

Longmont Recreation

Adult Kickball Rules and Information

General information about Longmont Softball Leagues including policies, rules of play, and the player code of conduct.

LEAGUE INFORMATION

- Rules/Information and game schedules are available at www.teamsideline.com/longmont or at the City of Longmont Recreation Facilities.
- Team and free agent registrations are only accepted at the Longmont Recreation Center or on-line at www.longmontcolorado.gov/recreation.

Days of Play

- Tuesdays: Kickball

Contact Information

- Weather Line: 303-774-4400
- Sports Office: 303-774-3527 or sports@longmontcolorado.gov
- Longmont Recreation Center: 303-774-4800

Registration Information

Team and free agent registration is accepted until the registration deadline or until filled, whichever comes first. Once registration deadline has passed, teams will be assessed an **additional \$15 fee**. Payments are accepted online, in person at the Longmont Recreation Center, 310 Quail Rd, or over the phone at 303-774-4700. Payments are NOT accepted at the ball fields. [Register as a team online](#) or [sign up as a free agent](#) (individuals are combined with others to form team at the lowest level if numbers allow for more than one division).

Team registration includes enrolling your team on Team Sideline and adding players and submitting a team roster through Team Sideline as well. All players, coaches, and/or managers must create an account and sign the league waiver electronically before they play. If needed, staff can help teams at the field on the 1st night to get players added and players can complete the process of joining the roster that night too. No team will be accepted into the league until all appropriate fees have been received by Longmont Recreation.

Team registration has a split-payment option; pay half of the registration fee at sign up with an additional \$15 convenience fee added to the team total. Team fees must be paid in full prior to the third week of the season. If fees are not paid in full by the deadline, the team will forfeit each game scheduled until the balance is paid in full. The Team Manager is responsible for all team payments, and they will not be eligible to play in any City of Longmont Sports league until all fees are paid in full.

General Adult Kickball Policies

The Adult Kickball Program is sponsored and supervised by the City of Longmont Recreation Services. The City of Longmont reserves the right to change any and all rules, regulations, and policies whenever due cause warrants a change or interpretation. When a change is made, all managers of teams affected by such a change will be notified as quickly as possible.

All league rules will be enforced by the Program Supervisor, Program Coordinator, Field Supervisors, and Umpires; and, interpreted by the Adult Sports Committee (Program Supervisor and Program Coordinator(s)).

Recreation Services reserves the right to place teams in leagues to create balanced competition. In order to

continue to provide even competition within the leagues, teams finishing 1st or 2nd in their respective league in a previous season may be required to move up one division when registering for the subsequent season (minimum 5 players from the previous team remain on the team).

All managers are responsible for the information contained in this manual, as well as any other information that is emailed or distributed by the Sports Office. Managers are responsible for sharing all information in this manual with team participants. Team Managers are held responsible for fees.

The purpose of the league sponsored by the Longmont Recreation Services is to meet the community's interest in softball and to provide friendly competition and ensure sportsmanship.

Any questions concerning softball schedules, standings, game results, rosters, umpires, rule interpretations, or other concerns not stated here but pertain to City of Longmont Adult Softball Program should be directed to the [Sports Office](#).

Recreation Services Responsibilities

- Provide a schedule of games (regular season and rain outs).
- Provide game balls and score cards.
- Provide one umpire per field and one field supervisor per complex.
- Provide all necessary field/facility maintenance and other duties as needed.
- Keep a record of all games played.
- Handle all misconduct situations within the guidelines stated in the "Code of Conduct".

Team Manager Responsibilities

- Team Managers must provide a current phone number and email. Communication from Recreation Staff will primarily be through email. Phone numbers will likely only be used to contact Team Managers regarding urgent matters, like a last-minute game forfeit.
- Inform all team members of the information contained in this manual or any material provided by the Sports Office including game times, dates, and locations.
- Enroll their team through Team Sideline prior to schedules being created and ensure that all team members have been added to their roster and completed the process to join their team, ensure all team members are eligible to participate in division in regard to not being on another team's roster in the same division.
- Monitor roster, including changes and additions throughout the season and submit when changes occur.
- Inform Sports Office of any questions, concerns, or comments.
- Provide score card with names/numbers to the umpire with last name, first name and jersey numbers.
- Follow all league rules as stated.
- Be responsible for the actions of the team while participating.
- Be responsible for full payment of fees.
- Be aware of all information posted on [Team Sideline](#) to include rain-out schedules, tournament information, and league standings.

Team Rosters

1. **To be eligible to participate, a player MUST sign the team roster, acknowledging the liability waiver and code conduct online through Team Sideline.** All players must be on the team's roster. Information must be complete and include the first and last legal name of each player as listed on their government ID, email, phone number, birth date and signature (no nicknames).
2. Roster size is limited to sixteen (16) players. Free Agent kickball teams are allowed more than 16 players. Teams wishing to include more than the maximum number of players on a team roster must pay an additional \$20 per player beyond 16 players.

3. Teams wishing to add, drop or transfer players must use the official add/drop form provided by the Recreation Services office.
4. **Rosters are open (to additions or drops) until the last two games of the regular season** (up to 16 players). Players added to a roster must be added through Team Sideline by creating an account and signing the waiver online. After rosters are closed or frozen, teams may only add one-time players to avoid forfeits. This process will be done on the Add/Drop form found at the fields or at the Longmont Recreation Center. If a team sustains a substantial roster change after rosters close, approval from the Program Supervisor must be obtained to add new players.
5. **One-Time Player Addition:** Cost is \$10/player/night. Teams wishing to add a player for only one game may do so only to avoid a forfeit or to reach a 8-player maximum. Managers must provide signed form and receipt of payment to the field supervisor **before** the start of their game. If an injury in the game occurs, one-time player additions can occur after the start of the game to reach the 8-player maximum. This rule cannot be used to replace an ejected player. Players are not allowed to add to a team on a one-time basis if they are rostered on another team in the same league.
6. Players must have a valid photo ID available for identification at all games. **Roster checks can be done by Field Supervisors without notice.** Rosters **will** be checked prior to any winner's bracket playoff game.

If a team manager requests a roster check and a team is found to have an illegal player, the offending team shall forfeit the game. The offending player will be ineligible to play until they are added to the team's roster and suspended for that team's next played game. The team manager will also receive a one game suspension for that team's next played game.

An illegal player discovered by City staff (before or at the beginning of the game) will have the option of using one-time add form or must forfeit the game (with the previously stated penalties).

A game may be finished if a player is missing their ID so long as their ID is presented or emailed to the Sports Office within **one (1) business day**. Field Staff may request to take a picture of any players in question for identification purposes only. If a player does not provide proof of ID, the game shall result in a forfeit (with the previously stated penalties).

Eligibility Rules

1. All players must be sixteen (16) years of age or older.
2. All players must be on a team's roster.
3. All players must not be under a current suspension.
4. Playing on two teams within the same league, on the same night, is not allowed.
5. No more than 3 players from the same team may play together on a team in a different division. Note: games will not be delayed to accommodate players moving to a different field.

Inclement Weather

All games canceled due to inclement weather will be rescheduled on the same league night, if possible. However, make-up games may be scheduled on weekends or on different days if no other time is available. Managers will be notified of the scheduled make-up game.

The decision regarding game status is as follows:

1. Prior to 3:30 pm, the decision is made by Athletics Maintenance Staff.
2. Between 3:30 and 5:30pm, the decision is made by Recreation Program Staff.
3. After 5:30pm, the decision is made by the Field Supervisor.

Team managers and players can check the Weather Line at (303) 774-4400 or [Team Sideline](#) for the most up to date game status information.

Code of Conduct Rules

1. Anyone taunting, using abusive language/gestures, or physical violence toward another person will be ejected from the game and, if necessary, from the league.

2. **ALCOHOL IS NOT PERMITTED in any City facility, INCLUDING in the contest area (ballfield/court) and parking lots.** Penalty may be forfeit of the game in progress. If alcohol is found on any field/court or in any dugout/team bench, the game may be subject to an automatic forfeit unless the offending individual is identified. That person may be subject to game ejection. If alcohol is possessed off-field but within the ballfield complex, the person will be asked to dispose of the items or leave the facility.
3. Tobacco products are not allowed to be used in the contest area (ballfield/court) at any time. Penalty may be forfeit of the game in progress.
4. Legal/illegal drugs are not allowed to be used in the contest area (ballfield/court) at any time. Penalty may be forfeit of the game in progress.
5. Any team or individuals of a team misusing the park facilities may result in that team being dropped from the league with no refund of fees.

Facility Rules

1. Glass containers are prohibited in City parks.
2. Players and spectators are requested to refrain from bringing their dogs to the ball fields. Dogs shall not be left unattended, tied, or without a leash.
3. Do not kick balls into any fences or backstops.
4. Infield practice is not allowed on the dirt portion of the infield before or between games.
5. The supervision of children at the park is the responsibility of the parents.
6. Only players and managers should be in the dugout during the games.
7. Players and spectators are requested to refrain playing music within the ballfield complex.

Game Rules

Uniforms/Equipment:

1. All players should have similar colored jerseys with a visible, contrasting number. A t-shirt is an appropriate jersey.
2. Tennis shoes, plastic/molded rubber cleats are allowed. Metal cleats, boots, sandals, crocs or bare feet are not appropriate for game play.
3. A round playground ball will be provided by the City of Longmont for games.
4. Baseball/softball/football gloves are illegal. Any equipment deemed to provide an unfair advantage to a player are not allowed.
5. Jewelry, consisting of earrings, bracelets, necklaces, pins, watches, rings, or any other exposed items that are judged to be hazardous or potentially dangerous by the umpire, should not be worn during the game. A warning shall be given to both teams prior to the beginning of the game. If an umpire deems that a piece of jewelry is unsafe to the participant or to others, they may require that the player remove the jewelry or leave the game. The decision of the umpire is final.
 1. If a player steps up to the plate with jewelry that has been deemed hazardous by the umpire, they will be asked again to remove the jewelry within 10 seconds.
 2. If the identified jewelry is not removed within 10 seconds, one pitch/strike will be awarded.
 3. If the player does not comply in another 10 seconds, the player will be called out on pitches/strikes.
 4. If a field player has unsafe jewelry, they will be allowed 10 seconds to remove the jewelry, or the field player will be removed from the field of play until the jewelry is removed. The game will continue without that player.

Players:

1. The game will be played between two teams of up to 8 players (the 8th player being a catcher). Teams will consist of 4 males and 4 females. Teams need a minimum of 6 players to start and finish the game, 3 females and 3 males.
2. The kicking order will alternate male/female or female/male until all males are listed in the line-up. Females may kick back-to-back at the end of the line-up if a team is playing with more females than

males. TEAMS MUST STICK TO LINE UP TURNED IN AT BEGINNING OF GAME – NO ROTATING GENDERS THROUGH BATTING ORDER.

3. If a team has 4 males and 3 females, they may play 7 on defense only by taking an out each time the 4th female player's place comes up in the line-up. Whenever a team has 4 & 3, the gender with 4 must kick first. This rule applies only to teams with 7 players and does not carry over for teams playing with more than 7 and playing with extra males. Teams playing with extra males and 8+ players may have male kickers share a line in the kicking order and they will alternate kicks.
4. The defensive team may set up in any order the team wishes. They **do not** have to have an equal distribution of men and women in the infield nor the outfield just equal on defense; however, their position is set on the 1st pitch of the inning and players may not switch positions per batter; no male dominance (players must field THEIR position). Penalty will be dead ball and runners advance to the next base whether forced or not.
5. The offensive team supplies their own pitcher. The pitcher does not have to play defense nor kick but must be listed on the scorecard as a pitcher only, be a rostered player, and eligible to play, not under suspension. They are also expected to follow all rules and are subject to ejection and return to play fees if they don't comply.
6. Teams are not required to have a catcher if fielding a team of 7 or less but 8 or must have one.
7. The catcher must stand behind the kicking box and out of way of the kicker until the ball is kicked.
8. The game will be played on a softball field. The pitcher's mound shall be 50 feet from home plate and the bases shall be 60 feet apart.
9. All infielders (except the catcher) must remain behind "bunt line" until the ball is kicked at by the kicker. If the ball is caught by an infielder who was illegally across the line, the ball is dead. The batter is awarded first base and all other runners are awarded one base whether they are forced or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue in play with runners being liable to be put out.
10. All outfielders must remain on the grass in the outfield until the ball is kicked at by the kicker. If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners advance one base whether forced or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue in play with runners being liable to be put out.

The Game

Score Card:

Managers must have the score card completed and given to umpire 10 minutes before game time. The score card should include a legibly written first and last legal name; **NICKNAMES ARE NOT ALLOWED**. All players on the score card must kick unless they have been designated as a pitcher only. Players may play in any position defensively. At game time a coin flip will determine home team unless a team has not turned in a complete and accurate score card, then the opposing team is declared "Home Team" and will take the field to begin the game. Any player that arrives late is placed at the end of the score card or in the proper position to maintain male/female order. If a player is injured or must leave the game for any reason, their name will be scratched from the score card, and will remain so for the duration of the game. No out will be called for a player who must leave the game unless the player has been ejected.

Official Game:

Games will last nine (9) innings or 55 minutes. No new inning will begin after 50 minutes. Umpires are the official timekeepers and will utilize the score clock (when available). A game will be considered a complete game and no inning will be started if:

- at the completion of nine (9) innings (8½ if the home team is ahead) or 50 minutes.
- a team leads by fifteen (20) runs after 5 innings (4½ if the home team is ahead).
- a team leads by fifteen (15) runs after 6 innings (5½ if the home team is ahead).
- a team leads by ten (10) runs after 7 innings (6½ if the home team is ahead).

Game Cancellations:

If a game must be called due to darkness, inclement weather, or adverse field conditions, the game is considered complete after five (5) whole innings (or 4½ if the home team is ahead). If a game is postponed before it can be considered a complete game, the game will be made up from the point of suspension. If a game is cancelled before one inning is complete, the game will re-start from the beginning.

Game Forfeits:

A minimum of six (6) players must be ready to take a defensive position at the beginning of the coin toss or their team will be required to be the visiting team. If at the conclusion of the first ½ inning, the visiting team does not have 6 players, the game will be declared a forfeit. Games will not be delayed to accommodate a player who has not arrived or is playing in another division. The umpire's decision is final on forfeiture of any game. If a forfeit occurs, the team(s) scheduled for that field may practice until ten minutes before the scheduled start of the next game on the field without the use of staff.

No Show/No Call Forfeits- If a team is unable to participate in a scheduled game, the team manager should inform Recreation Staff as a courtesy to the opposing team and Game Officials. If a team fails to show and not call ahead for two (2) scheduled games, the team will be removed from the league without refund. Acceptable notification is a call/voicemail or email message to the Sports Office at 303-774-3527 or sports@longmontcolorado.gov before 5:00 PM or as soon as possible on the game day. Once the game has been forfeited, the decision cannot be reversed.

Extra Innings:

All games tied after the time or inning limit will start extra innings with the last player who batted in the previous inning on second base and with no outs. If after one full extra inning and subsequent innings, the game is still tied, the last player who batted from the previous inning will start on third base.

SPECIFIC GAME RULES –

Pitching the ball

1. The offensive team – team “at kick” or at bat – will supply the pitcher. The pitcher will roll the ball to the kicker from the pitcher's plate.
2. Everyone that is in the line-up at game time will kick.
3. An at bat will consist of a maximum of two pitches. If the kicker does not put the ball into play on the second pitch, they are out. Foul balls missed pitches and pitches not kicked at all count as one of the two pitches.
4. The pitcher shall not intentionally interfere with a kicked ball.
RESULT: the ball is dead; the kicker is out, and all runners are returned to the bases occupied before the pitch.
NOTE: If the pitcher contacts the ball (kicked or thrown) in any other way (unintentionally) the ball is dead, and all runners are returned to the bases occupied before the pitch. The pitch is retaken (a do-over).
5. Pitcher cannot touch the ball again until umpire has called time.

A kicker (or runner) is OUT if:

1. He/she fails to kick the ball fairly in 2 pitches.
2. The pitcher intentionally contacts a kicked or thrown ball.
3. A kicked ball is caught in fair or foul territory on the fly.
NOTE- Runner may leave when caught ball is first touched, not when it is secured.
4. A ground ball is fielded to a base for a force out.
5. Defense tags the runner, not in contact with a base, with the ball.
6. Defense throws the ball and contacts the runner **BELOW THE SHOULDERS** who is not in contact with the base.
NOTE – If the thrown ball contacts the ground and then the runner, no out will be made and play will continue.

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 to avoid getting hit.
7. A kicked ball contacts a baserunner or their clothing.
RESULT – The ball is dead, the hit runner is out, the kicker 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.
 8. A runner leads off or attempts to steal. Runners must remain in contact with the base until the ball is contacted by the batter.
 9. The kicker “bunts” the ball – a bunt is considered a kick that does not cross the “bunt line”.
EXCEPTION – If a defender makes a play on the ball inside the bunt line before the ball comes to a complete stop and is called a bunt by the umpire, the play will continue as though the ball was legally put into play.
RESULT – The ball is dead; the kicker is out, and all runners are returned to the base last occupied before the pitch.
 10. The kicker kicks the ball in front of home plate on the 2nd pitch.
 11. The kicker kicks the ball outside the 10-foot kicker’s box on the 2nd pitch.

Other Rules

1. Stopping Play – play is stopped when the ball is controlled in the infield by a defensive player, the lead base runner has stopped, and the official declares “TIME”.
2. Crashing into a Defender – if a runner remains on his/her feet and deliberately crashes into a defensive player holding the ball, they will be OUT. If the act is determined to be flagrant, the offender will also be ejected from the game.
3. The kicker must kick the ball in the kicking box which is the 10-foot square area from the front edge of the plate to 10 feet back and extends 4 ½ feet to each side of the plate. If ball is kicked outside this area on the 1st pitch it will be called a ball. If it is kicked outside this area on the 2nd pitch the kicker will be out.
4. The kicker cannot run past home plate to kick the ball. If the first pitch is kicked in front of home plate a foul ball will be called. If the 2nd pitch is kicked in front of home plate the kicker will be out.
5. There is NO infield fly in kickball.
6. Sliding is allowed.

Courtesy Runner: One courtesy runner per gender per inning (must be same gender). Any player on the team’s score card may be the courtesy runner but if the courtesy runner is on base when it is their turn to kick, they will be called out on base and must take their turn in the line-up.

Exceptions to Courtesy Runner rule:

- If a player must be removed from the game to adhere to the Blood Rule, they may have a courtesy runner until that player has met the requirements for re-entry.
- Players with disabilities will have the opportunity to have a courtesy runner or other accommodation made if needed, with approval from the Recreation Supervisor. Notify the field supervisor and umpire before the game begins in this case.

Blood Rule: A player who has any visible blood must be removed from the game. Before re-entering the game, the blood flow must be stopped, and the wound must be covered and any portion of the uniform that has blood on it must be changed. Replacement jerseys do not have to have a number and do not have to be of similar color.

Tournament Seeding/Tie-Breaker Procedures:

At the end of league play, teams are seeded for tournament play. The following tiebreakers will be used:

1. Game winning percentage of league play.
2. Teams forfeiting any game during the season automatically lose any tiebreaker.
3. If two teams are tied, head-to-head competition determines higher seed. If still tied, then team with fewer runs against takes higher seed.
4. If three or more teams are tied and have played each other the same number of times, head-to-group competition determines higher seed. If still tied, then team with fewer runs against takes higher seed.
5. If three or more teams are tied and have not played each other the same number of times, higher seed is the team that has the fewest runs against on the season.

6. If teams are still tied, the total runs for are tallied for the season.
7. If teams are still tied, higher seed is determined by coin toss.

Ejections: If a team is reduced from the starting number of players due to ejection, that players spot will be charged with an out each time it comes up in the order. A team may continue after one ejection with a minimum of 6 players. Any team with two ejections in a game will forfeit that game.

Any player, coach, manager, or spectator who is ejected from a game is automatically ineligible for that team's next game and all league play for one week (in the case of a spectator, they are not allowed to attend games for next 7 days). Any player, coach, manager, or spectator who is ejected from two (2) games will be suspended from all league play (or attendance in the case of a spectator) for the remainder of the season pending review by the athletics rules committee.

Return to Play Fee- participants ejected from play, must pay \$25 (for 1st Ejection in the calendar year), \$50 (2nd Ejection in the calendar year), or \$100 (for 3rd Ejection in the calendar year and to return the next calendar year) in order to return to play. Payments are accepted at the Longmont Recreation Center front desk or online; proof of payment should be provided to Game Officials.

Protests

1. A protest should be made only when it is felt that there has been an infringement of the rules. A difference of opinion about the umpire's judgment on a particular play or plays does not constitute grounds for a protest. Incident reports are available at the field, or a manager may email the [Sports Office](#) if they would like to share their experience.
2. Teams wishing to register a protest must make the umpires and field supervisor aware of the intent to protest PRIOR to the next pitch of the ball game or before teams have left the field if the protest-able action occurs on the last out of the game.
3. A formal written or emailed protest must be submitted to Recreation Services before 5:00 pm of the next working day following the game. The Rules Committee, which consists of Program Administrators, will determine protest viability and any action regarding the protest concerning the offending team, player(s), and/or fans. Note: If the protest is upheld and corrected by the Field Supervisor on site, no written protest is necessary.
4. A \$50 Protest Fee must be paid at the time of protest submission, payable at the Longmont Recreation Center or online.
5. Player Eligibility Protest: Opposing team managers and City of Longmont staff may question a player's eligibility and should request a ruling from the Field Supervisor. If the player in question is found to be ineligible (not on a team roster or add/drop form) before or during the game, the offending player and manager will be ejected from that game and suspended from the team's next game and a forfeit loss will also be given to the offending team.

Player Code of Conduct

Definitions

- Manager: The person designated as team spokesman and the ONLY person who may discuss a decision with officials. The manager can be either a player or non-player.
- Player: Anyone who actively participates in the game, sits on the bench, or is on the roster.
- Contest Area: The area which is designated by the Athletics Staff.
- Spectator: A person who watches the games, outside of the dugout, for entertainment with no physical involvement.
- City of Longmont Activity: Any event designated or hosted by the City of Longmont Recreation Division.
- Program Administrator: The full-time employee or designated individual of the City of Longmont Recreation Services directly responsible for the activity.

- Abuse: includes but not limited to obscene gestures, heckling, verbally attacking, threatening and/or laying a hand upon, shoving, hitting or striking.

Code

No player/person shall:

- At any time abuse a Recreation employee, player or spectator. In addition, no player shall be guilty of using unnecessarily rough tactics in the play of the game against the body of an opposing player.
- Refuse to abide by an official's decision or argue the official's judgment.
- Appear at the contest area under the influence of alcohol or drugs, nor consume alcohol or drugs during play; nor use tobacco, alcohol or legal/illegal drugs while on the field of play.

Penalty

- Minimum penalty: removal (ejection) from further play in the game being played and suspension from all games thru the following week.
- Maximum penalty: penalty shall be determined by the Program Administrators.
- Offenders may be suspended from further league play. Any player striking another player will be subject to a season/year suspension or possibly suspension for life depending on the severity.

Note: If a player or team obtains repeated ejections for unsportsmanlike behavior in a season or repeated seasons then this individual or team may be subject to prolonged suspension determined by the Athletics staff depending on the severity.

Two Minute Clause Shall Be In Effect

Two minutes will be allowed for an ejected or suspended player(s) to leave from the designated contest area (including the dugout). If this time limit is not met, the contest may be forfeited to the opponents. Any player continuing to cause a disruption will be asked and required to leave the park immediately.

Elasticity Clause

In order to provide for the recreational enjoyment of players, coaches, and spectators any enforcement procedures which are not stated herein may be provided by the Recreation Division as is deemed necessary.

Misconduct

We believe sponsors are important to the program. When deemed necessary, a letter will be sent to the team's sponsor(s) informing them of player, coach, manager, or fan misconduct/poor sportsmanship.