

CITY OF OAK RIDGE KICKBALL LEAGUE RULES

Recreation and Parks Department – Fall 2013

New Rule: 5.a.5

1. **ROSTERS:**

Player rosters are limited to 25 active members per team.

- a. The manager does not count unless he plays.
- b. All players and coaches **MUST** personally sign the Roster & Medical Release form.
- c. Additional players – Additions to rosters will not be allowed after **August 24**. Only the coach or manager may add names to rosters. **The following are due 24 hours in advance of their participation.**
 1. Roster & Medical Release form must be signed, completed and returned to the Recreation and Parks Department along with registration form and league fees. **No refunds will be given for league fees once a team commitment has been made.**
 2. Non-resident fee, if applicable, must be paid or resident verification submitted.

2. **RELEASE FORMS:**

Everyone who participates in league play, including non-playing managers, must sign a Roster & Medical Release Form to release the Recreation and Parks Department and any other person connected with league softball of any responsibility in case of an accident. This form must be turned in by the league deadline with the league fees, non-resident fees and proofs of residency for Oak Ridge residents.

3. **ELIGIBILITY:**

Coaches of teams are responsible for the eligibility of their players and shall be held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players:

- a. Must be 18 years of age.
- b. Must be on official roster.
- c. Must be able to verify identity.
 1. ALL players utilized by a team are required to produce, upon request, verification of identity, which exhibits their picture or signature. **IF A PLAYER REFUSES TO SHOW HIS OR HER I.D., THE GAME CAN BE PROTESTED AND, IF UPHOLD, WILL BE DECLARED A FORFEIT.** If the issues can be resolved on the field, the umpires should attempt to do so. If the issue is not resolved, a protest must be filed and normal review followed.
 2. Any player in question regarding his or her identity will be required to place his/her signature on the game sheet.

4. **UNIFORMS: (Enforced beginning Aug. 28)**

- a. Teams are encouraged to wear uniform, numbered jerseys with at least 6" numbers.
- b. No two players may use the same number during a game.
- c. In lieu of team uniforms, it is requested that:
 1. Team jerseys be worn with non-duplicated numbers.
 2. If a team does not have jerseys, the same color shirts with non-duplicated numbers should be worn.
 3. Legal numbers will be of no more than two digits. Symbols are not considered legal numbers.
- d. Clothing may not display profane or sexually explicit language or graphics.
- e. SHOES
 1. Shoes having metal cleats or hard plastic screw on cleats are illegal.
 2. Players must wear molded sole shoes, tennis shoes or softball shoes.
 3. No bare feet will be allowed.

5. **KICKBALL LEAGUE RULES:**

a. **PREGAME**

1. Leagues rules will reflect guidelines set by both SEAA Softball and WAKA Kickball; however, local league rules will supersede those of both organizations.
2. No one is to be on the fields after they have been floated and/or lined for the games that day.
3. No more than two coaches per team shall be on the field and only one manager and designated team captain may confer with the umpire. Players not in the game must remain in the dugout!
4. A written, legible line-up must be given to the official scorekeeper 5 minutes prior to game time along with a designated captain. Names of additional players will also be submitted at this time. Changes in line-up are permitted until game time. A player is considered officially in the game if his/her name is on the score sheet at game time. Do not put players in a line-up who have not yet arrived at the field.
5. Game time is forfeit time. **Teams of the 6:00 game only will be given a 5 minute grace period before a game is called a forfeit. The game clock will still begin at 6:00. The game must start on time if each team has at least 8 players (4 men and 4 women).** All teams are expected to take the field at their appointed game time or a forfeit will be called. Loitering in the parking lot at game time will be cause for forfeit.
6. All players, managers or coaches planning to be utilized during a regular league or tournament game must be seated on the team bench in uniform.
7. Only managers or coaches whose names are on the official roster are to be on the field or in the dugout at any time during or after a game. Anyone who is not on the roster and is on the field or in the dugout could cause your team to forfeit.
8. A team must have at least 8 players, 4 men and 4 women, to start the game. A 9th or 10th player may be added at any time during the game. Alternating of male and female players in the batting order must be maintained. Ex. If a team begins with 8 players and a woman is in the #8 spot when another woman arrives, the new female player will go into the #10 spot and the missing male in the #9 spot will remain an automatic out until that spot is filled by a male.
9. A team may insert two additional kickers, a man and a woman, into its lineup. Teams may not bat 11 players as that would create an imbalance of men and women. The kicking order must remain constant; however, any ten of the twelve players can take a defensive position throughout the game. Additional kickers may not be added to the kicking order once the game has started.
10. Short-Handed Rule: A team may begin play with 8 players, 4 men and 4 women, without penalty. If a team bats 9 players in the lineup, there will be an out taken for the missing player in the batting order. If a team does not have a substitute for an ejected player, the game is a forfeit.
Clarification: A “removed” player will be any player unable to kick or play his/her defensive position at any point in the game. If removal leaves less than 8 players, the game will be a forfeit. If there is no substitute for an ejected player the game is also a forfeit regardless the number of remaining players.
11. If in the official’s judgment an injury has occurred requiring medical attention, play will stop immediately. Before resuming the game, runners will then be placed at the officials’ discretion on base where they would likely have advanced should play have continued.

b. **PLAYING FIELD AND EQUIPMENT**

1. The base distance is 65’.

2. Pitching rubber is 50'
3. 25' Arc line
4. Double First Base
5. Strike zone will be home plate plus 15" on both sides of the plate. The top of the ball will be no higher than the bottom of the kicker's knee. (The strike zone is completely up to the judgment of the official and may not be appealed.)
5. An 8.5" game ball will be provided by the City.

c. GAME FORMAT

1. Games will be scheduled 60 minutes (one hour) apart.
2. There is a 9 inning or 50 minute time limit on each game. If the third out is made before time expires in the bottom of the inning then a new inning will begin. In case of a tie, the game will continue until one team is one or more runs ahead at the end of a complete inning of play.
3. Games will be played with a starting one and one (ball and strike) count.
4. The game will be called if a team is ahead by 20 runs at the end of the 3rd inning, 15 runs after the 4th inning or 10 runs after the 5th and beyond.
5. A game that must be called off for any reason (lightning, unplayable field conditions, etc.) after three innings of play (or two and a half if the home team is ahead) will be considered a regulation game.

d. DEFENSE – In the field

1. A team can have a maximum of 10 (ten) players on the defensive field at a time.
2. If a man pitches a woman must catch. If a woman pitches then a man must catch. There are no restrictions for placing players in the field for positions other than pitcher and catcher.
3. There will be no switching of infield and outfield positions during an inning, with the exception of the pitcher (effecting only two players). Outfielders must stay in the outfield grass and infielders must remain in the infield throughout the inning.

e. DEFENSE – Pitching and Catching

1. The pitcher and catcher must be of opposite sexes.
2. In the first inning, pitchers will be allowed 5 warm-up pitches; after the 1st inning, the pitcher shall be allowed one (1) warm-up pitch. Any time a team changes pitchers, he or she will be allowed 5 warm-up pitches their first inning.
3. The pitcher must start with one foot on the pitching rubber for a legal pitch.
4. The pitcher must deliver the ball with one hand, releasing the top of the ball below his/her waist toward home plate. A violation of this will be called an illegal pitch and the ball is still live to kick. If no kick is made then the pitch is called a ball.
5. The pitcher must have one foot on the pitching rubber until the ball leaves his/her hand. A violation of this will be an illegal pitch and the ball is still live to kick. If no kick is made then the pitch is called a ball.
6. A strike is called when a legal pitch crosses the plate or 15" on either side of the plate at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The strike zone is completely up to the judgment of the official and may not be appealed.
7. A ball is called when a pitched ball bounces over the strike zone at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
8. A ball is called for each illegal pitch or when the ball does not cross a part of the strike zone.

9. A ball is called when pitched ball does not touch the ground at least twice or roll before reaching the strike zone.
10. The catcher cannot touch a pitched ball until the ball passes the kicker and no attempt at kicking the ball was made. If the catcher interferes with the kicker then obstruction is called and the kicker is awarded a ball.

f. DEFENSE – Legal Tag

1. If a ball in play touches a runner (while off base) via tag, kick or throw, he/she will be called out. **A dropped tag is still an out.**
2. **The legal tag area will be from the shoulders and below. If the ball is thrown, it may also hit the intended runner from the shoulders and below.**
3. If a ball is thrown, hits the ground, then strikes the runner, the runner will be declared out.
4. If a player is hit above the shoulders while running in an upright position the player will be awarded the base he/she is running to.
5. If a player attempts to duck, jump or slide and the ball is thrown at a height below the shoulders then the player assumes the risk of being hit on any part of the body and could be judged out.

g. OFFENSE – Kicking

1. Every kicker steps up to kick with a starting 1 and 1 strike count.
2. The kicker must allow the ball to reach the plate before he/she kicks the ball or will be called out. The kicker is allowed to step on the plate in the process of kicking.
3. A kicker is out when he/she has a third strike or hits a second foul ball after two strikes.
4. The ball must cross the designated 25' arc line to be considered a fair ball. The distance between the designated arc line and home plate will be considered foul territory. The arc will be considered foul territory and all of the rules apply as such.
5. If a man is walked, the next female kicker can choose to walk or kick. The man will be awarded second base only if the following female chooses to walk.
6. **There will be no infield fly rule.**

h. OFFENSE – Running the bases –See rules regarding the double first base.

1. A player running towards first base must use the outside base.
2. Leadoffs and stealing are not allowed.
3. If a player attempting to advance towards a base while running in an upright position is struck above the shoulders with a throw, they will be awarded the base.
4. If a runner intentionally interferes with the play of the ball or tries to catch the ball in anyway, that runner will be declared out and any runner who the fielding team would have had a chance to get out will be out.
5. A team may use only one courtesy runner per inning. The courtesy runner for a woman will be a woman. The courtesy runner for a man will be a man.

6. FORFEITS

- a. **Any team whose player(s) is found inside the ballparks and/or dugouts and the surrounding area with alcohol will forfeit the game.** Any alcoholic containers (empty or full) found in a dugout will also be cause for forfeit. Reminder: Alcohol is not allowed on school property.
- b. Failure of an ejected player to leave the premises within 5 minutes (out of sight and sound) will result in his/her team forfeiting the ball game. The premises include the general area: playing field, parking lot, bleacher, 100 ft. radius of the fences.

- c. A team must have 8 players to start a game. If a team of 8 eligible players cannot be fielded at the scheduled starting time, the team ready to play shall win by forfeit. There will be no grace period.
- d. Any team using an ineligible player shall forfeit all games in which that player has played.
- e. Any team found to be playing with an illegal player after game play has begun will forfeit that game. The offending player will be suspended for one week per violation from all play in leagues and tournaments organized by the Oak Ridge Recreation & Parks Dept.
- f. An official, scorekeeper or the opposing team's coach, manager or captain, may request verification of the eligibility of a player. See Rule 3c.

7. **SUSPENSIONS AND PROTESTS:**

a. **SUSPENSIONS:**

Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following penalties:

- 1. Ejection from remainder of the current game plus the next scheduled game.
- 2. The second ejection will be an automatic suspension of from four (4) games up to a maximum of 12 months suspension.
- 3. Any participant ejected must leave the premises within 5 minutes. The premises include the general area: field, parking lot, bleachers, and 100 ft. radius of the fences.
- 4. Failure to leave will result in the ejected player's team forfeiting the game.
- 5. Any person receiving a suspension has the right to appeal, in writing, within a forty-eight (48) hour period. Appeals are to be directed to the athletic office of the Recreation and Parks Department.
- 6. Cursing or any type of profanity will not be permitted at any time.
- 7. Any verbal or physical abuse of an official or player is an automatic one-year suspension.

b. **PROTESTS:**

- 1. When making a protest in a league game, you must notify the plate umpire and official scorekeeper before the next pitch. A written protest will be submitted to the Athletic Office of the Recreation and Parks Department by 5:00 PM of the next working day after a protested game. A \$25 protest fee must accompany the written protest. No protest money will be necessary in tournament play.
- 2. The only type of protest that may be filed is a rule interpretation.
- 3. A judgment call made by an official cannot be protested.
- 4. All protests will be handled by the Recreation and Parks Department.

8. **RAIN-OUTS:**

In the event of bad weather, teams may call the Recreation and Parks Department Information Line at 425-3453 after 4:00 PM to find out if games are canceled. If the line has not been updated by 4:00 PM, call the Recreation and Parks Department at 425-3453. **DO NOT CALL BEFORE 4:00 PM.** If rain occurs after 4:00 PM, report to the field where the umpire will make the decision. It is each team's responsibility to make sure the umpire officially calls the game before leaving the park. When games are called because of inclement weather, the fields will be closed and unavailable for practice. Teams who do not comply with this policy could lose practice privileges for the remainder of the season.

9. **SCHEDULING:**

Games shall be scheduled at the discretion of the Recreation and Parks Department. **NO games will be rescheduled because of individual team conflicts.** The only games that will be rescheduled will be those cancelled due to weather, field conditions and City scheduling conflicts as determined by the Recreation and Parks Department.

ADDITIONAL HITTERS

A team may insert two additional hitters into its lineup. The batting order must remain constant; however, any ten of the twelve players can take a defensive position throughout the game.

BASE RUNNING

At facilities that use the double base at first base:

1. A kicked ball hitting the white portion is declared fair and a kicked ball hitting the colored portion is declared foul.
2. Whenever a play is being made on the kicker-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion.
3. On any force out attempt from the foul side of first base, or an errant or missed throw pulling the defense into foul ground, the defense and the kicker-runner can use either the white or colored portion. **NOTE:** This includes overthrows.
4. On extra base kicks or balls kicked into the outfield when there is no play being made at the double base, the kicker-runner may touch the white or colored portion. Should the kicker-runner return, the runner must return to the white portion.
5. When tagging up on a fly ball, the white portion must be used.
6. The first base runner can leave from either the white or orange base when running to second base.

Although kickball is a non-contact sport, participants are warned that the possibility for injury does exist.