



GREELEY
RECREATION

Kickball Rules

2019

www.teamsideline.com/greeley

SECTION 1

GENERAL INFORMATION

- 1.1.1 All Managers/Coaches are responsible for the information contained in this manual as well as any information that is distributed by the Recreation Department staff.
- 1.1.2 All league rules will be enforced by the seasonal staff, umpires, and scorekeepers and interpreted by the Recreation Department League Coordinator and Field Supervisors.
- 1.1.3 The League Coordinator reserves the right to change or amend any of the rules or regulations contained in this manual.
- 1.1.4 League schedules and standings will be posted on the sports website found at www.teamsideline.com/greeley
- 1.1.5 Weather Hotline is 970-350-9537 and updates will be posted by 5 pm of game day.
- 1.1.6 Players can follow the adult sports leagues on Twitter @GreeleyRec where we post weather updates, league information, photos and other social media.

RECREATION DEPARTMENT'S RESPONSIBILITY

- 1.2.1 Provide a schedule of games.
- 1.2.2 Provide game balls and scoreboards.
- 1.2.3 Provide at least one umpire.
- 1.2.4 Keep a record of all games played.
- 1.2.5 Provide all necessary field maintenance
- 1.2.6 Handle misconduct situations
- 1.2.7 Awards will be given to first place team based on either the league standings or tournament champions depending on # of teams and how league is scheduled.

MANAGER / COACH RESPONSIBILITY

- 1.3.1 Inform all team members of the information contained in this manual or any additional information distributed by the Recreation Department staff through all media.
- 1.3.2 Inform all team members of game times, dates and locations.
- 1.3.3 Insure and monitor that all team members are recorded on the official roster, including changes and additions throughout the season.
- 1.3.4 Make sure all team participants are at least (16) years of age.
- 1.3.5 Inform the Adult Sports coordinator in a timely manner of any difficulties that may occur.
- 1.3.6 Be responsible for the actions of your team and team spectators.
- 1.3.7 Notify the Adult Sports coordinator of any changes in manager or team manager's contact information
- 1.3.8 Be aware of all information posted on www.teamsideline.com/greeley including rain-out schedules, tournament information and league standings.
- 1.3.9 Adhere to all league rules as stated
- 1.3.10 See that line up is turned into the field umpire (10) minutes before game.
- 1.3.11 Contact Adult Sports coordinator at least (2) hours before game of a forfeit.

RAIN-OUTS

- 1.4.1 If rain interrupts a game and it has not went (5) innings (or 4 ½ if the home team is ahead) the game will be rescheduled. If the rain-out is to be made up, the schedule will be updated online at www.teamsideline.com/greeley. You may contact the Adult Sports coordinator at 970-350-9438 with questions or concerns.

- 1.4.2 Weather cancellations will be posted on our “Weather Hotline: 970-350-9537” by 5 pm of game days. Cancellations will also be posted online at www.teamsideline.com/greeley and a text to team captain’s cell phone number when available.

SECTION 2

ROSTERS

- 2.1.1 Players must sign the official team roster prior to participating in their first game.
- 2.1.2 Official rosters will be kept at the complex with the field supervisor.
- 2.1.3 Teams may add/drop players until the start of the team’s third game at which point rosters will be officially locked for the remainder of the season.
- 2.1.4 All players must be at least 16 years of age. Players between the ages of 16-18 must have a parent or legal guardian sign the roster.
- 2.1.5 Players must have a photo ID available at all times for identification and roster protests. Players unable to supply a legal photo ID will be removed from the game and the team will be subject to rule infraction punishments.
- 2.1.6 The League Coordinator and field supervisors will make final decisions regarding player eligibility.

MISCONDUCTS AND EJECTIONS

- 2.2.1 Zero Tolerance Rule: The City of Greeley has adopted a “ZERO TOLERANCE RULE” towards foul language, taunting, and disrespect. Any player using any type of Foul Language, Taunting, or other forms of disrespect will be removed from the game.
- 2.2.1.1 A warning shall be given to both teams prior to the game. After the pre-game meeting any infraction will lead to an ejection.

- 2.2.2 A players shall be responsible for their own actions. If they are involved in conduct considered as poor sportsmanship or disrespect, the officials and field supervisor have the authority to penalize the player as they see fit. The Sports Coordinator will have the authority to decide if further action will need to be taken.
- 2.2.3 Ejection: Any player, manager/coach, or fan ejected from a game must leave the complex and may not return that same even evening. All players that are ejected are subject to a suspension and must contact the league coordinator prior to returning to action. Contact with the league coordinator cannot occur for 24 hours after the ejection.

UNIFORMS

- 2.3.1 The City of Greeley will not require uniforms, but suggest teams wear matching colors.
- 2.3.2 Shoes must be worn at all times (no bare feet).
- 2.3.3 No metal cleats. Any plastic spike or molded sole will be acceptable.
- 2.3.4 Tennis shoes of any type are legal.
- 2.3.5 Sandals, hiking boots, cowboy boots, work boots or similar footwear are prohibited.

JEWELRY

- 2.4.1 Jewelry that would be hazardous, as decided by the umpire or field supervisor, will need to be removed, covered, or taped.

COMMUNICABLE DISEASE RULE (BLOOD RULE)

- 2.5.1 When a player suffers a laceration or wound where bleeding or oozing occurs, the game will be stopped until the player is removed from participation. Once the injured area has been treated and the bleeding has stopped the participant may return.

- 2.5.2 If a legal substitute is available, they will replace the injured participant.
- 2.5.3 If no substitute is available, the game clock will be stopped for a reasonable length of time for participant to address the injured area. (3 to 5 minutes)
- 2.5.4 The player may re-enter the game only with the umpire's approval. This means bleeding must be stopped and/or wound covered. Any article of clothing that is saturated with blood must be removed or replaced.

SECTION 3

GAME RULES

- 3.1.1 **Number of Players:** A minimum of eight (8) players (minimum of three (3) females) can start a game with a maximum of ten (10) players on the field of play for defense. Teams must have a catcher position. All players on the lineup must kick. Teams may kick up to twenty (20) participants.
- 3.1.2 **Official Game:** All games will be (7) innings or 45 minutes. If the game is tied, extra innings will be played with the "International Tie-Breaker Rule" used until a winner is decided.
- 3.1.3 **International Tie-Breaker Rule:** After the completion of seven innings or if time has expired and the score is tied, the "International Tie-Breaker Rule" will be in effect: the last legal kicker in the preceding inning shall be placed on second base to begin the next inning and each succeeding inning until the tie is broken.
- 3.1.4 **Run Rule:** All teams will follow the six run rule: following the end of the play, after the run that puts a team ahead by six has scored, the inning shall be over. It is possible to go ahead by more than six runs if additional runners score behind the 6th run, prior to the end of the play. A team already ahead at the start of the inning, may score 6 additional runs.
- 3.1.5 **Time Limit:** No new inning shall begin after 45 minutes of play. If an inning is in progress when the time limit has expired, the inning and game shall be finished according to the official rules.

3.1.6 **Game Time:** TeamSideline will generate the home and away teams. No coin toss. If neither team has turned in a complete line-up, a coin toss will determine the home team and time will begin, however play will not begin until both teams have turned in line-ups to the umpire.

3.1.7 **Forfeits:** Game time is forfeit time. If at the starting time as scheduled, a team does not have enough players (at least 8 with a minimum of 3 females) the game will be a forfeit.

3.1.8 **Forfeit Fee:** Teams that forfeit and did not notify the Recreation Coordinator at least 4 hours in advance will be subject to a \$35 fine which must be paid prior to the team's next game.

3.1.9 **Protests:** Protests can be made on rule interpretations or player eligibility: no protest shall be made on judgment calls. A \$35.00 fee will be charged at the time of the protest. If the protest is upheld, the fee will be refunded. If a protest cannot be settled at the field, notation will be made at the time of the protest and the game will continue. The protest will be reviewed and a decision shall be made by the League Coordinator. Note: **Player protest must be made by the end of the 2nd inning or by the player's second plate appearance, whichever occurs first.**

3.1.10 **Ball and Strike Count:** All league games will start with a 1 and 1 count. This means 3 ball would result in a walk and 2 strikes would be an out.

3.1.10.1 A Ball is any pitch that is called "bouncy" (See L) or that is deemed to be excessively fast.

3.1.10.2 A Strike is a pitch that is within (1) foot on either side of the plate and a maximum of (1) foot high from the bottom of the ball.

3.1.11 **Fouls:** A kicker may be called out on three (3) foul balls or with one (1) strike (See J2) and two (2) foul balls.

3.1.11.1 A Foul Ball is a kicked ball that stops or settles in foul territory without being touched in fair territory, or which is first touched in foul territory or that first touches some out of play object or area in foul territory, or that first touched foul

ground beyond first and third base or which does not conform to the requirements that would cause it to be a fair ball.

3.1.11.2 A Foul Ball is a kicked ball that stops or settles in fair territory in front of the “Kick Line” (See 3.1.11.2.1)

3.1.11.2.1 **“Kick Line”**- the minimum distant line that runs from the first base line to the pitcher’s mound to the third base line.

3.1.12 **Pitching Bouncy:** A pitched called “bouncy” by the umpire is a ball that does not touch the ground at least twice before reaching the kicking box: and/or a pitched ball that exceeds one (1) foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box, immediately after passing through the strike zone or at the plate.

KICKING

3.2 Kicking (Offense)

3.2.1 A kicker is out if:

3.2.1.1 The kicker fails to kick the ball fairly within the 2 strike count.

3.2.1.2 A kicked ball is caught in fair or foul territory on the fly.

3.2.1.3 A ground ball is fielded to a base for a force out.

3.2.1.4 The defense tags the runner, not in contact with a base, with the ball.

3.2.1.5 Defense throws the ball and contacts the runner below the shoulders (See exception on 3.2.1.5.2) when the runner is not in contact with a base.

3.2.1.5.1 If the ball contacts the ground and then the runner, no out will be made and the play will continue.

3.2.1.5.2 **Exception:** a player who is not in a regular standing/running position and is hit above the shoulders with the ball will be ruled out. Example: bending/ducking down or falling down or sliding/diving to avoid getting hit.

3.2.1.5.3 Clothing is considered part of the runner.

3.2.1.6 A kicked ball contacts a base-runner in fair territory without touching a defender first.

3.2.6.1.1 Result-the ball is dead, the hit runner is out, the batter is awarded first base and all other runners are returned to the bases last occupied before the pitch, unless forced by the runner advancing to first.

3.2.1.7 A runner leads off or attempts to steal. Runners must remain in contact with the base until the ball is contacted by the kicker.

3.2.1.8 A player does not utilize the safety base on a play at first base.

3.2.1.9 The kicker kicks the ball in front of home plate.

3.2.2 **Bunting:** Bunting is not allowed. A bunt is a kick in which the kicker does not reach the “Kick Line”. The play is dead and the kick is considered a foul ball.

DEFENSE

3.2.3 **Fielding (Defense):** No player may field forward the “Kick Line” other than the catcher until the ball is kicked. A team’s first infraction will result in a warning to the team. The second infraction and each subsequent infraction by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.

- 3.2.4 **Stopping Play “Time:”** play will be stopped by the umpire when the ball is controlled in the infield by a defensive player and all base running has stopped.
- 3.2.5 **Crashing into a Defender:** Runners may slide but it is not required. A runner must avoid contact or give themselves up. Any runner that intentionally runs in to a defender will be called out.
- 3.2.6 **Re-entry rule:** Since all players must kick on offense, teams may sub players into the field as many times as they would like at any fielding position. However, the player must remain in the same position in the kicking order.
- 3.2.7 **Courtesy Runner:** Teams are allowed one (1) courtesy runner per inning, but the runner must be the last out regardless of gender.

MISCELANEOUS

- 3.3.1 **Late Arrivals:** If you have a line-up of less than ten (10) players at game time, you may add additional players upon their arrival up to the bottom of line up.
- 3.3.2 **Injury Rule:** any player that is removed from play due to injury or illness and misses his/her spot in the kicking rotation will not be allowed to return to play. Players removed for injury or illness will not be considered an out in the kicking rotation
- 3.3.3 **Ejection Rule:** any player ejected from a game will be considered an out in the kicking rotation.
- 3.3.4 **Safety Bases:** safety bases will be used at first base for all kickball leagues. Players who are rounding first base must touch the white part of the base; on all other plays the runner must touch the orange part of the base. Failure to use the orange base will result in an out.