



2025 Kickball Rules & Policies

ADULT LEAGUES

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***Captains are responsible for their team's knowledge of the rules and code of conduct.**

FUSION: www.recreation.crgov.com OR mobile app RockREC

This is our registration software for team captains. Captains will have access to the following:

- Registrations
- Payments

TEAM FEES:

ALL team fees are being collected up front at time of registration. If other arrangements need to be made, administrative staff needs to be contacted and they will assess the situation.

Payment options:

- Captains can pay online with credit card at time of registration.
- If paying with check or cash, you may register at the recreation center front desk OR the Miller Activity Center Front desk.
- If you register after the deadline, you may be subject to a \$50 late fee.

TEAMSIDELINE:

Game schedules and standings will be located here:

<https://www.teamsideline.com/sites/castlerock/schedules>

- You do NOT need an account on TeamSideline
- You will be notified via email when schedules are posted online, standings updated weekly.

LEAGUES are defined as follows:

Co-Ed (Recreational): teams consisting of 10 to 20 male and female players, 21+ years old.

- Teams may place up to 9 players in the field w/equal # of girls in infield/outfield (this requires a catcher).
- When fielding 8 players only, the catcher is not considered part of the infield 2/2 rule, whereas fielding a girl in this position and fielding a third boy in the infield gives the defending team an unfair advantage. If the defending team is only fielding 8 players they are required to conform to the 2/2 rule for both the infield and outfield. In this case the position of catcher remains unfilled.
- A team fielding 9 players has the option to fill the catcher position with a boy or girl as long as the 2/2 rule remains in compliance and they are conforming to the maximum boy rule of 5.
- Teams with 9 players present must play a catcher behind home plate.
- The maximum number of guys in the field is 5. The maximum number of girls is 9.
- If a team is short on girls the following ratios are allowed:
 - 5 guys / 3 girls
 - 4 guys / 3 girls
- Teams must have 3 girls present and ready for play to avoid a forfeit (7 players minimum).
- Two guys are not allowed to kick consecutively.
- Matching colored jerseys are encouraged but not required for league play.
- **Transgender participants** are eligible to play on a team that matches the gender on their state or federal issued identification document. Since this is a coed league, all are welcome.

ROSTERS:

- ALL players must sign and fill out team roster/waiver for each season to be eligible to play, hard copy rosters will be kept at the fields.
- A complete team roster (completed waiver forms) is required for all teams (maximum 18).
- Rosters must be completed 2 weeks prior to start of tournament. Players may be added to your roster only up through final week of the regular season and only to roster limits. Anyone being added within the 2 weeks prior to tournament time will need to do an online waiver.
 - It is the responsibility of the Team Captain to make sure all of their players have signed the roster and read the rules.
- A roster may contain up to 18 players, 21+ years old.
- Captains are responsible for keeping the team roster updated in the site supervisor's field binder.

GAME TIME:

- A complete game is seven (7) innings or no new inning starting after 50 minutes has expired from the time of the pre-game conference meeting.
- Extra Innings – **Regular Season:**
 - The game will end in a tie.

***Note:** If a game is delayed due to weather; teams are required to wait for instruction from the field supervisor before leaving. If a team leaves prior to receiving the cancellation notice from the field supervisor and games continue, a forfeit will be assessed.

A **GRACE PERIOD** of five (5) minutes will be given if a team does not have the minimum number of players (7) required to begin. The game clock will begin at the scheduled start time or after the officials complete the pre-game conference. If a team still does not have the enough players after the five (5) minute grace period has expired they will be forced to forfeit.

STARTING A GAME/FORFEIT PROCEDURE

- 1) Game time is forfeit time.
- 2) ****Upon the FIRST occurrence of a forfeited game without 24-hour notification to the Athletics Department (adultathletics@crgov.com), the team that forfeited will be fined \$50-\$70. This is the cost of one game. This fine will be paid to Castle Rock Athletics and the opponent will receive a credit. The card/check/cash payment must be made by start of tournament. IF payment is NOT received, your team will be ineligible to play in the tournament and or may be removed from the league and future participation in Castle Rock Parks & Recreation Adult Athletic activities.**
- 3) **Teams that give the opposing team manager AND the Castle Athletics Department 24-48 hour notice will be given consideration for make-ups and no fine.**

EQUIPMENT: Shoes must be worn by all players. Metal cleats, flip-flops, or other open-toe shoes are not permitted.

CUP IN HAND:

Players can bring their own beverage as long as it does not conflict with Park policies. Cups will be provided the first week for teams and must be plastic. No metal or hard plastic will be allowed.

- During active play all players in the field (fielders, batters and runners), with the exception of the pitcher, must have a cup in hand at all times.
- If in the act of fielding, batting or running, a cup drops or is crushed, the play is dead and the team member who dropped or crushed their cup will be penalized with an out or safe call. It should also be noted that the crushed or dropped cup rule for the defending team applies to infielders and outfielders both.
- If a cup is dropped or crushed by a defending team member the runner may advance one additional base only.
- The liquid in the cup needs to be filled to a minimum of two fingers.
- It should be noted that the unintentional spilling of any or all of the liquid in the cup during active time of the play is considered part of the game and does not constitute a foul by the offending player, either the runner or the fielder.

- Any cup which loses its liquid to the point of less than two fingers during active play needs to be refilled after the stop of play and before play is resumed.
- Any player who intentionally pours out the liquid in their cup before or during active play to gain an unfair advantage will be cautioned.

GAME PLAY:

Kicking and Fielding

- Teams will pitch to themselves. Each batter will get three pitches. If on the third pitch the kick goes foul the batter will get one additional pitch. If the batter fouls again the batter will be out.
- The pitcher must make every effort to get out of any defensive play. If they purposely get in the way the batter will be considered out.
- A pitch must cross the home base. If a pitch does not make it that far it will count as a pitch and the batter may not kick it.
- The pitcher and other fielders must stay behind the bunting diagonal line 15 feet away from both 1st to 3rd base until the ball is kicked.
- The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.
- Any violations of these rules will result in the kicker being awarded first-base.
- All kicks must be made on or behind home plate. A kick in front of home plate is ruled illegal and a foul ball will be added if the ball is on the ground. However, a ball that is caught in the air in this circumstance will result in an out.
- A foul ball will be called on any kick that lands outside the foul lines. Any kick that lands in bounds but travels out of bounds on its own before reaching first or third base will also be ruled foul.
- **Bunting is not allowed and will be ruled a strike.** Any ball kicked beyond the Bunt Line is considered fair and in play.
- Any ball touched by an in-bounds fielder is automatically in play. Any ball contacting 1st or 3rd base prior to being touch by a fielder is fair.

Base Running

- Base runners may not lead off or steal. A runner off his/her base when the ball is kicked will be called out.
- Intentionally hitting a runner above the shoulders (head or neck) will result in the runner being called safe. A fielder who, in the opinion of the umpire, deliberately throws the ball at the runner, above the shoulder, with the intention to harm the runner will be immediately ejected. A runner who attempts to dodge, duck, or dive to avoid an out is no longer protected from headshots.
- Runners are required to “tag-up” or stay on base until a fly ball is caught by a fielder. Runners may advance after tagging-up. A runner failing to tag-up may be “forced out” by the defense.
- When the ball is being returned directly to the pitcher by the defending team, as the ball enters the infield is when time will be called and any runner who has not yet passed the base they are approaching and has begun their attempt to gain an additional base will be halted. This call is solely in the opinion of the umpire and cannot be challenged.

- A courtesy runner is allowed for any injured player. The courtesy runner should be the last out recorded but must be the same gender. If there are no outs recorded in the game it should be the last runner to score or the last batter in the lineup.
- Fielders may not use excessive force when applying a tag.
- **Absolutely no sliding.**
- **Official's will be lenient in slick conditions (i.e. runners will not be called "out" for barely missing the bag when there is obviously no play at the base)**

Outs

- Any combination of three (3) pitches that doesn't result in kick in fair play, called bunts or kicks in front of the plate
- A 4th pitch is allowed if the 3rd pitch results in a foul ball.
- An off-base runner touched by the ball at any time while the ball is in play.
- Any kicked ball that is caught (fair or foul.)
- A ball tag on a base to which a runner is forced to run.
- A runner leading off his/her base when the ball is kicked.
- A kicker that intentionally hits the ball with their hand or arm.
- A runner failing to tag-up after a caught ball.
- Any runner physically assisted by a team member during play
- A runner that passes another runner on the base paths.

Player Ejections

Any time a player, participant, or spectator is ejected from a game, the manager/captain of that team is automatically ejected at the same time **IF** they are not visibly seen controlling their team/fans. If at any time a player(s), or persons are ejected from the game, it will be an automatic 2 game suspension. Ejected persons must leave the park premises immediately. The game time will not be stopped as the ejected player leaves the park. Ejected players or persons may not sit around and watch any game after being ejected. Failure to leave the park premises immediately could result in the notification to local authorities and the game being forfeited.

- **Two ejections** in the same year is an automatic suspension for the remainder of the year.
- Each team needs to have an assistant captain in place should the captain be ejected and suspended.
- Ejection from a game may result in additional game suspensions depending upon the severity of the unsportsmanlike conduct.
- **NO APPEALS! ALL CALLS MADE ON FIELD ARE FINAL!**
- Indefinite suspensions will serve a minimum two-year suspension from all league play. After two years an official petition for reinstatement can be submitted. The statement should include accountability for the incident that took place, and what actions or steps will be taken by the participant to prevent future negative interactions within our program.

Elastic power The Castle Rock athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the above league rules. We reserve the right to refuse participation to any individual or coach if they do not obey the rules and regulations and/or keep within in the spirit of sportsmanship.

League Investigations

Unfortunately, there are times when the league must investigate player incidents for the safety and security of all participants in the league. All participants are expected to fully assist the Athletics Supervisor or their designee in finding out what actually occurred. Failure to assist or untruthful statements could result in the player or team being removed from the league.

Spectator Conduct:

All team captains/managers are required to control their spectators. This includes children playing near the ball field. Game suspensions, with the game clock running, will be enforced for any violations. Forfeits will be enforced if the violation is not corrected.

SECTION 2 PARTICIPANT CODE OF CONDUCT

- The Town of Castle Rock rules and policies applies to any player, manager, coach, sponsor or anyone affiliated with the team. Remember: this league was created to be recreational. Anyone who takes creates an environment that is too competitive or not fun will be asked to leave.
- No player, manager, coach, or sponsor shall bump, push, shove, kick, trip, lay hands on, strike or threaten other participants, umpires, league officials, scorekeepers, or any employees of the program.
- Any player, manager, coach or sponsor leaving the dugout during an altercation will automatically be subject to suspension review.
- No player, manger, coach, or sponsor shall make derogatory remarks or statements about decisions rendered by the game's officials. Protests of rules are allowed, but only concerning application or interpretation (not judgment calls). The team manager or coach must file a written protest to the Julie Martin, jmartin2@crgov.com within 48 hours of the game's conclusion. The athletics department will issue a response within 72 hours from receiving the protest.
- No player, manager, coach or sponsor shall be engaged in "soft toss" hitting or throwing the ball in any manner against facility structures (fences, press boxes, etc)
- On site reports will be completed for all ejections. The athletics department will review all ejection reports and determine if disciplinary actions are warranted. Written notification will be sent out to all involved parties within 72 hours.
- Children under the age of 18 are not permitted in dugouts without adult supervision (supervising adult must be inside the dugout – not on playing field)
- Children under the age of 18 are not permitted on the playing field.
- **PARTICIPANTS WILL ADHERE TO ALL CASTLE ROCK PARKS RULES:**
 - Dogs and pets must be on a leash and under physical control at all times.

- Pet waste must be picked up and disposed of properly.
 - Consumption of hard alcohol is prohibited (only beer and wine are permitted)
 - No use or display of marijuana or use of illegal drugs.
 - **Glass bottles and kegs are not allowed in parks.**
 - Violation of this rule will result in immediate forfeiture of that night's game(s) by the offending team.
 - No littering. Use trash cans and dumpsters or pack it out.
 - No weapons, firearms, or fireworks.
 - Disturbing the peace, including loud music or sound, is prohibited.
 - The sale of goods and services requires a Parks and Recreation Permit.
 - Motorized vehicles allowed only on roads and in parking areas. No overnight parking is allowed in any park.
- NOTE: VIOLATIONS OF ANY OF THE ABOVE RULES OR CODE OF CONDUCT MAY RESULT IN REMOVAL FROM THE PROGRAM.

Weather

- 1) **After 4:00 p.m.** if a call has not been made, it will be made at the fields. You may contact **adultathletics@crgov.com** if you have concerns regarding weather. Captains will be notified via email if games are delayed and or cancelled. If the Recreation Department cancels the scheduled evening game, you will not be allowed on the fields.
- 2) **All lightning delays are for lightning within 10 miles and delays will last for 30 minutes after the last strike within 10 miles. All teams must leave the fields, dugouts and bleachers and take shelter!**