



RULES & POLICIES



CITY OF SCOTTSDALE PARKS & RECREATION DIVISION ADULT KICKBALL LEAGUE GENERAL RULES

1) TEAM REGULATIONS

- A) **Rosters** must be completed and received by the Adult Sports Department at the time of registration. It is the team captain's responsibility to see this is done. Teams must have a minimum of 10 players (5 men & 5 women) on their official team roster (maximum of 20 players). Teams have until Friday of the 3rd week of scheduled games to adjust and finalize their roster.
- (1) Teams must have a minimum of 8 players (4 male/4 female) to start and finish a game.
 - (2) A maximum of 10 players (5 male) may play the field; females may exceed males.
 - (3) Teams may have up to 20 kickers (a maximum roster). The kicking order must alternate male/female or female/male, except when women exceed men, but at no time may two males kick back-to-back. If additional players are not in the starting line-up, an unlimited substitution rule will apply. However, all substitutions must always be male-for-male, female-for-female or female-for-male, for both the defensive lineup and the kicking order.

2) GAME REGULATIONS

- A) Official game time is the scheduled time, even if teams are late, unless both teams are ready and the umpire announces the start of play early. Official game time may start late if prior games go long.
- B) All games will be at least 45 minutes or 7 innings, whichever occurs first. **Exception: See Game Regulations - rule G.** No *new* inning may start after 45 minutes.
- C) Games may end in a tie. Four innings, or 3 ½ if home team is ahead, shall constitute an official game. **Exception: See Game Regulations - rule G.** If a game is postponed before it becomes official (including potential forfeits), it will not count and the full game will be rescheduled if possible.
- D) If a team does not have 8 players or a legitimate male-to-female ratio to start a game, a 10-minute grace period can be given *at the discretion of the other team's manager*, with the awareness that the *45-minute game clock has started*. If both teams have fewer than 8 players or an improper male-to-female ratio, both teams will have up to 10 minutes to field their teams. After 10-minutes, if one or both teams still do not have 8 players or the proper male-to-female ratio, the game will be forfeited, which may include a double forfeit. **All forfeits will be assessed a \$10 Forfeit Fee per game.**
- E) Defensive Player Ratios: Male players in the infield, outfield or pitcher/catcher positions may not exceed the number of females in those positions, except when an injury to a female player creates a vacancy in the defense. However, the ratio rule still applies in all areas except where the vacancy occurs. At least one female is required in each defensive area, even where the vacancy occurs.
- F) If an injury to a female creates an unbalanced ratio of more male players than female, an excess male player CANNOT replace the injured female in the kicking order nor in the defense. To maintain 10 players on the field, a female must replace a female. If an injury to a female or a missing female creates less than 10 players on the field, you may play with more males than females, but still only a maximum of 5 males; **see Game Regulations - rule E.** If injuries limit the players to 7 or less, the game shall be forfeited. Injured players are not eligible to return for the remainder of the game.
- G) Run rule: A game shall be called if a team is ahead by 15 or more runs any time at the end of three innings, or if a team is ahead by 10 or more runs at any time after the end of five innings.
- H) The score sheet that comes to our office is the final score, unless it can be proven otherwise. Each team is responsible to ensure the final score is correct before it is given to the referee.
- I) Three or more forfeits may drop a team from the league and tournament play without a refund, and may prevent them from registering in future seasons.

3) PITCHING, CATCHING & DEFENSE BOUNDARIES

- A) No “bouncies” allowed. A pitch that **bounces 1 foot or higher (umpire's discretion)**, at or through the plate, will be a ball. The ball must also touch the ground at least once before reaching home plate.
- B) The pitcher must release the ball by hand while on the 1st base – 3rd base diagonal and remain inside the pitcher's circle until the ball is kicked. If either line is in error, the umpire may rule the pitch a ball. If a kick is made after this infraction occurs and results in a tag or throw out, the umpire may rule the runner safe.
- C) The catcher must field behind the kicker and cannot cross home plate or the kicker until the ball is kicked. At no time can the catcher impede the progress of the kicker prior to the kick. Catcher interference will result in a ball being called.
- D) No fielder may cross the 1st base – 3rd base diagonal until the ball is kicked. No outfielder may cross the outer circle until the ball is kicked. If as a result of a player crossing a line too early they are able to tag or throw out a runner, the umpire may rule the runner safe.

4) KICKING

- A) All kicks must occur at or behind home plate and within the kicker's box. If any portion of the kicker's plant foot is touching home plate or the kicker's box, the kick is legal. If the entire plant foot goes beyond home plate or the kicker's box, the kick will be illegal and called a strike. A legal kick can come from any part of the kicker's leg below the knee, but can only be touched once by the kicker.
- B) Balls and strikes will be called (up to 3 strikes/4 balls). Kickers start with a 1-ball and 1-strike count. The strike zone is defined as home plate (18 inches) and less than 1 foot above the plate. The entire width of the ball may be to the side of the plate as only the edge of the ball needs to touch home plate in order to be called a strike. Second foul ball after strike two will be an out.

(1) A STRIKE IS:

- (a) A ball pitched legally through the strike zone that is not kicked.
- (b) An attempted kick that misses a legally pitched ball
- (c) A kick in fair territory made in front of home plate with the plant foot outside the kicker's box.
- (d) A foul ball when the strike count is less than two or a second foul ball after two strikes.

(2) A BALL IS:

- (a) A pitch outside the strike zone.
- (b) An illegal pitch – a ball that is higher than one foot in the strike zone or released after the pitcher has left the 1st base – 3rd base diagonal - **see Pitching & Catching - rule B.**
- (c) A ball entering the strike zone from the side. The ball **must** enter the front of the strike zone.

(3) A FOUL IS:

- (a) A kick landing out of bounds without returning on its own to fair territory before being touched or before passing 1st or 3rd base;
- (b) A kick landing in bounds, but traveling out of bounds on its own at any time before being touched or before reaching first or third base. (Any ball, in flight or on the ground, that is touched over fair territory by a player before it goes out of bounds is automatically in play);
- (c) A kicked ball touched or stopped by the kicker in foul territory after the initial kick;
- (d) A kicked ball in flight over foul territory touched by a fielder and not caught;
- (e) A fair kick that is made above the knee.

- C) Bunting is allowed.

5) BASE RUNNING

- A) Leadoffs or stealing is not allowed. The runner must remain on the base until the ball is kicked. Violation of this rule will result in the runner being called out.
- B) Base runners must remain within the "base line" when advancing from base to base.
- C) A runner will be called out if they are hit or touched with a ball below the shoulders, while not on a base. Any upright runner hit above the shoulders with a thrown ball is declared safe and awarded an extra base. If a runner intentionally uses their head to block the ball (umpire discretion) they will be out. **Umpires have discretion on any ball thrown hard when the defender is close to the runner or if malice is detected, regardless of what position the runner is in.**
- D) A runner will be called out if they are hit anywhere with a ball kicked by the kicker (teammate).
- E) Overthrow rule applies only if the ball travels out-of-play. Out-of-play occurs when the ball goes into a dugout, over the fence in foul territory, into a designated out-of-play area or contacts an object or area outside of the field, such as a tree, a body of water, a sidewalk, etc. Runner(s) advance to the base en route, plus one, when the overthrow *occurs*, not when the overthrow is called.

6) INNINGS

- A) Three outs by a team constitute a half-inning. AN OUT IS:
 - (1) A count of 3 strikes or 2 **foul** balls after 2 strikes; kickers start with a 1-and-1 count.
 - (2) A runner touched by the ball at any time while **not** on base.
 - (3) A force out at any base.
 - (4) Any kicked ball, fair or foul, that is caught before touching the ground.
 - (5) A runner advancing off the base before the ball is kicked.

7) OTHER

- A) Suspension of play:
 - (1) When, in the judgment of the umpire, all immediate play appears completed, the umpire should call time.
 - (2) Some out-of-play areas will be marked, but the umpire can rule any out-of-play at his/her discretion, especially for the safety of players and spectators.
- B) Official baseball/softball rules will apply when pertaining to;
 - (1) Fair vs. foul ball, once kicked.
 - (2) Tagging up.
 - (3) The base line.
 - (4) Infield Fly.
 - (5) Base coaches.
- C) BEER
 - (1) The consumption of beer is permitted in the **DUGOUTS ONLY**. This is the **ONLY** alcoholic beverage permitted. Cans only. **GLASS BOTTLES ARE NOT ALLOWED.**
 - (2) Each team is responsible for the purchase of a Beer Permit for their team for each night of play.
 - (3) Permits issued to a team do not cover other teams participating in the league.

(4) Teams that fail to comply with these rules will be suspended from league play.

8) EQUIPMENT/SAFETY

- A) The City of Scottsdale Parks & Recreation Division will provide the official game ball.
- B) Metal cleats are prohibited.
- C) Uniforms are not required, but highly recommended to distinguish infielders from base runners.

9) PLAYER CONDUCT

- A) Any physical or verbal assault upon an official, staff member, player and/or spectator will result in automatic suspension, which may be extended for up to a lifetime as deemed proper by the Coordinator and Staff. This includes any inappropriate behavior or abuse towards officials, staff, players and/or spectators, on or off the field, prior to, during, or after a game.
- B) Obscene and/or abusive language, threats, and other unsportsmanlike acts are grounds for player/coach ejection, suspension and/or game forfeiture. The Sports Coordinator will determine future game suspensions after reviewing the circumstances of the player(s) ejection.
- C) Once ejected from a game a player must leave the playing field **and the park area as well**. Actions of the player(s) once ejected are still the responsibility of his/her team. Teams are also responsible for the conduct of their spectators.
- D) Any player/person ejected from their game will also be suspended for at least the next scheduled game. If the next scheduled game is postponed for any reason, the suspension will count toward the following scheduled game. The Adult Sports Staff will determine the severity of the suspension, which could be up to a lifetime depending upon the severity of the situation. The suspended player/person is not allowed at the ball field, park or facility while serving their suspension.
- E) For safety/liability purposes, any non-playing personnel (other than coaches and scorekeepers), which include children and pets, will not be allowed to sit in the dugout area or on the playing field and must be supervised by non-playing adults. This includes anyone less than 18 years of age.
- F) Players noticeably under the influence of drugs will be ejected from the game and facility. Failure to abide by this rule may result in game forfeiture and player(s) suspension.

10) RAIN PROCEDURE / GAME RESCHEDULING

When in doubt about weather conditions causing game cancellations please call the following numbers after 3PM:

Monday thru Friday, 3pm - 5pm call the Adult Sports Office @ (480) 312-0227. You may also call the following field offices directly after 5pm: Chaparral Park (480) 312-2353, Eldorado Park (480) 312-2483, Yavapai Ball-field (480) 312-2330 and Horizon Park (480) 312-2650.

It is your responsibility as a team manager to be in contact with the Sports Staff when there may be a possibility of canceled games due to inclement weather. Rainouts will not be determined prior to 3PM.

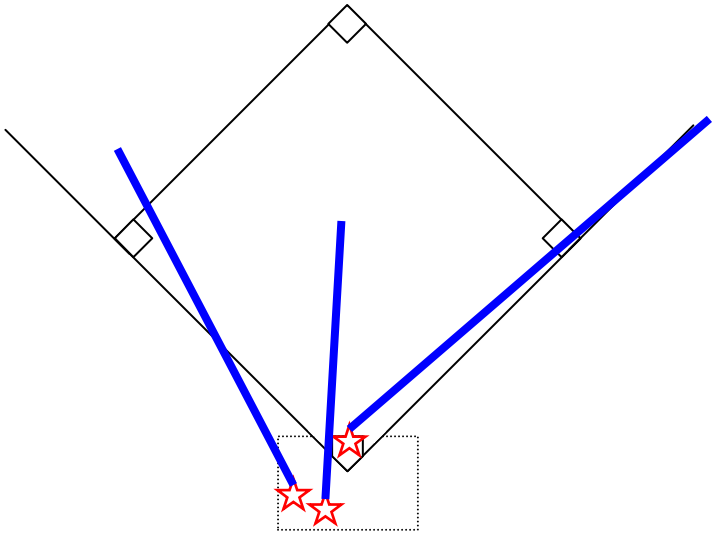
If games have been canceled due to weather problems, it is your responsibility to contact the Sports Office for your newly rescheduled game time and date. All efforts will be made to reschedule games for the same day of the week as your regular games. However, if games must be rescheduled for a different night, they will be rescheduled by the following priority list:

1. Alternate night consistent with present schedule
2. Friday evenings
3. Saturday between 8am and 5pm

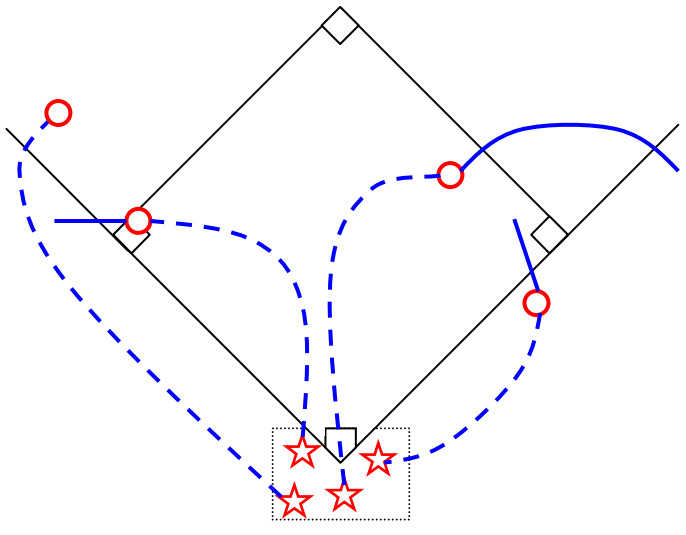
4. Sundays after 1pm

City of Scottsdale, Adult Sports Office • 480-312-0227

Examples of Fair Grounders



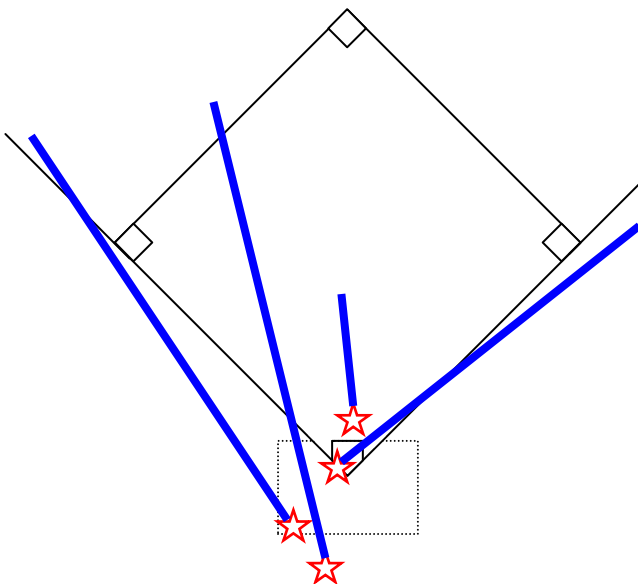
Examples of Fair Flys



	Grounder (as the ball travels on the ground)
	Fly Ball (as the ball travels in the air)
	First contact made by kicker
	First contact a fly ball makes with the ground

(All examples provided here are based on a foul or fair being determined prior to a player making contact with the ball. If a ball makes contact with a player near a foul line and prior to one of these examples occurring, fair or foul is judged by the position of the ball, not the player.)

Examples of Foul Grounders



Examples of Foul Flys

