



Washington County Virginia Recreation Department Adult Coed Kickball League Official Rules and Regulations

A. TEAM REGULATIONS

1. Roster requirements

- 1.00 Each team will have one Manager that will be responsible for the team. Manager responsibilities are listed in section A-2.
- 1.01 All players must sign the roster/waiver prior to playing in their first game.
- 1.02 All fees must be paid by the due date. Failure to submit fees will result in forfeiture of all games until fees are paid.
- 1.03 Players may play on only one team in the league.
- 1.04 Team rosters must have at least 8 players and no more than 20 players. All additions or deletions must be submitted to the Recreation Department prior to game time. *There will be no roster changes made after 50% of the games have been played. NO EXCEPTIONS.*
- 1.05 All players must be at least 16 years old before the first game.
- 1.06 Players must be on the roster of the team. Violations of this rule will result in forfeiture of all games in which unregistered player participated.
- 1.07 Players should bring their IDs to each game. Failure to produce proper identification by a player shall result in player suspension for that game.
- 1.08 All teams must include *at least* 4 females.
- 1.09 Kickball team names must be CLEAN. The Washington County Recreation Department has the right to reject or accept any and all team names.
- 1.10 Players arriving late may be added to the line up only **BEFORE** their team has gone through 1 rotation of the kicking order, this does include substitutions.
- 1.11 Teams must have a minimum of 8 players to begin and end a game.
- 1.12 A maximum of 10 may play the field (minimum of 8), but all players in attendance may kick.
- 1.13 A minimum of 4 players on the field must be female.

2. Manager Responsibilities

- 2.00 Managers are responsible for rosters and the correct and complete information on them. Any falsified information is grounds for team suspension from the league.
- 2.01 Managers are responsible for submitting all waivers/information for each player to the Recreation department, as well as submitting team fees.
- 2.02 Managers of teams will be responsible for the conduct of players on that team and the spectators in the stands favoring their team.
- 2.03 Any discussions with umpires should be handled by manager only.
- 2.04 Managers are responsible for calling to gather rescheduling information, league or player information.
- 2.05 Managers are responsible for making sure all the players on their roster are aware of the official kickball rules and player code of conduct.
- 2.06 If the team assigns a new manager, the Recreation Department must be notified immediately for mailing lists and alerting team of any changes.
- 2.07 Managers must fill out and submit the scorecard prior to each game.

3. Player Code of Conduct

- 3.00 It is the responsibility of every member of the team to control his/her own actions, as well as the actions of teammates and spectators for their team. Failure to do so will result in the entire team being dismissed from the league for one year.
- 3.01 Any team member who strikes or makes any physical harm to an umpire, team member, spectator or recreation employee will be suspended for the remainder of the games and may be ineligible to play in following seasons. His/her team will also forfeit the game,
- 3.02 Any player ejected or suspended, for any reason, for a game maybe be suspended from the league entirely. This includes any incident before, during or after games.
- 3.03 A suspended or ejected player must leave the playing facility immediately. If a suspended/ejected player continues to disrupt a game in any way, he or she can be ejected from the league for the remainder of the season. His/her team will also forfeit the game.
- 3.04 The end of a game will not protect players or coaches from discipline or penalties.
- 3.05 If a player is ejected, the ejected player may be replaced by a player on the roster, of the same sex. If the team does not have enough players to participate (8, with at least 4 females), the game is forfeited. Any player that is ejected from a game is automatically suspended for the next scheduled game as well.
- 3.06 Any player that is deemed detrimental to the function of league by the Recreation Department will be barred from the league.
- 3.07 NO player shall appear on the field or in the dugout under the influence of alcohol or drugs. Any player that is suspected of being under the influence will not be allowed to participate in game. If player is thought to be under continuous influence of drugs or alcohol they can be barred from the league.

- 3.08 Players, managers and fans are asked to avoid the use of profanity at games/practices. Excessive use of profanity by anyone may result in ejection from the game and/or park.
- 3.09 Any players that are replaced on a roster or suspended are not allowed to play on another team in the league. Exception: if a player requests a transfer; all managers in league must agree to transfer.

4. Uniforms

- 4.00 All teams will have jerseys of a different color to be provided by the Recreation Department. In the event that a team has a sponsor and would like to purchase their own uniforms, they may do so. However, registration fees will not change and the team manager must inform the Recreation Department of their choice to purchase uniforms and get color assignment.
- 4.01 No jewelry will be allowed on the field, with the exception of medically related items.
- 4.02 No steel cleats, football cleats or shoes with screw-on type cleats. No one will be allowed to play barefoot.
- 4.03 Players may wear protective equipment providing that it does not offer the player an unfair performance advantage.
- 4.04 An Umpire may remove a player from the game if it is believed an open wound or blood stained jersey poses a risk to other participants.

B. OFFICIALS

1. General

- 1.00 Umpires will be provided and employed by Washington County Virginia Recreation Department.
- 1.01 The jurisdiction of the umpire begins 15 minutes prior to the start of the game and ends when the players have left the park.
- 1.02 The umpire shall verify the score after the game and report in writing any misconduct or unusual incidents to the Washington County Virginia Recreation Department.

2. Authority

- 2.00 If teams are not willing to accept official decisions, they should not enter into this league.
- 2.01 Harassment of umpires will not be tolerated and will be cause for immediate ejection.
- 2.02 If rule clarification or judgment call question is needed, only the team manager can ask for a time out to discuss it with the umpire.
- 2.03 Any argument of a judgment call not done in a professional manner, is cause for ejection.
- 2.04 If anyone shoves, strikes, threatens or abuses any umpire, player,

Recreation Department employee or fan before, after or during a game, he/she could be subject to suspension from the league. Legal action may be taken as well.

- 2.05 Officials will be in authority to recommend suspension of players to the Recreation Department.
- 2.06 If an incident needs immediate attention, the Recreation Department representative present will have authority to take action immediately.
- 2.07 In cases of inclement weather, the official along with the Recreation Department will be in full authority to start or stop a game.

C. KICKBALL GAME RULES

1. Duration of Game

- 1.00 A regulation game will consist of 7 full innings or 1 hour, whichever occurs first.
- 1.01 If a game is called after 4 full innings, it will be considered official and the score will stand.
- 1.02 If after 5 complete innings one team leads by 10 runs, the game will be considered complete.
- 1.03 If the score is tied at the end of 7 full innings, but the game is still under 1 hour, extra innings will be played until one team wins or the hour is up. If time does not allow for extra innings, the game will end in a tie.
- 1.04 If either/both team(s) is short the minimum number of players at the scheduled game time, a 10 minute grace period will be given. The game will be immediately once both teams have enough players to play. Grace period will be deducted from play time.

2. Co-Ed Modifications

- 2.00 There is NO male dominance rule. Any play may be handled by a male or a female.
- 2.01 Males and females do not have to alternate defensively on the bases or in the outfield. The catcher and pitcher do not have to be of opposite sex.
- 2.02 Teams must alternate positions in the kicking order by sex as far down as possible. The majority sex must kick first.
- 2.04 A male kicker will advance 2 bases when walked.

3. Pitching/Catching

- 3.00 The pitcher must stay within the pitching circle until the ball is kicked. Failure to do so will result in a ball.
- 3.01 No player may field in front of the pitcher, other than the catcher, until after the ball is kicked
- 3.02 The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.

- 3.03 No wind-ups, no walking deliveries, no excessively fast pitches and no bouncies (a pitch that is excessively bouncy or higher than one foot at the plate).
- 3.04 All pitches must be rolled underhand.
- 3.05 The pitcher may be replaced on the mound once per inning.

4. Kicking

- 4.00 All kicks must be made by foot.
- 4.01 All kicks must be made at or behind home plate. Any kick made in front of home plate will be called foul.
- 4.02 Bunting is allowed, however, it must cross "bunt line" or will be called a strike. If opposing team fields the bunt before it crosses the line, the ball will be in play.
- 4.03 Double kicks are not allowed and will constitute as an out.

5. Balls

- 5.00 A Ball is:
- a pitch outside of the strike zone
 - an illegal bouncy
 - a pitch that is too fast
 - any fielder or pitcher advancing on home plate before the ball is kicked
 - any catcher crossing home plate before the kicker or failing to field behind the kicker
- 5.01 A count of 4 balls advances the kicker to first base.

6. Strikes

- 6.00 A strike is: a pitch within the strike zone either not kicked or missed by the kicker; bunt that does not cross the bunt line; ball kicked foul.
- 6.01 A count of 3 strikes constitutes an out.

7. Fouls

- 7.00 A foul is:
- a kick landing out of bounds
 - a kick landing in bounds but traveling out of bounds on it's own before reaching 1st or 3rd base. (A ball touched by an in bounds fielder is automatically in play)
 - a kick in front of home plate
- 7.01 A count of 4 fouls constitutes an out.

8. Outs

- 8.00 An out is:
- a count of 3 strikes or 4 fouls
 - a runner touched by the ball or who touches the ball at any time while not on base when the ball is in play
 - any kicked ball that is caught (fair or foul)
 - a ball tag on a base to which a runner is forced to run

- a runner off his/her base when the ball is kicked
- a kicker double kicks the ball

8.01 A count of 3 outs by a team completes the team's half of the inning.

9. Base Running and Fielding

9.00 No ghost men are allowed.

9.01 Neither leading off base, nor stealing a base is allowed. A runner off his/her base when ball is kicked is out.

9.02 Base runners must remain within the base line when running from base to base.

9.03 If a base runner intentionally touches or stops a ball, the play ends.

9.04 Fielders must stay out of the base line. Base runners who are hindered by any fielder within the base line shall be safe at the base to which they were running.

9.05 Fielders must not advance towards home plate until the ball has been kicked.

9.06 *Infielders* may NOT *kick* the ball at the base runner or to another infielder while attempting to record an out. (Throwing ball towards runner is allowed)

9.07 *Out fielders* may kick the ball in from the outfield to an infielder. However, if a base runner is hit by a ball being kicked in, the runner will advance one base beyond the one originally running toward when the ball was kicked.

9.08 Hitting a runner above the shoulders (head or neck) is not allowed. Any base runner so hit is safe and advances one base beyond the one originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball, and is so called by the official, the runner is out.

9.09 Once the pitcher has the ball in control and on the mound, the play ends.

9.10 Each team may have 2 base coaches (one at 1st base the other at 3rd). Base coaches will assist in retrieving foul balls and may switch to other team members to maintain proper kicking order.

9.11 Since catching a fly ball in kickball is no sure thing and it is hard to determine what constitutes a fly ball, there is no infield fly rule. HOWEVER, there is a no "cheese" rule. If the umpire thinks a fielder intentionally misses, does not try to catch, or drops a fly ball in an effort to make a double play, or any other more advantageous play, all runners will be called safe.

D. FORFIETS

1.00 A team that does not have 8 players, 4 being female, at the start of the game or after the 10 minute grace period is over, the team shall forfeit.

1.01 In the event that a player is ejected, injured or becomes ill and cannot continue the game and the team does not have a replacement, that team shall forfeit.

E. INCLEMENT WEATHER

- 1.00 In the event of inclement weather, the Recreation Department may choose to cancel games for the safety of our participants. The Recreation Department will try and make the decision on cancelled games as early as possible. If games are cancelled, the Recreation Department will notify team managers as well as post schedule changes on the Facebook and Twitter accounts.
- 1.02 Every effort will be made to schedule rainout make-up games on the regular league night. However, it is possible that make-up games could be scheduled on a different night.

F. PARK RULES

- 1.00 All rules and regulations set forth in the Facilities Management Plan for Leo "Muscle" Sholes Park apply. A complete listing of rules is attached, is available online and can be provided by Recreation Department employee. These rules also apply to Beaverdam Creek Park in Damascus, Virginia.