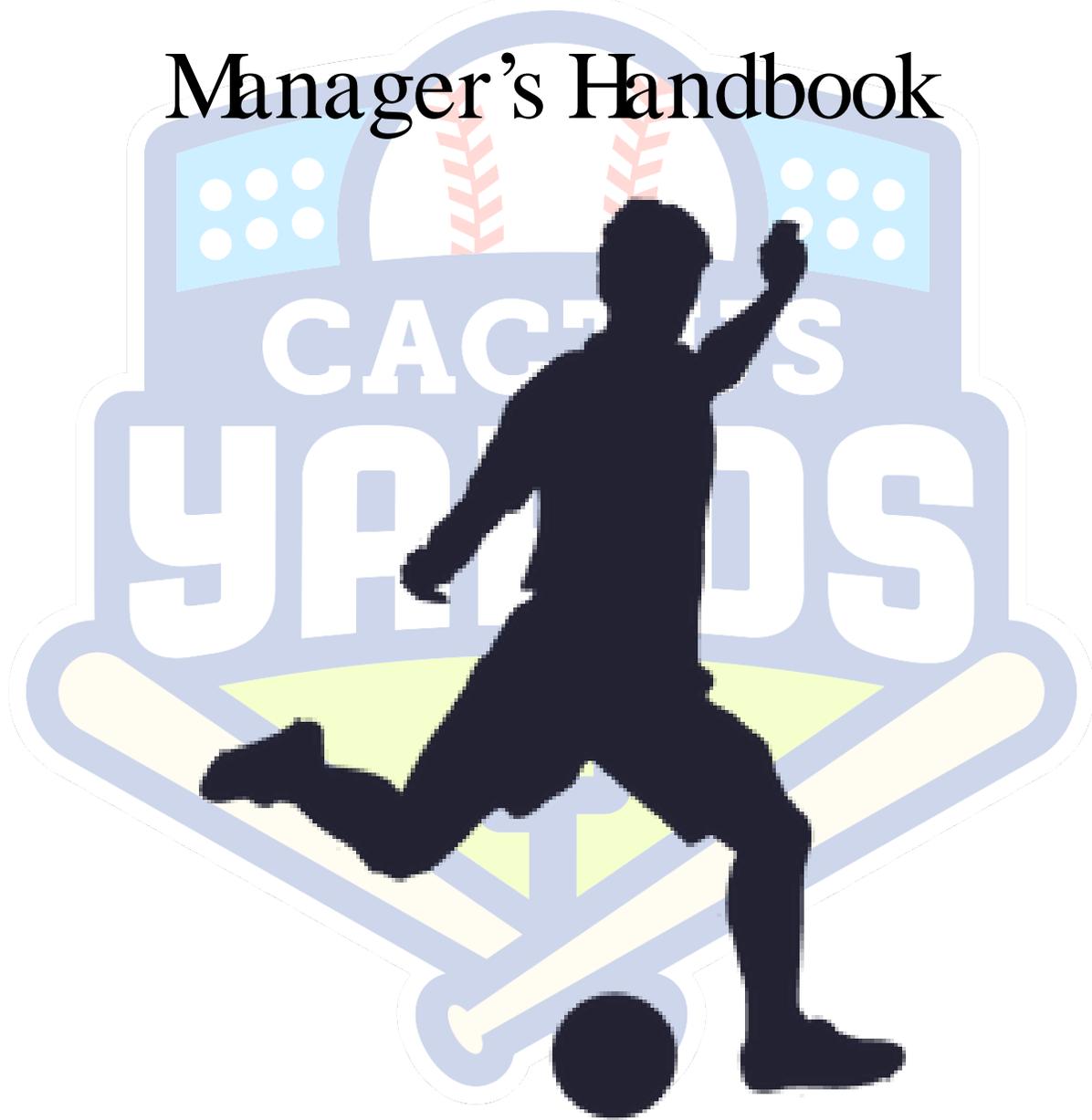


# Adult Kickball

## Manager's Handbook



# Gilbert Parks and Recreation Department - Adult Kickball Rules

These rules are in addition to the World Adult Kickball Association (WAKA) official rule book. The Gilbert Parks & Recreation Department reserves the right to implement, alter, add or delete rules and/or policies as deemed necessary.

## Program Structure

### Organizational Meeting:

Organizational meetings are no longer held for upcoming seasons. All league information is available on the Town website at [www.gilbertaz.gov/cactusyards](http://www.gilbertaz.gov/cactusyards). Please refer to the current league flyer for specific information on league offering and registration dates.

### Registration:

Registration occurs online at [www.GilbertRecreation.com](http://www.GilbertRecreation.com) or in person at the Parks & Recreation Main Office. Roster must be submitted via email within 24 hours of registering online.

### League Availability:

Registration for all divisions is typically capped at eight (8) teams. Team managers can view league availability at [www.GilbertRecreation.com](http://www.GilbertRecreation.com). The league director may restrict participation of any team or player into a league at the director's discretion.

### Game Schedules:

Kickball leagues are normally based on eight teams per league. Final league structure will be determined by registrations received. Please refer to the current league flyer for additional league information.

### Classifications:

Leagues will be offered in the following categories:

Co-Ed: ..... Rec

## League Policies

### The Field:

All games will be played on baseball fields at Cactus Yards. Improper field set up needs to be brought to the attention of the referee and fix prior to the next play.

Prior to the kick, participants are not allowed in the sideline area with the exception to officials, the kicker, and base coaches. The first sideline infraction will be a warning. Any violation of the sideline policy will result as an out for the next kicker in the rotation of the team at fault.

Music: No amplified music devices will be allowed at Cactus Yards

### Alcoholic Beverage(s):

Outside alcohol is prohibited all alcohol must be purchased on site. The consumption of beer, wine or spirituous liquor is not allowed in the field of play or dugout area. Players violating the alcohol policy will

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be subject to discipline, including game suspensions and/or expulsion from the league. Teams violating this policy may be subject to forfeiture of the game and/or expulsion from the league.

## Refund Policy:

No refunds will be given unless a league is cancelled. In the event that rule violations result in a team being removed from the league, the following refund formula will be used:

- Teams expelled between the date of registration and the beginning of their leagues first game will forfeit 100% of their registration fee.
- Teams expelled after the start of their first game will forfeit 100% of fee.

## Players:

Roster will require a minimum of ten (10) players and a maximum of fifteen (15). A minimum of 8 players, (4 female, 4 male) must be present to start a game. The field of play will be comprised of 10 defensive players at given time. The maximum number of male fielders is 5 regardless of injuries. All rosters need to be submitted within 24-hours of registration. On first day of league play each player will need to verify identity and sign the team rosters.

All Adult league players must be 18 and older by the league start date. If a team is caught with a player under 18 it will result in a forfeit and the underage player will be removed from the roster.

Players are not allowed to be added to a roster after the start of the team's third game. Roster must be finalized no later than the third (3) week of league play. Town of Gilbert employees have the right to add or remove any player from a team's roster at any time during the season.

**SUBSTITUTIONS:** A runner can be substituted if they are injured when running to the base and make it there without getting out. In the instance of an injury in the field of play a player can be substituted, a male can only substitute for a female if the ratio of male to female will not be broken. A male cannot substitute for a female in the kicking rotation.

A pitcher or catcher can only be replaced once during the course of the same inning barring an injury.

## Player Equipment:

Closed toe athletic shoes are required. **NO METAL CLEATS.** Rubber/plastic cleats are appropriate. All clothing is considered a part of the player. Visible jewelry deemed by the official to be dangerous must be removed. Teams are highly recommended to wear the same color shirt but are not required.

## The Official:

Official abuse will not be tolerated and handled accordingly. Decisions of the Official regarding play and interpretation of the rules are final. Questions regarding to call and rules will be answered by the official(s) onsite. Before the start of each game the official will meet with each team captain to exchange rosters (kicking order) and review ground rules.

Officials have the right to call a stop to play when deemed necessary for player safety. The official has the ability to penalize or eject a player for violating any rules or creating a hostile/unsafe environment for other players.

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## Game Duration:

The game will consist of either 7 innings and/or no new inning after 50 minutes, whichever elapse first. (*Exceptions: games may end earlier due to inclement weather or being run ruled*). If a game has completed four or more innings before being cancelled the game will be considered completed and will not be rescheduled.

Games postponed due to rain or other unforeseen reasons will typically be rescheduled at the end of the season on the same night of play. It is the Gilbert Parks and Recreation department's policy to make up rained-out games and replay the game in its entirety. It is difficult to recreate the same game conditions with players, scores, etc. of the interrupted game. It is the manager's responsibility to check the date, time and location of any rescheduled games by obtaining an updated schedule from the website. If weather conditions are questionable, it is the team manager's responsibility to call the RAINOUTLINE (480-503-6201) after 3:30 p.m. to find out if games will be played. The Gilbert Parks and Recreation department reserves the right to reschedule games to a night not originally scheduled if a night has multiple rainouts during the season. Some games may not be rescheduled due to schedule restrictions.

## Eligibility:

To be eligible a player must be listed on the active roster. Should a player arrive late to a game the play must not enter the field until the next stoppage of play. The official and opposing team manager must be notified of the late player arrival. A late player maybe added to the bottom of the kicking rotation upon arrival. A late player cannot enter the game after the 4<sup>th</sup> inning or during the final 30 minutes.

A wrong kicker claim must be made to the official no earlier than the first pitch to the "wrong" kicker and no later than the first pitch to the following kicker. It is the responsibility of the accusing team to prove an ineligible kicker. If the official determines there was wrong kicker any resulting play is considered nullified and the "wrong" kicker is counted as an out.

## Roster Checks:

The Gilbert Parks & Recreation staff reserves the right to randomly check team rosters for player validity. The manager is responsible for keeping up-to-date team roster records. This practice can eliminate any question as to whether or not a team member is eligible to play. Players must present the field supervisor with a form of photo identification upon request. Any player or team information which is not correct on a team's roster, and/or the use of illegal or ineligible players will result in league discipline.

Each team may request one roster check per season. A roster check must be requested prior to the start of the 3<sup>rd</sup> inning.

## Base Coaches:

Members of the kicking team are permitted to act as base coaches at first and third. Only one team member per base. Base coaches can switch during the inning to maintain kicking order.

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## Defensive Play:

During the pitching progress all infield players must remain behind the 1<sup>st</sup> – 3<sup>rd</sup> diagonal until the ball is kicked. A first violation will result in a warning with second violation granting the kick at minimum advancing to first. All fielders, besides the catcher, must be in fair territory prior to the kick.

**Pitchers:** Pitchers must be pitch underhand in a bowling motion. A ball can be pitched in a side arm motion, the pitchers arm should be within 6 inches of their body. During the release of the pitch a pitcher must have one foot on or behind the pitching mound. A pitcher cannot play in front of the 1<sup>st</sup> – 3<sup>rd</sup> diagonal until after the ball has been kicked.

Bouncing pitches are allowed. A bouncing pitch must make contact with the ground at least twice before crossing the plate. If a bouncing pitch elevates past 1 foot (umpire decision) at or over the plate it will be considered a ball.

**Catchers:** The catcher must remain behind or with in the kicking box. (Kicking box is determined to be up to 10 feet from the point of home plate and 3 feet to either side.) The catcher in not allowed to make any contact with the kicker or actions that would hinder the kickers ability to make contact with the ball. Once the ball has been kicked the catcher is allowed to make a play on the ball or at the plate.

## Offensive Play:

Legal kicks require that the ball make contact with the foot or shin area and within the kicking box at or behind home plate. The player kicking may start outside of the kicking box but must be in the kicking box to kick. Any kick made with the kicker's plant foot outside the kicking box or above home plate will be called a strike. The kicker cannot make contact with the ball more than once. Only females are allowed to bunt, men will be given a team warning and bunt after will be considered an out.

**Base Running:** Runners must stay within the baseline, a runner avoiding the baseline will be deemed out. A baseline should have a natural running arc when advancing more than one base. Runners are granted 4 feet either side of the baseline to avoid a tag or fielder making a play. Runners tagged or hit by the ball while running will be out if they are hit below the shoulders. If a runner is hit in the head they will not be out (*exception: a runner can be consider out when hit in the head if the runner is sliding*). The runner may not intentionally use their head to "block" the ball. If a runner intentionally makes contact with their head and the ball the runner will be considered out.

A fielder must remain clear or the baseline unless necessary to make a play on the ball. If a runner is obstructed by a fielder not making a play on the ball the runner will be granted the base they are running to.

There are no lead offs or stealing allowed, the base runner must be touching the base until the ball is kicked. A runner who is off the base when the ball is kicked will be considered out. A tag-up is a requirement to retouch or stay on the base until a kicked then caught ball is first touched by a fielder (regardless of whether the fielder catches the ball, as soon as ball is touched by a fielder, a runner can tag-up right then. Example: if the kicker kicks the ball to the outfield and a fielder attempts to catch the ball but instead volleys it up into the air allowing another fielder to make the catch. The kicker would be out and the runner can tag up as soon as the first fielder touches the ball. After a tag-up a runner may advance. A runner failing to tag-up as required is out.

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A runner cannot pass another base runner.

An overthrown ball that leaves the field of play will allow base runners to advance one base from their location at the time of incident.

## Scoring:

A run will be scored when a runner touches home plate (after touching all the other bases) before the third out is made. A run can be scored on a third out if it is a force out.

If a team is ahead by 15 runs or more after the completion of three innings or ahead by 10 runs or more after the completion of five innings the ahead team will be declared the winner.

## Scorekeeping:

The home team is official scorekeeper. Player's first and last names must be written on the scoresheet. If the home team does not supply a scorekeeper, the visiting team has the option of supplying the official scorekeeper. If it does, the visiting team becomes the home team. If the original visiting team does not wish to be or cannot supply a scorekeeper, the original home team must provide a scorekeeper even if it means pulling a player from the lineup. Refusal to do so will result in the home team forfeiting to the visiting team. The visiting team is responsible for comparing scorebooks after each inning. If there is discrepancy in scores, play is halted to solve the problem. After the next pitch, no further discussion will be considered.

It is recommended that even the visiting team keep their own score, and compare their book to the official scoresheet with the home team after each inning to avoid any scorekeeping issues.

## Strikes and Balls:

The strike zone is considered to be any point within one foot of home plate (3 dimensionally). Any ball pitched legally and not kicked is a strike. Any attempt to kick the ball (pitched legally or not) and miss is a strike. If a kick is made with the plant leg in front of home plate or outside the kicking box it will be consider a strike regardless of any play made on the ball. Any foul ball when the count is below two strikes. **All players will begin with a 1-1 count. (Any combination of three fouls will result as an out)**

A ball will constitute as any illegal pitch, a pitch entering the strike zone from the side (pitches must enter straight on) or a pitch that is not within the strike zone.

## Walks:

If a pitcher walks (intentionally or not) a male kicker the male kicker will be rewarded second base. If a male kicker is walked (intentionally or not) when there is two outs the following female kicker has the option to take a base or kick.

## Fair and Foul Territory:

Foul territory is considered as anything to the left of the third base line or right of the first base line. Foul ball is determined as a ball that first touches the ground in foul territory. Any ball in foul territory that makes contact with a player or official who is fully in foul territory and is not caught by the same player to make initial contact. Any ball that goes into foul territory before 1<sup>st</sup> or 3<sup>rd</sup> base after hitting fair territory first will be consider foul.

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Fair territory is considered as anything within the 1<sup>st</sup> and 3<sup>rd</sup> baselines. If a ball enters foul territory beyond 1<sup>st</sup> or 3<sup>rd</sup> base after first touching fair territory will be considered fair. Any individual in or partly in fair territory is considered fair.

### Live/Dead Ball:

The play is considered live until the ball is returned to the pitcher or leaves the field of play. If the ball leaves the field of play due to a fielder attempting to make a play the ball will be called dead and runners will advance one base (see Rule 9 – overthrown).

A play will be considered dead when the ball is returned to the pitcher and the pitcher is at the pitching mound. If a pitcher is attempting to make play with the ball on a runner the play will be considered live.

In the instance the fielders are obviously trying to give the ball to the pitcher (at the mound) from an infielder runners will not be allowed to advance. The ball will be presumed dead when it leaves the fielders hands.

### Injuries:

Any player/coach who is bleeding, has an open wound, or has blood on his/her uniform, shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical treatment or care can be administered in a reasonable time, the individual will not have to leave the game. (The length of time considered reasonable is umpire judgement.) The umpire will be responsible for determining whether an open wound or bleeding condition requires treatment. The umpire will also determine in his/her judgement if a uniform needs to be changed. If treatment or action is required, the umpire shall: Stop the game and immediately call a coach, trainer, or other authorized person to the injured player and allow treatment. Apply the rules of the game regarding substitution.

Although a first-aid kit is maintained at the ballfield complex for emergency situations, it is recommended that teams bring first-aid supplies to each game to treat potential bleeding situations. It is each team's responsibility to provide bandages and dressings, and administer care in the application of this Blood Rule.

Any player who is removed from the game for injury or illness must be noted on both teams kicking orders. A player who has left the game due to injury or illness will not count towards an incorrect kicking rotation. **Regardless of injuries 2 males are not allowed to kick back-to-back.**

Injured players who do not kick cannot play the field.

### League Standings:

Final league standings are determined by the best overall win/loss record. If two teams are tied at the end of the regular season, the team which defeated the other more often in head-to-head competition will take the top position. In the case of a split, the team which had the lowest number of runs scored against them by the other team will take the higher position in the standings. In the case of three (or more) teams with identical records, the team which had the lowest number of runs scored against them by the common opponents will take the higher position in the standings.

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Exception: If one team won (swept) all of the head-to-head games versus each of the other common opponents, that team will be awarded highest position in the standings. (The league coordinator has the final decision in all matters concerning this rule.)

## Player/Team Conduct

### Manager/Coach Responsibilities:

Each manager is responsible to see that his/her players, spectators, and/or scorekeepers abide by all the rules governing league play and all rules/policies regarding the use of Gilbert park facilities.

### Player/Team Discipline:

Two reprimands or warnings to an individual, team and/or spectator for unsportsmanlike conduct will be cause for automatic ejection of the player, game forfeit, and/or removal of the spectator from the park premises. A third reprimand to any other player or spectator of the team will warrant termination of the game, with the forfeit win being awarded to the opposing team. **Any player ejected from a game is automatically suspended from the next game AND IS REQUIRED TO LEAVE THE PARK IMMEDIATELY.** Any ejected player who plays in the next game causes his/her team to forfeit that game. Any player ejected twice in a season will be dropped from the league. **Some flagrant forms of unsportsmanlike conduct (as determined by the official) will warrant automatic ejection with no warnings given. Any team receiving two ejections in the same game will be forfeited.**

### Code of Conduct:

The Code of Conduct includes, but is not limited to the following:

- 1.) No manager, player, or spectator shall physically/verbally threaten, lay a hand upon, shove, or strike an official, field supervisor, staff member, player and/or spectator.
- 2.) No manager, player, and/or spectator shall be guilty of objectionable and/or disruptive verbal demonstrations of dissent at an official's or field supervisor's decision, or refuse to abide by official's or field supervisor's decision. No manager, player, and/or spectator shall be guilty of verbal abuse to include references to an individual or group's race, religion, gender, national origin, disability or age.
- 3.) Participants shall not use flagrant rough tactics against an opposing player.
- 4.) There shall be no unnecessary throwing of equipment, or any other objects.
- 5.) There will be no cause for defacement or destruction to any public facility or equipment.
- 6.) Participants (managers, coaches, players, etc.) may not falsify their own name or any other player's name on a team roster, scoresheet, or any other league document. The use of ineligible or illegal players is not permitted.
- 7.) Consuming alcoholic beverages in Town of Gilbert parks is not permitted.

Individuals and/or teams violating the Code of Conduct will be subject to league discipline action which may include one or more of the following actions: game ejection, game forfeiture, game suspensions, probation and/or seasonal suspension.

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The Gilbert Parks & Recreation Department reserves the right to discipline and/or suspend players, or managers for incidents and/or conduct not specifically covered in this handbook or the WAKA official rules, but which in the opinion of the Gilbert Parks & Recreation Department constitutes unsportsmanlike conduct, dangerous conduct, or conduct which is determined to be detrimental to the Gilbert Kickball Program. All official league disciplinary decisions as rendered by the Gilbert Parks & Recreation Department are final.

