

Adult Sports Leagues



Kickball By-Laws

Frisco Athletic Center

5828 Nancy Jane Lane, Frisco, TX 75035

Rainout Line: 972.734.1411

City of Frisco Adult Sports Leagues

Games will be played under the World Adult Kickball Association (WAKA) Kickball and TAAF Kickball rules for game play with modified rule supplements with local City of Frisco athletics department. The adult sports leagues shall be governed by the City of Frisco Parks and Recreation Department. The department shall rule on protests, appeals, and extended disciplinary actions.

Adult Kickball Rules

Team Rosters and Liability Waiver

- All players must be at least 18 years of age to participate.
- All players must present their ID on the first night of games and sign the City of Frisco's paper team roster liability waiver form prior to being permitted to play in any league games.
- Team Rosters are limited to 25 players.
- Rosters are locked upon the completion of the team's 4th game of the season.
 - Any player who hasn't signed the roster by week 4 is ineligible to play.
- A player changing to a different team roster must be made prior to game time with the Rec Aide.
- Players are only permitted to sign and be on one team roster per night of play.

Uniforms

- All team members must have matching jerseys or shirts with the same base color with numbers permanently attached in 6" letters or larger on the back of the jersey.
- Only whole numbers from 0-99 can be used.
 - No tape, permanent marker or duplicate numbers will be allowed.
- Metal cleats are not permitted.
- Jewelry of any kind is not permitted to be worn during league play for player safety.

Field of Play

- The field will consist of a 42'6" pitching rubber distance and a base distance of 60'.
- A double first base will be used at first.

Equipment

- The City of Frisco is responsible for providing the game ball.
- The official kickball shall be a seamless, pebble-grain surfaced ball, approximately ten (10) inches in diameter. The center of the ball may contain air only.

Regulation Game Play

- Regulation games are fifty (50) minutes of playing time or seven (7) full innings, whichever occurs first.
- Each team is allowed (2) one-minute timeouts per game.

- In the event of a tie, the International Tie Breaker will be instituted.
 - A runner on 2nd base with 1 pitch thrown.
- The pitcher will be allowed 5 warm up pitches to start the game (*first inning only*).
 - Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- No **infield** fly rule in kickball.
- The legal tag area will be from the shoulder and below.
- If the ball is thrown it must be below the shoulders.
- If a thrown ball strikes a runner in the head, the referee will call "Dead Ball" stopping the play and award the runner with the base they were going to.
 - All other runners must return to the last base touched at the time "Dead Ball" is called.

Flip Flop Rule

In an inning where the run rule has been exceeded and the home team is losing, the home team will remain at bat and become the visiting team.

- If the new visiting team is not able to reduce the run differential below the run rule after 3 outs, then the game is over.
- If they reduce the run difference below the run rule, then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not the game will continue under the new format.
- **The Run Rule is as follows:**
 - 15 runs ahead after 3 innings.
 - 12 runs ahead after 4 innings.
 - 10 runs ahead after 5 innings.

Team Lineups

- Teams must be able to field at least 8 players to start the game.
 - Any late players must be placed at the bottom of the lineup.
- Each team can consist of 10 players (*5 females and 5 males*) playing in the field.
- Teams can use any of the following combinations for (10) players.
 - 3 men and 5-7 women, not to exceed 10 players on the field.
 - 4 men and 4-6 women, not to exceed 10 players on the field.
- At least Eight (8) players are needed to start the game including (4) women and (4) men.
- Teams can use any of the following combinations for (8) players.
 - 3 men and 5 women
 - 4 men and 4 women
- A team **can** play with more females than males.
- A team **cannot** play with more males than females.
- Lineups must be exchanged at the home-plate meeting and all players listed must be on the official team roster.

- A legal lineup will consist of no fewer than eight players.
- In Co-Ed, males cannot kick back-to-back in the lineup.
- Courtesy Runner is permitted for one runner per gender per inning will be allowed, injury not required. This runner will be gender specific i.e. (*male for male or female for female*)

Field Positions

- A team will consist of ten (10) players on the field.
- There are no restrictions on what field positions players can hold, regardless of their gender.
- Maximum of male fielders at one time is 5.
- Outfielders must remain on the grass until the ball has crossed home plate.
- The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of the home plate.
- The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

Shorthand Rule

Teams must be ready at games time or when officials call for the pre-game captains' meeting otherwise a forfeit will be declared. If neither team has 8 players, then the team with the most players will win by forfeit. If both teams have no players or the same number of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket.

- **Ghost Outs** are placed at the lowest possible position of the lineup at the ninth or tenth position.
- In Co-Ed the defensive rule and the alternating batting order rule may not be altered.
- If a Co-Ed team shows up with 8 players, 5 of one sex, and 3 of another, then the seventh and ninth or eighth and tenth batting positions will be used as ghost outs.
- Teams may finish with fewer players than they started with (*minimum of 8 players*).
 - A team is not permitted to drop in numbers due to an ejection. This rule is not considered grounds for protest.
- If a team enters the international tiebreaker with ghost outs causes the last out in the inning before the tie breaker or during the tie breaker, then there will be no runner on second base for that team.

Ball in Play

The ball is dead and not in play when:

- The ball is illegally kicked.
- A kicker makes no attempt to kick at a pitch.
- A foul ball is not caught.
- The offensive team causes interference.
- A blocked ball is declared dead.
- A pitched ball, not kicked by the kicker, is touched by the catcher.
- A no pitch is declared by the umpire.

The ball becomes dead when the umpire calls “time”.

Time is called when:

- In his/her judgement conditions justify call time.
- An injury occurs to a player.
- A coach requests a time out.
- The ball is in possession of the pitcher in the infield and all play has ceased.

Pitching

- The pitcher shall take position in the pitcher’s box.
- The ball should be thrown with moderate speed, adjustments to be made based on umpires’ discretion if necessary.
- Pitchers must deliver the ball with one hand, releasing the top of the ball below his waist toward the home plate.
 - A violation of this will be called a ball.
- The pitcher must remain in the pitcher’s box until the ball leaves their hand.
 - A violation of this will be called a ball.
- If a pitcher decides to walk a player intentionally, they may do so by notifying the umpire.

Automatic Walk Option

- If a male batter is walked, he automatically advances two bases. The next batter, female, must bat if there are no outs or one out.
- When there are two outs, the female batter has the option to either bat or walk.

Strikes

A strike is called by the umpire when:

- When a legal pitch first touches the ground at least once in fair territory and any part of the ball enters any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker’s knee. The ball must clear the kickers circle.
- When a legally pitched ball is kicked at and missed by the kicker or the kicker’s attacking leg misses the ball and the ball hits the kicker’s other leg.
- Foul tip, except on the third strike. On the third strike it will be an out.
- For each foul ball not caught when the kicker has less than two strikes.

Balls

A ball is called by the umpire when:

- For each pitched ball, which does not enter the strike zone and is not struck at by the kicker.
- When a pitched ball bounces over home plate at the height that the top of the ball is higher than the bottom of the kicker’s knee and is not struck at by the kicker.
- For each pitched ball, which does not first touch fair territory and is not struck at by the kicker.
- For each illegal pitch.

- For each pitched ball, which does not clear the kicker's circle.

Fairs and Fouls

A foul ball is called by the umpire when:

- A kicked ball first touching a fielder or referee wholly in foul territory, while the ball is over foul territory.
- A kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base, and touching a fielder or referee wholly in foul territory.
- A ball put in play with any part of the kicker's body or above the kicker's hip level.
- A ball touched more than once or stopped in the kicking box by the kicker.
- A kicked ball first kicked outside of the kicking box.
- A kicked ball first touching a permanent object, such as a batting cage or fence.

A fair ball is called by the umpire when:

- A kicked ball landing and remaining in fair territory.
- A kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base.
- A kicked ball first touching a player or referee in fair territory.
- A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
- A kicked ball that touched a runner before touching the ground in foul territory.
- A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.
- A kicked ball by a male player that touches a defender prior to reaching the 1st - 3rd diagonal line.

No Pitch

A no pitch shall be declared when:

- The pitcher pitches during a suspension of play.
- The ball slips from the pitcher's hand during her swing back.
- The pitcher pitches a quick return pitch.
- The pitcher pitches before the umpire calls for the pitch.

Bunting

A bunt is defined as a ball that does not roll past the diagonal invisible line between 1st and 3rd base.

The line is at the umpire's discretion:

- This is at the defense discretion whether to play or risk.
- Ball must stop on its own prior to crossing that invisible line to officially be ruled a bunt.
- If touched by defense before the imaginary line, the ball is live and in play as a kick.
- Umpire has the right to call time to judge the location of the stopped ball.
- Runners are allowed to advance at their own risk, if ruled a kick.
- A bunt that rolls fair or foul, on kicker's "third strike" is considered an out.

Running the Bases

- Runner is declared out for interference with the fielder while running to any base.
- Leadoffs are not allowed.
- Stealing is not allowed.
- Runner must stay on the base until the ball is kicked.

Kicking

The kicker is out when:

- The third strike is called.
- Does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
- Interferes with the catcher's ability to make a play.
- No courtesy fouls will be called.

All kicks must occur:

- At or behind home plate.
- No part of the planted foot may be in front of or cross the front edge of the home plate.
- Any kick that does not roll past the diagonal imaginary line between 1st and 3rd base will result in an out.
- If touched by defense before reaching the imaginary line, the ball is live and in play as a kick.

The kicker becomes a runner when:

- Ball four is called.
- A ball has crossed the imaginary line between 1st and 3rd or ruled a kick by the umpire after the interference from defense.
- An infielder interferes with the pitch.
- A legal kick has taken place, and they reach base.

A legally kicked ball is fair when:

- Ball settles on or is touched by a fielder or umpire while on or over fair territory.
 - A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
- It is on or over fair territory when bound past the infield.
- It first touched the white part of first, second, or third base.
- It first touches on fair territory beyond first or third base.

The kicker/runner is out when:

- Interference with the catcher's ability to make a play.
- Touches own kicked fair ball, while in fair territory, before it touches a fielder.
- A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
- While running to first, the player is tagged or hit with the ball before reaching first base.
- A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.

- When the player leaves the playing field, the player cannot return back to the base.

Running and Scoring

- A runner may advance once the ball is kicked.
- A runner off base when the ball is kicked is out.
- The runner must stay within the baseline. Any runner outside of the baseline is out.
- Runners may choose their path from one base to the next and may follow the natural running arc.
- Runners are free to change course to avoid interference with a fielder making a play.
- When attempting to avoid a ball tag, runners may move no more than 4 feet outside of their established path.
- Runners may choose to advance beyond the base while the ball is still in play.
- A tag up is requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.

Obstructions

- Fielders may be within the baseline when doing so is necessary to make an active play on the ball but must otherwise stay out of the baseline.
- Runners hindered by any fielder within the baseline, not making any active play for the ball, shall be safe at the base to which they were running.

Base Running on Overthrows

An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.

- A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
- One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance.
- If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- Running past another runner is not allowed. The passing runner is out.

Playoffs

The top teams in the division will be awarded a seed in the playoffs. Depending on the number of teams in each division the top four (4) or six (6) teams will make the playoffs. The winning team in each division will receive sport specific championship t-shirts. Championship games will follow regular season rules.

Adult Sports Code of Conduct

By participating in the City Of Frisco Adult Sports Leagues, all captains, players, and spectators agree to abide by the City of Frisco's Sports League Code of Conduct and Zero Tolerance Policy. Anyone exhibiting unsportsmanlike conduct will be held responsible for their actions. The Code of Conduct is available at

[Frisco Parks and Recreation](#)

Inclement Weather

The athletics department will make the decision on playing fields by 3:00 p.m. during the week and will post field conditions on [Rainout Line - Extensions](#) or by calling the Rainout Line at 972.734.1411. Teams can also visit www.TeamSideline.com/Frisco for updates on field conditions. If weather conditions change during league games, the onsite Rec Aide will follow the City of Frisco's inclement weather protocol.

Incident Report

Any participant who is injured at any City of Frisco sports facility during adult sports league games are required to complete an Incident Report with the Rec Aide on duty.

Blood Rule

Any player who is bleeding, has an open wound, or has an excessive amount of blood on their jersey must leave the game immediately. Game play will be suspended for any player who is injured and bleeding. If a legal substitute is available, they can replace the injured player and play can continue. The player is permitted to return once the bleeding has stopped, the wound has been properly covered and bandaged, and the uniform has been changed.

Alcohol and Smoking Ordinance

Per City Ordinance, the consumption or possession of alcohol is prohibited in the parks, at City of Frisco facilities, or out at athletic complexes and parking lots. [Ordinance, § 58-92\(22\)a](#). Smoking or the use of illegal drugs, or tobacco is prohibited in the parks, at City of Frisco facilities, or out at the athletic complexes. [Ordinance, § 58-92\(22\)a](#). All glass bottles are prohibited in the parks and athletic complexes. Recreation Aides, Umpires, and Officials reserve the right to eject anyone suspected of being intoxicated during league games. Additional sanctions may be imposed by league administration depending on the severity of the violation.

Forfeits

All adult sports league captains will adhere to the forfeit policy and procedure when notifying the athletics department regarding a forfeit for their team. Forfeiting a game should be a last resort and captains should review the league rules to determine if a forfeit is necessary or if they can play under a shorthand rule.

24-hour advance notice of league game forfeit:

1. Captains needing to forfeit a game must contact the athletics department with a 24-hour notice to avoid a forfeit fee.
2. To avoid a forfeit fee captains should contact the following athletic staff:
 - a. **Athletics Coordinator** – Karinne Monn 972.292.6615 or KMonn@friscotexas.gov
 - b. **Athletics Supervisor** – Blake Grimmatt 972.292.6634 or BGrimmett@friscotexas.gov
3. Captains should review the sports league specific rules to determine if they need to forfeit or if they can play under a short-handed rule.

Under 24-hour notice of league game forfeit:

1. Captains who “no show” or contact the athletics department under the 24-hour notice will result in a forfeit fee of \$30.00.
2. The forfeit fee will be charged to the team captains’ account and must be paid before your team is permitted to play again. Failure to provide payment will result in an automatic forfeit for any future games scheduled until the fee has been paid.
3. Any team that forfeits twice in one season will be removed from the league with no refunds.

Tiebreakers for Standings

The following items will be used to determine standings for the adult sports leagues.

- Winning Percentage
- Head-to-head
- Head-to-head Differential
- Total Points/Runs for
- Total Points/Runs Against
- Total Points/Runs Differential
- Coin Flip

Suspension and Ejections

All captains and players are expected to abide by the City of Frisco’s Adult Sports League Behavioral policies. The athletics department reserves the right to increase or decrease the severity of the penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.

Removal

- The umpires and officials have the right to remove any player from the game for minor infractions, but this player does not have to leave the facility or park. There is no team penalty, and the players is not suspended.
- The use of profanity and insulting language towards other players, captains, umpires or City of Frisco athletics staff, or in general, will not be tolerated.
 - This will be a discretion of the umpire and athletics staff to determine the severity of the behavior.
- Excessive use of profanity will result in disciplinary action including game ejection, expulsion for the season, or permanent suspension from all City of Frisco adult sports leagues.

Ejection

Any situation that an umpire or official deems unsportsmanlike may be cause for a player being ejected. Anyone ejected from the game (player or fan) for inappropriate behavior must leave the City of Frisco property immediately. Game play will be suspended until the player leaves the facility. If the player or fan does not comply or if they leave and return, their team will forfeit their game for that evening (even if the game has already been played). If that game was played and lost, the next game on the league schedule will be forfeited.

- Ejected players will automatically be suspended for a minimum of 7 days. If a player is on multiple teams in different leagues, they will be suspended from their next scheduled league or playoff game that falls within the timeframe of the suspension.
- If league play does not occur within the 7-day suspension, an ejected player will be suspended at minimum one game for the league in which the offense occurred.
- It is the responsibility of both the team captain and the player who was ejected to comply with this policy.
- Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
- Any player who verbally abuses an umpire, official, or City of Frisco athletics staff at any time will be suspended under the ejection rule.

Player Removal – Shorthand Rule

- If a player removed from the game, the team can continue to play under the Shorthand Rule.
- If a player is ejected the position in the lineup must be substituted or the team will forfeit.
- During the game, if the available number of players falls to less than 8 players for any reason then the game will be forfeited. There is no exception to this rule.

Expulsion

- Physical abuse is defined as any unwanted contact by the person or object that does not fall into the natural play of the game. This is to include any initial or secondary contact.
- Physical abuse of a player, official, or City of Frisco staff member will result in expulsion of that player or players from all City of Frisco leagues and parks for at least a one-year period and possible legal action.

Contest an Expulsion Procedure

- Any player that would like to contest the ruling of any expulsion or suspension must notify the athletics department in writing within 10 days of being notified to request a hearing with the Parks and Recreation Director.
- After the hearings the Parks and Recreation Director will decide the length of the suspension or expulsion.
- Any length of suspension that is 90 days or less will be considered final.
- Any suspension or expulsion greater than 90 days will need to be reviewed and approved by the Parks and Recreation Board at their next scheduled meeting.

Protests

All protested rule interpretation for a league game must be submitted in writing and accompanied with a \$50 protest fee in the form of only a money order made out to the City of Frisco. This should be dropped off to the Frisco Athletic Center 5828 Nancy Jane Lane, within 24 hours of the completion of the protested game. The athletics department will review the protest and rule within 48 hours of receiving the protest. If the protest is upheld the protest fee will be returned to the team captain.

- Protest for uniform and equipment concerns will be ruled on as they occur during league play and do not require a protest fee.

Rule Interpretations Procedure

- The team captain must notify the Rec Aide after the play/call that they are protesting a rule interpretation. Captains must provide the rule that is being protested.
- Rec Aides will notify the umpires that the game is being played under protest.
- The game play will continue, and the athletics department will rule on all protests after the game following the protest process.
- Judgement calls are not up for protest or debate.

Illegal Player Procedure

- Player eligibility concerns must be challenged by the end of the 3rd inning of the game, or immediately when the player enters the game by the team captain by notifying the umpire.
 - Once the next pitch is thrown the player is no longer protestable.
- Teams can protest the eligibility of up to three (3) players on the opposing team.
- The player or players in question must provide a driver's license immediately upon request.
- The information on the driver's license will be used to compare the information provided on the team roster and liability waiver form.
 - If the player is unable to present the driver's license when asked, they will be considered an ineligible player for that game.
 - If the player has not signed the team roster or liability waiver, they will be considered an illegal player and will not be eligible for that game.
- If the removal of the illegal player results in the team dropping below the minimum number of required players, the game will be forfeited.