

Charlottesville Parks and Recreation

Adult Kickball Rules and Regulations

The Adult Kickball Program shall be governed by the rules in this packet. Any rule or regulation not covered will be governed by the WAKA Rulebook and left to the discretion of Charlottesville Parks and Recreation Department.

TEAMS, FIELD & EQUIPMENT

Section 1 Teams

- A. Teams are made up of 10 players. A minimum of 8 players are required to start and finish a game.

Section 2 Field Dimensions and Markings

- A. Games shall be played on Azalea Park field. There shall be fair/foul lines on third/first base. There shall be a fair/foul bunt line on the third/first base path.

Section 3 Players & Positions

- A. A team must have a minimum of 8 players to start and continue a game. Two of these players must play the positions of pitcher and catcher. A team can add the ninth and tenth player(s) when they arrive to the game at the bottom of the kicking order.
- B. Extra Players: Teams are permitted to have up to 20 kickers in the line-up. Any 20 of these players are permitted to play in the field.
- C. Any player may play defense or offense at any time as long as he/she occupies a kicking position in the line-up. A starter and his/her substitute cannot be in the field at the same time.

Section 4 Equipment

- A. The official ball used in tournament and league play will be supplied by Charlottesville Parks & Recreation.
- B. The ball shall be a WAKA certified ball size 8.5”.
- C. Teams are required to retrieve balls that go out of play.
- D. Teams will be provided 15 team jerseys.
- E. The following is illegal for any participant to wear:
 - a. Jewelry
 - b. Hard-Billed Hats
 - c. Hard Hair Control Devices
 - d. Bandanas
 - e. Improper shoes (closed-toe, closed-heel required).
 - f. Metal cleats

Section 5 The Game

- A. The home team shall be decided by a coin-toss. The home team in the playoffs is the higher seed.
- B. Coaches are required to turn in a lineup card with first/last names of players to the umpire prior to the start of the game.
- C. The game shall be seven (7) innings or 55 minutes. The 55 minute mark will start at the coin toss and no new innings shall begin after the 55 minute mark.
- D. If the game is tied after seven (7) innings or the time limit, extra innings shall be played until a winner is declared. In these extra innings, a one-pitch format is utilized. If the pitch is a strike, the batter is out. If the pitch is a ball, the batter will be given first base. If the pitch is fouled off, the batter is out. The kicking team shall start each extra inning with one runner on second base.
- E. A four-ball and three-strike rule with one courtesy foul will apply.
- F. 10 run mercy rule applies after five (5) innings.
- G. 15 run mercy rule applies after four (4) innings.
- H. There is no stealing in kickball.

- I. An in-field fly rule is in effect if there are one (1) or zero (0) outs and there are runners on first and second base or first, second, and third base. In the event the umpire decides that a routine pop fly play can be made in the infield or near the infield, the umpire will call the kicker out and base runners may advance at their own risk.
- J. A game is considered complete after the end of the 5th inning. All games that are cancelled after the completion of the 5th inning will not be made up.
- K. If at any time the game is cancelled due to inclement field conditions, the score will revert back to the last completed inning.

Section 6 Pitching

- A. The pitcher shall maintain contact with the plate during the pitch. Once the ball is pitched, the pitcher and defensive infielders may not advance passed the 30 foot bunt line until the ball is kicked.
- B. The pitch shall be underhand and straight. A curved pitch is illegal and will be called a “ball.” The speed of the pitch shall be reasonable.

Section 7 Kicking

- A. All kicks must be made by the foot or leg and below knee level. Any ball touched by the foot or leg below the knee level is a kick.
- B. All kicks must occur:
 - a. At or behind home plate. The kicker may step on home plate to kick. However, no part of the planted foot may be in front of or cross the front edge of home plate.
- C. A bunt is legal provided the bunted ball crosses the 30 foot bunt line (marked on the fair/foul line). If the kick does not cross the bunt line, a “foul” ball is called. If a fielder touches the ball before the ball comes to a stop before crossing the bunt line and before it is ruled dead by the umpire, the ball is considered fair.
- D. If a kicker contacts the ball twice, the kicker is out.
- E. If a male kicker is walked and precedes a female kicker in the line-up, the female kicker is given the option to talk an automatic walk or to kick.

Section 7 The Batter-Runner and Runner

- A. When the defensive player has the ball or is about to receive the ball, the base runner is responsible for contact. It is the base runners responsibility to avoid contact by going around or sliding under the defensive player. If the runner does not, they will be called out. If in the judgement of the umpire the act is flagrant, the runner will be ejected.
- B. Once the ball is returned to the pitcher, the umpire shall call ‘time.’ At this point any runners that have not crossed the halfway point between bases must return to their previous base. Any runners that have crossed the halfway point may advance to the next base.

Section 8 Courtesy Runners

- A. Men’s/Co-Rec Teams are permitted to use one (1) courtesy runner per inning and not 1 per gender.
- B. If a courtesy runner is on base at the time they are schedule to bat, an out will be declared for the batter and the runner will remain on base.
- C. Males must serve as courtesy runners for males and females will serve as courtesy runners for females.

Section 9 Co-Rec Modifications

- A. A minimum of three male and three females are required for the 8 player minimum.
- B. Teams that field 9 or more players are required to play with a minimum of four males and four females.
- C. No more than 2 male players may kick in succession. If a team does not have enough female kickers to kick after two males kick back-to-back, an out will be taken. Females may kick in back-to-back succession.
- D. Co-Rec Defense
 - a. Infield (**Dirt portion of the field within fair territory**) Requirements: 1 female/1 male

- b. Outfield (**Grass portion within fair territory**) Requirements; 1 female/1 male;
- c. Teams are not permitted to have more than 6 players in the infield.
- d. There is a maximum of 6 males on the field.
- E. Males can only sub for males and females can only sub for females.
- F. There are no additional rules for extra players. Teams may bat up to 20 players. Teams are still required to follow the kicking order guidelines and will take outs if they are unable to do so with extra players.

Section 10 Home Runs

- A. There are unlimited homeruns for all leagues.

Section 11 Staff

- A. All games will be supervised by 1 umpire and 1 site-supervisor.
- B. Umpires are used to enforce rules and player conduct throughout the game.

Section 12 Eligibility

- A. Teams are permitted to have up to 20 players on their roster. Rosters must be emailed to Chris Carr (carrc@charlottesville.org) once they are registered.
- B. Players are permitted to play for a maximum of one team per day.
- C. Players cannot switch from one team to another that play on the same day unless that player or coach removes the player from the original team.
- D. Players must be 16 years of age prior to participating in their first game. All players below the age of 18 must have a parent's written permission. This must be turned in prior to participation.
- E. Coaches are required to add players to their roster prior to participating in games. Player additions are done through email and must be added by 12:00 pm the day of the game.
- F. Players can be replaced up until playoffs. No roster changes will be allowed after that point during league playoffs.
- G. During the playoffs, each team's line-up card will be checked against their online roster prior to the start of the game.
- H. Failure to follow eligibility guidelines may result in a forfeiture of affected games.

Section 13 Ejections & Injuries

- A. If a player becomes injured during the game, they may sub in a new player into this line-up spot.
- B. If a player becomes injured, and the team does not have a sub, and the team no longer has the minimum required to play the game, the game ends in a forfeit.
- C. There are no penalties or outs taken if a player becomes injured and the team is able to continue the game with the required minimum player count. Exception: if the injury causes the line-up to have males batting in succession, an out will be taken between the two male batters.
- D. If a player is ejected, that player must leave the field immediately. The ejected player's team will take an out each time that player is due up in the batting order. The team shall not substitute another player in the ejected players' spot in the batting order. The maximum players that the ejected player's team can start in the field following an ejection is 9. If a second player is ejected this number goes to 8. If a third player is ejected, the game ends in a forfeit.

Section 14 Forfeits & Defaults

- A. Teams are required to start and end a game with a minimum of 8 players.
- B. Teams that are unable to attend a scheduled competition must inform the Athletics Office at 434-970-3271 or email the Athletics Program Manager by 4:00 pm of the day of the scheduled game to declare a default (12:00 pm on weekends).
- C. Defaults that are not communicated through the Athletics Office will be counted as forfeits for any team not in attendance for their regularly scheduled game.

- D. If a team defaults three (3) times over a season, they will be removed from the league. A forfeit counts as two (2) defaults. A team that defaults once and forfeits once will be removed from the league.
- E. There is a five minute grace period. If a team does not have the required players once the grace period is over, the game is ruled a forfeit.
- F. Games that are forfeited due to injuries do not count towards a team's total default/forfeit count.

Section 15 Protests

- A. There are two types of protests. All protests are handled on-site.
 - a. *Rule Enforcement:* The coach may protest an umpire's enforcement of a rule. The protest must be stated by the coach before the ball next becomes live following the umpire's call. The protest shall be made to the umpire and decided on by the on-site supervisor. If the decision is reversed, then the correct enforcement shall be applied. If the decision stands, the protesting team shall receive an out. If a team is on defense, the out shall be applied the next time they are up to bat,
 - b. *Player Eligibility:* The coach may protest a player's eligibility. This must be completed by the end of the third inning or the inning after the player enters the game. If the player is in-fact ineligible, the game will end in a forfeit and that player is immediately suspended. If the player is eligible, the protesting team shall receive an out.

Section 16 Scheduling

- A. The Athletics' office takes scheduling preferences into account when the schedule is created. It is possible you may be scheduled outside of one of your preferences.
- B. As a general rule, the Athletics Office does not take reschedule requests for games. However, these are taken on a case-by-case basis. All requests are required to be submitted at least one week ahead of the scheduled game time.
- C. Rainout games are typically played the first available Sunday following the rainout. Game times are typically moved up one hour. IE. Games scheduled at 6pm are played at 5pm on Sunday. In some situations, game times/dates may not follow this rule. Ultimately, all rainout games are scheduled by the Athletics Office.

Section 17 Playoffs

- A. The top 4 teams from each league are eligible for the playoffs.
- B. Standings are determined by:
 - a. Winning Percentage
 - b. Head-to-Head Competitions
 - c. Total Runs Against
 - d. Head-to-Head Point Differential
 - e. Forfeits
 - f. Coin Flip

Section 18 Inclement Weather

- A. The inclement weather hotline is 434-970-3593. A decision will be made to cancel by 4:00 pm. If rain occurs after 4:00 pm the decision to cancel will be made on-site.
- B. If a game cannot continue due to inclement weather, the score of the game will revert back to the score of the last completed inning. If 5 or more innings were complete at the time of the decision to cancel. The final score will be the score of the last completed inning.

Section 19 Alcoholic Beverages

- A. Possession and consumption of alcoholic beverages are prohibited anywhere in the vicinity of scheduled league games and on public property.

Section 20 Sportsmanship and Player Conduct

The purpose of City of Charlottesville adult sports leagues is to provide residents and non-residents the opportunity to participate in a safe and enjoyable environment. We recognize that competition is inherent in all sports but believe sportsmanship and fair play are of primary value in recreation sports. Therefore, the following Code of Conduct has been developed. Unless otherwise stated, this code of conduct applies to participants, coaches, and spectators at the facility including outside the playing field. Under the Code of Conduct, coaches or team representatives are required to be responsible for the conduct of their players during the game.

Section I.

- A.) No participant, Team Manager or Spectator Shall: Verbally argue or visually demonstrate, in a disrespectful manner, disagreement with an umpire or league official's decision. Includes slamming/deliberately throwing the ball
- B.) No participant, Team Manager or Spectator Shall: Use rough or aggressive playing tactics
- C.) No participant, Team Manager or Spectator Shall: Use profane language at any time
- D.) No participant, Team Manager or Spectator Shall: Harass, heckle, insult, jeer or use verbal tactics to embarrass or insult a league official, employee or other participant at any time before, during or after a game. This includes prolonging the game intentionally
- E.) No Team shall: Use an ineligible player
- F.) Other non-violent acts deemed detrimental to the game

Penalties for Section I Violations

1. Automatic one week suspension will be imposed for each individual violation of Section I.
2. Penalty is doubled when it is the second Conduct Code violation in a one year period
3. A third violation will result in suspension for the rest of the season.

Section II

- A) No participant, Team Manager or Spectator Shall: Use profane, obscene or vulgar language or gestures **directed towards** participants, spectators, umpires or league officials in any manner at any time
- B) No participant, Team Manager or Spectator Shall: Be intoxicated- before, during, or after a game

Penalties for Section II Violations

1. Automatic two weeks suspension will be imposed for each violation
2. Participant, Team Manager or Spectator will be suspended for one (1) year for second violation

Section III

- A. No participant, Team Manager or Spectator Shall: Cause or intend to cause physical contact with an official or player or staff member at any time (e.g. tripping, striking of any sort, kicking, pushing, shoving or any other form of physical contact)
- B. No participant, Team Manager or Spectator Shall: Express malicious Verbal threats or use racial or sexually discriminatory comments directed at any player, spectator or umpire, or league official or words that could lead to physical violence

Penalties for Section III Violations:

1. Automatic 6 week suspension and depending on the severity one (1) year or more
2. If a second violation occurs, that individual will be banned from participating or coaching in the Charlottesville Adult Kickball League.

General rules regarding ejections/suspensions:

- A.) The umpire and/or field monitor have the authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct
- B.) Players, coaches, and spectators are subject to ejection before, during or after a game for unsportsmanlike conduct. If an incident pertaining to the sport occurs on City Park property, action will be taken accordingly.

- C.) If a player, coach, or spectator is ejected from a game, that person must vacate the premises immediately.
- D.) If an individual is suspended, he/she will be ineligible to play or participate on ANY team for the duration of the suspension.
- E.) Individuals that have been issued a suspension will not be permitted at the game facility during this suspension. In the event said individual deviates from this ruling, it will constitute a forfeit and the opposing team will receive credit for a win.
- F.) **Any player, coach, or manager ejected from a game must meet with the Athletic Manager prior to playing any further games**
- G.) If a player or coach is ejected from their last regular season or playoff game, the suspension will carry over to next season.
- H.) Charlottesville Parks and Recreation reserves the right to amend and deliver any suspension and punishment that it deems necessary.
- I.) **Any and all punishments handed out by the City of Charlottesville Parks and Recreation dept. are final with no subject for an appeal**