



City of Temple Parks and Recreation Kickball Rules

All league games will be played in accordance with the current Amateur Softball Association (ASA) Official Guide with the addition of the following. The head of the league shall be the Athletic Coordinator or his/her designated employees. In all matters not covered in these rules and regulations, the Athletic Coordinator and/or his/her employees shall have jurisdiction.

Manager's Responsibility

1. It is the responsibility of the manager or coach to inform his or her players, and make them aware of all the playing rules, administrative policies, and procedures used by Temple Parks and Recreation.
2. Managers should distribute all schedules to team members and inform team members once rainout information is furnished.
3. Managers should submit a written protest to the Parks and Recreation athletic office when applicable.
4. Managers are responsible for the conduct of their players, coaches, and spectators. Managers are expected to curtail any excessive or unwanted language and actions made by their players.

Eligibility

1. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play. Players under age 18 must have their parent/guardian sign the team roster.
2. All players must carry current picture identification with them at all times.
3. In the interest of equalizing league play, after a demonstration of dominance in a division, Parks and Recreation reserves the right to promote a team into a more competitive division, at the PARD discretion.

Rosters

1. Each team will be allowed a maximum of twenty (20) players, including playing coaches.
2. All teams must submit a completed team roster form prior to playing their first game.
3. Players are not limited to one particular team. As long as a player has been placed on a team roster within the league, they are eligible to play on other teams as well.
4. The athletic department will not assume any responsibility for roster inadequacies that are detected.
5. Teams may add players throughout the season. A roster addition form must be completed for each player added and must be turned in prior to the game.

Equipment/Uniforms

1. Matching jerseys or jerseys with numbers are not required for team members but first and last names must be included on line-ups.
2. Shoes: must be worn at all times. No steel cleats, open-toed shoes or sandals will be allowed.
3. Balls will be provided by the department.
4. **Jewelry** - Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. Note: Players must remove jewelry if judged to be dangerous. If they fail to do so, the player is ejected from the game and will serve a suspension

Playing Rules

1. A complete **Line-up** **MUST** be turned in to the umpire at the pre-game conference. Line-ups **must include first name and last name**. If completed line-up is not turned in by the scheduled game time, the game will result in a forfeit. Once line-ups are turned in to the umpire no changes in player's batting order will be made. Any new players added to the line-up will be added at the bottom and no extra kickers may be added once the game has begun.
2. An official game will consist of fifty (50) minutes, nine (9) innings, or the "Run Rule", whichever comes first. Game clock starts after pre-game meeting at home plate between umpires and team coaches. Run Rules: Twenty (20) after 5, fifteen (15) after 6, ten (10) after 7 innings, depending on the status of the home team.
3. If time limit expires the inning will be completed and the game may result in a tie. If game ends in a tie one extra inning will be played. Game will result in a tie after completion of the one extra inning.
4. Teams must start and finish a game with at least eight (8) players. If neither team has eight (8) players a double forfeit will occur. You may add up to ten (10) players once the game has started (umpire must be notified). Up to twelve (12) players may kick. The eleventh (11th) and twelfth (12th) players must be made known prior to the start of the game. You may start with nine (9) players with the 10th spot resulting in an out. If you start with eight (8) players, the 9th player may be used as a sub and the 9th and 10th spot will not be outs.
5. Teams must have a minimum of four (4) males and four (4) females present to avoid forfeiting the game. You may not start with eleven (11) players (one EP).
6. Offensive teams must alternate the kicking line-up according to gender. If a player leaves the game for any reason their substitute must be the same gender.
7. Any walk to a male kicker will result in a two-base award. The next kicker (a female) will kick. **Exception: With two outs the female kicker has the option to walk or kick.**
8. Defensively, two (2) males and two (2) females must take position in the outfield, two (2) males and two (2) females must take position in the infield and the pitcher and catcher must be of different gender.
9. The ball is put into play when the pitcher rolls the ball toward home plate and the kicker attempts to kick the ball. The kicker must wait for the ball to be within three feet of home plate before kicking the ball. Pitchers must pitch the ball at a reasonable speed. No quick pitching will be allowed.
10. The strike zone measures one (1) foot to either side of home plate and one (1) foot high.
11. The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball. Running up to the pitching strip is not allowed.
12. When a female is kicking all outfielders must remain in the grass and all infielders must remain in their baseline position until the ball is kicked.
13. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base.

14. If the runner intentionally uses his/her head to block the ball and is so called by the umpire, the runner is out.
15. The kicker is out in similar situations to softball (force outs, pop outs, etc.).
16. A runner who leaves the base before the pitch reaches home plate or is kicked is out and the ball is dead. Leading off and stealing bases between pitches is not allowed.
17. A courtesy runner is officially in the game when reported to the plate umpire. A player may be a courtesy runner only once an inning for any player other than the pitcher, any other players can run for the pitcher anytime the pitcher is on base. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. In coed two courtesy runners are allowed per inning for players other than the pitcher, one male and one female. All courtesy runners including those running for the pitcher must be of the same gender as the player they replace.
18. Bunting will not be permitted. A full kick swing must be attempted. If the kicker bunts the ball the result will be a dead ball and an out. No runners will advance.
19. **Blood Rule:** ASA blood rule will apply.
20. Any of the starting players may be withdrawn and re-enter once provided such player occupies the same batting position, wherever he/she is in the line-up.
21. **Game time is forfeit time!** No grace period! The official time clock will be located in the concession stand.
22. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply. A team with a scheduled game against a disqualified team will not be required to appear at the game site to receive a win by forfeit **after being notified by the athletic office.**
23. In the interest of safety, no person under the age of sixteen (16) will be allowed in the playing field at any time during the game. Umpires will not umpire or keep score for forfeits.
24. Parks and Recreation reserves the right to approve/disapprove any team name, logo or language on uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
25. Parks and Recreation reserves the right to add, delete or amend its' rules/regulations/policies at any time for the betterment of the program.

Field Conditions

1. In case of inclement weather, the playability of game fields will be determined at 3:30 pm on the day the weather is questionable. Please call 298-5300 for information on any day that the weather is questionable. **It is the Team Manager's responsibility to notify his/her players regarding field playability.** In the event that inclement weather conditions force the cancellation of the first games of the night, all succeeding games will also be cancelled. Any games cancelled due to weather will be rescheduled towards the end of the season. In the event of rain, 4 1/2 innings or half of the game time limit will constitute a complete game provided that the home team is ahead. If the game is suspended and has not reached this point, it will be replayed completely towards the end of the season.
2. The athletic department reserves the right to schedule any and all make-up games at their discretion in order to ensure completion of the league in a timely manner.

Tie-Breaker Procedure

1. In case of a tie for trophy positions at the conclusion of the season, the following tie-breaker procedure will be used to determine places:

- a) Head-to-head result (s) between teams tied.
 - b) If teams split in head-to-head games, point differential in those games will be used.
 - c) If teams are still tied, point differential in all league games for the tied teams will be used.
 - d) After first place team has been determined, revert back to "a" (above) to determine second place from remaining tied teams.
 - e) If all tied teams are in agreement, a playoff game **may** be scheduled at the discretion of the athletic department.
2. The records on file with the athletic department shall be official over individual team records.
 3. T-shirts will be given to the champion and runners-up in each division of each league at the conclusion of the season.

Conduct/Discipline

1. Alcoholic beverages are not allowed on the field or in the dugout before, during or after a game. Alcoholic beverages are allowed in the complex and the parking lot but may not be consumed during a game. No alcoholic beverages may be consumed by anyone not of legal drinking age. If underage drinking is suspected the appropriate authorities will be called.
2. No glass containers are allowed in the park (this includes the parking lot also).
3. No pets are allowed inside the complex.
4. No smoking is allowed in any city park, per city ordinance.
5. Music is not allowed to be played inside or outside of the complex.
6. Any player, coach or manager ejected from any league game will be suspended for a minimum of fourteen days (14) days for the first offense. The second offense will result in suspension for the remainder of that season unless the season is less than 14 days from being completed in which the suspension will then be served for 14 game days and an additional 14 days. On the third offense the player will be suspended for one (1) year. These policies will be enforced unless the ejection is for verbal or physical abuse of an umpire or athletic official, including the coordinator/employees; if this is the case that player will be suspended for a minimum of one (1) year depending on the offense. Any player who is on probation or who has received a warning letter may serve a one (1) year suspension on their first ejection offense. You have the right to appeal ejections or suspensions, please contact the Recreation Division Director at 254.298.5410 for any questions.
7. Players, coaches and managers who have been ejected/suspended must leave the complex and may not return until completion of their suspension.
8. Each team manager will be held responsible for the conduct of his/her players and fans/spectators.
9. Suspensions will carry over from season to season. Example: a player may be suspended for the first game of the next season. Suspensions count for each sport the player is participating in through Temple Parks and Recreation.
10. Verbal abuse (cursing, name-calling, badgering, threats) or physical touching/attacking an umpire or staff will not be tolerated. Fighting will not be tolerated and is grounds for immediate removal from the game/complex. Unsportsmanlike behavior or misconduct of any kind that is detrimental to the game and its purpose will not be tolerated. The umpires and the athletic coordinator or his/her employees have the authority to remove a player, coach or spectator from the game/complex and/or forfeit a game due to unsportsmanlike conduct. Offenders will be removed from the park and police will be called if deemed necessary. Any abusive behavior is subject to suspension and loss of eligibility in all league play. The severity of the incident will determine the length of suspension from play. The

City of Temple Parks and Recreation is requiring that any official who is physically abused press charges against that player.

Protests

MUST be filed in the following manner by the **team manager only**:

1. Player eligibility protests must be filed by the end of the third inning unless protested player enters as a substitute in which the player must be immediately protested.
2. Notify home plate umpire and give details of protest.
3. Protested player has until the end of the game to produce ID to the umpire or athletic official. If no ID is produced or the ID produced does not match the name on the line-up,
4. the game automatically results in a forfeit. If ID is shown and matches name on line-up, game will continue, and protest will be ruled upon by the athletic office the following business day once proper paperwork has been submitted. If ID is shown and does not match name on line-up, game will not continue and will result in automatic forfeit. Team manager must still complete the protest form upstairs, regardless of the situation.
5. After the game is over with, the protesting Team Manager must fill out a protest form upstairs. It is the manager's responsibility to fill out and do the following: 1) double check the protest form, and make sure that all information is correct, 2) fill out the reason the player(s) was protested section, 3) and sign the bottom with your signature. The athletic coordinator or his/her designated employee will make the decision on the protest. All decisions will be final.
6. Rule interpretation protests must be filed before the next pitch.
7. If a player is found ineligible due to protest the first offense will result in a seven (7) day suspension. The second offense will result in suspension for the remainder of that season. On the third offense the player will be suspended for one (1) year. Suspensions count for each sport the player is participating in through Parks and Recreation.
8. In cases of protest, the burden of proof rests with the protesting manager.
9. The game in which a player is declared ineligible by protest will result in a forfeit by the team playing that ineligible player.

Cancellation Policy

1. If a team drops out of the league before the schedule has been completed, they will receive a full refund.
2. Once schedule has been completed team will receive a refund minus a loss of \$50 administrative fee.
3. Once league play has been started there will be no refunds given.