

ADULT COED KICKBALL HANDBOOK



Building a healthy, happy
community through people, parks,
programs and partnerships.

TABLE OF CONTENTS

- 1 General Information
- 2 Coed Kickball Objective
- 3 Contact Information
- 4 Smoking Policy, Reminders, Tie Breakers, Protest Rule
- 5 Forfeit Policy, Unplayable Field Conditions
- 6 Game Time, Starting Numbers, Misconduct/Ejections
- 7 Roster Requirements, Uniforms
- 8 Weather Line
- 9 Game Rules
- 12 Team Roster Form

COED KICKBALL

The primary objective of the league is to provide an enjoyable experience for all participants. Good sportsmanship is required from all participants. Individual and teams that register for this league must accept as a condition of participation the following rules and code of conduct set by TRPR.



GENERAL INFORMATION

All games are on Friday nights, located at Sticker Stadium: 398 E. S. First Street Johnstown, CO 80534

Regular season: April 4th - May 2nd
Tournament: Tentatively set for May 9th or 16th

Ages 18+

\$250 per team

All payments are due at time of team registration.



Once schedules are finalized no refunds will be given

CONTACT INFORMATION



This adult Kickball league is organized and supervised by the Thompson Rivers Parks and Recreation District (TRPR). Any questions regarding policies, rules, and or regulations should be directed to the Athletics Department.

DANTE TAMEZ

(970) 590-5335

DTamez@trpr.org

ERIN PARKS

(970) 590-6984

EParks@trpr.org

KATHLENE WOLTEMATH

(970) 660-8750

KWoltemath@trpr.org

ALCOHOL & SMOKING

There will be no alcohol or smoking allowed on the playing field at anytime. This includes the dugouts.

REMINDERS

The TRPR Staff has the authority to remove any player(s) whose actions may cause injuries or whose words are deemed inappropriate to themselves, other players, umpires, TRPR field staff or spectators. **It is the responsibility of the team captain to make sure their team follows all rules and regulations set by TRPR.**

TIE BREAKER

To break a tie at the end of the league play, the following methods will be used:

1. Head to Head Play
2. Run Differential
3. Coin Toss

PROTEST RULE

No team can protest a judgement call by an umpire; only rule infractions can be protested. A team representative must notify the home plate umpire of the protest and rule infraction before the next pitch is delivered. The representative must complete a written explanation of the protest and pay a protest fee of \$40. This must be given to the field supervisor before the completion of the game.

If a protest is ruled valid the \$40 will be returned to the team captain. If a protest is denied, the team will lose the fee. All protests will be decided within a week of the protest date.

FORFEIT OF A GAME

A \$20.00 forfeit fee per infraction will be applies to all cases listed below:

- ✓ A team's attitude becomes such that continuing the game, in the umpires opinion would cause control of the game to be lost.
- ✓ A manager refuses to help control the players or spectators when requested by the umpire or field supervisor.
- ✓ A forfeit fee is not paid to the TRPR office by the next regularly scheduled game.
- ✓ A team member is caught playing under an assumed name.
- ✓ A team fails to have 8 on the field of play at the scheduled game.
- ✓ A team member is ejected causing the team to have less than 8 player available to play

TRPR captains must let the TRPR office know of forfeit before noon on Wednesday

UNPLAYABLE FIELD CONDITIONS

When the field conditions or weather conditions are deemed unplayable by the field supervisor, games may be called. Under these condition, games which have four innings (three and one half if the home team is ahead) will be considered regulation and complete. **These games will not be made up.**

GAME TIME & STARTING NUMBERS

1

If your team does not attend or does not have enough participants to play 10 minutes after the scheduled game time it will be ruled a forfeit.

2

A minimum of eight (8) players (minimum of four (4) females) can start a game with a maximum of ten (10) players on the field of play for defense (minimum of five (5) females).

3

Males and Females can play any defensive position. However, there must be an equal number of male and females on the field. If a team is playing with an odd number of players, the extra player must be a female. A team may not have more males than females on the field at anytime.

4

Teams must have a pitcher and catcher position. All players on the lineup must kick. Teams may kick up to twelve (12) participants, but only 8 or 10 players can play defense

5

Males and Females will alternate in the Kicking order (If there are more females than male participants, females can kick right after each other.)

MISCONDUCT & EJECTIONS

- TRPR has "ZERO TOLERANCE" towards foul language, taunting, threatening and violent behaviors. Any player using any of these behaviors will be removed from the game. (Further actions may apply).

ROSTER REQUIREMENTS

- ✓ Players must sign the official team roster prior to participating in their first game.
- ✓ Official rosters must be finalized by the 3rd game of the season.
- ✓ All players must be at least 18 years of age.
- ✓ Players must play in at least 3 games in order to participate in the tournament.
- ✓ During the tournament players are locked in to one team.
- ✓ Rosters will be closely checked through-out the league for any rule infractions concerning roster regulations. Please follow these regulations carefully to avoid serious consequences to players and team.

UNIFORMS

- Teams need to wear matching colors or jerseys.
- Shoes must be worn at all times (no bare feet).
- No metal cleats. Any plastic spike or molded sole will be acceptable.
- Tennis shoes of any type are legal.
- Sandals, hiking boots, cowboy boots, work boots or similar footwear are prohibited.
- Jewelry that would be hazardous, as decided by the umpire or field supervisor, will need to be removed, covered, or taped.



Thompson Rivers Parks & Recreation

Weather Line

Call: 970.572.7888

View online at www.rainoutline.com

Search TRPR

Do you have an iPhone or Android
phone?

Download the app right now, for free!

Rainoutline.com and search TRPR

Sign up for email & text alerts to be notified when there
are new updates for TRPR weather cancelations
and more!



GAME RULES

- **Official Games:** All games will be (7) innings or 50 minutes
- ***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.
- **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.
- **Time Limit:** No new inning shall begin after 50 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
- **Game Time:** A coin toss will determine home team. Game time begins with the coin toss. The winner of the coin toss will kick first.
- **Ball and Strike Count:** All league games will start with a 1 and 1 count. This means 3 balls would result in a walk and 2 strikes would be an out.
 - (If a male receives three balls they will automatically be walked to second base. Females who receive 3 balls will have a choice they could either walk to first base or get another chance to kick the ball
 - A Ball is any pitch that is called "bouncy." It is also deemed to be excessively fast or far away from the home plate
 - A Strike is a pitch that is within (1) foot on either side of the plate and the maximum of (1) foot high from the bottom of the ball.
- **Pitching Bouncy:** A pitch 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 (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.

GAME RULES

Fouls: A kicker may be called out on (3) foul balls or with (1) strike and (2) foul ball.

- A Foul Ball is a kicked ball that stops or settles in fair territory in front of the "Kick Line." A Kick Line is the minimum distant line that runs from the first base line to the pitcher's mound to the third base line.

- 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.

Kicking Offense (Kicker will be Out if):

- The kicker fails to kick the ball correctly within the 2 strike count.
- A kicked ball is caught in fair or foul territory on the fly.
- A ground ball is fielded to a base for a force out.
- The defense tags the runner, not in contact with a base, with the ball.

Kicking Defense (Kicker will be Out if):

- Defense throws the ball and contacts the runner below the shoulders when the runner is not in contact with a base.
- If the ball contacts the ground and then the runner, no out will be made and the player will continue.
- Clothing is considered part of the runner
- 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.
- 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.

GAME RULES

- **There is no stealing bases:** Runners must remain in contact with the base until the ball is contacted by the kicker.
- **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.
- **Fielding (Defense):** No player may field forward the “Kick Line” other than the catcher until the ball is kicked. The team’s first infraction will result in a warning to the team. The second infraction will result in the kicker being awarded first base regardless of the outcome of the kick.
- **When Play Will Stop:** A Play will be stopped by the umpire when the ball is controlled in the infield by the defensive player and all base running has stopped. A runner may NOT dodge a ball properly (below the shoulders) thrown by a defender while running to a base or they will be called out.
- **Running 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 into a defender will be called out.
- **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 position, however, the player must remain in the same position in the kicking order.
- **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. Player removed for injury or illness will not be considered an out in the kicking rotation.
- **Late Arrivals:** If you have a line-up of less than (10) players at game time, you may add additional players upon their arrival up to the bottom of the lineup.
- **Courtesy Runner:** Teams are allowed (1) courtesy runner per inning, but the runner must be the last out regardless of gender.



SPRING ADULT COED KICKBALL

Team Name: _____

Coaches Name: _____ Home Phone: _____

Address: _____ Work Phone: _____

City/State/Zip: _____ Cell Phone: _____

Email: _____

I hereby agree and acknowledge that the activity for which I have completed this registration form involves some risk which cannot fully be anticipated and protected against by the Thompson Rivers Parks and Recreation District and its staff and assistants. I further understand and agree that while the District maintains substantial liability insurance coverage, there is no guarantee of coverage for every incident and injury. The TRPR insurance exists to protect against accidental injury and/or damage which may be sustained by myself or my child while engaged in this activity, I assume the risk here involved and hereby hold harmless and release from all liability for negligence of any measure resulting in injury and damage the TRPR district, its directors and assistants.

Name

Signature

Date

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____
- 11 _____
- 12 _____