off base.
- c. Tagged out or forced out going to a base (the legal tag area will be from the shoulder down).
- d. Their kick is caught by a defensive player in the air before it touches the ground.
- e. On a caught ball, the fielder may throw to the base the runner occupied if the runner left before the ball was initially caught by a fielder for an out.

15. Tie Game:

- a. In the event of a tie score between the playing teams at the end of fifty (50) minutes of play or nine (9) innings, one (1) complete additional inning will be played with the last kicker out starting on second base (ITB). If at the end of the extra inning both teams are still tied, the result of the game will go down as such.

16. Game Balls:

- a. Game ball will be provided by the Parks and Recreation Department.
- b. During any play where a ball is popped or deflates significantly, that play shall be replaced with a properly inflated ball.

17. Physical/Vocal Interference:

- a. Any act that a player makes to interfere with the opposing team making a play can result in an out or getting an extra base. Examples of this are: yelling at the fielder, swatting at the ball while a fielder is holding it, standing in a base line while a player is running the bases.
- b. **Players should avoid physical contact at all costs.**

18. Sportsmanship:

- a. Ejection of a player, coach, etc. may result from remarks to or about opposing players and officials, or anyone who commits other acts that could be considered unsportsmanlike. Penalty will be ejection from game and grounds, including parking lot. Player has 1 minute to leave the facility or the offending player's team will forfeit. Any player ejected from a game will receive an additional (1) game suspension. The additional game suspension will be the next played game by the player's team. Any players ejected for a second time during the season will be suspended for the remainder of that season. Note: The suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions decided by the parks and recreation department. A player that is ejected or suspended may not be on the field or at the complex under any circumstances during his/her suspension.
- b. Physical assault or verbal threats of any kind by a player or spectator on an umpire/scorekeeper or another player or spectator will result in immediate removal of that player or spectator from the game and grounds by police and will be suspended from the league. The umpire may forfeit the game if attacked physically by any member or spectator. Members ejected for fighting will be suspended immediately from league play indefinitely (no exceptions). Any tempt on re-entry, the player(s) must contact the Parks and Recreation department who will make the final decision whether the player will be allowed back in any future league. Harassment of an employee at any time can result in being suspended from the league, as decided by the Parks and Recreation Department. Any person that physically assaults an umpire/parks and recreation staff will be charged with assault.

19. Protests:

- a. Protests must be made to the umpire and then the onsite supervisor prior to the next pitch. All protests must include \$50.00 (cash) at the time of protest. All protests are non-refundable. Judgement calls cannot be protested.
- b. Protest on player eligibility must be made prior to the conclusion of the game.

20. Injured Players:

- a. An injured player may be replaced defensively by anyone in the kicking line-up or a substitution on the bench. If there's not a replacement player, then the field may be taken with no less than 7 players.
- b. If an injured player has kicked at least once in the game, then their spot will count as an out if they do not kick

21. Complex:

- a. Alcoholic beverages, tobacco products, shelled seeds/nuts, chewing gum are not allowed at THF Park.
- b. No practice allowed on the fields.
- c. Absolutely no metal cleats or spikes of any kind.

22. Standings:

- a. These tie breakers will be used to determine team standings:
 - Winning percentage,
 - Head-to-head
 - Total runs differential
 - Total runs against
 - Forfeits
 - Coin toss

23. Forfeits:

- a. A team forfeits their game if they are not present with 7 or more players at the scheduled game time. Exception: if the opposing team agrees to wait for players to show up the clock will start, and when enough players arrive the game will start from whatever time is on the clock. If the opposing team agrees to wait, then the game will not be ruled a forfeit.
- b. Team forfeits will be counted on a season-to-season basis and therefore will not carry over from one season to the next.
- c. As a courtesy to all involved, coaches should contact the Parks & Recreation Department by 4:00 PM on the day of your game if it is known that you cannot field a team for a game.
- d. If both teams do not have enough players to field a team at game time, then the game will be recorded as a double forfeit.
- e. In all forfeits, the score will be recorded as 9-0 in favor of the non-forfeiting team.

24. Inclement Weather:

- a. In the event of hazardous weather, the game may be delayed or postponed until another day. 4 full innings constitute a complete game in the event of hazardous weather. This decision will be in collaboration with the umpire and the parks and recreation staff. Perry Weather System will also sound and alert if lightning is within ten miles
- b. If there is lightning within ten miles. Game will resume after the 30 minute all clear signal is given. If the 30 minute time resets once, games will either be finished and scored as is based on the 4 inning rule, or postponed and finished another day. If the 30 minute all clear is give, but there is another strike that night, games will either be finished and scored as is based on the 4 inning rule, or postponed and finished another day.

General Provisions: Anything not covered in these rules will be judged at the umpire's/onsite supervisor's discretion.

