



Co-Ed Kickball League

Rules and Regulations



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League Director

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Registration Procedures

- A. **Team Registration:**
 - a. **\$120 per team for all leagues-** Includes regular season games and a single elimination post- season tournament.

- B. **Payment of Fees:**
 - a. All fees must be paid at T.B. Thomas Gymnasium
 - b. Please make all check payable to **City of Hartsville**

- C. **Manager Meeting:**
 - a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration on **Monday February 27th**
 - b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

- D. **Refund/ Credit Policy:**
 - a. City of Hartsville will give partial or full/ refunds for the following reasons:
 - i. Classes/ programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reason on the part of the participant, and/or
 - b. Senior Management must approve a refund for program or portion of programs deemed appropriate.

Manager's Duties

- A. It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to the Athletic Office as stated on the Kickball Deadline and Fact Sheet. Each team is required to register during assigned registration dates. Team managers are responsible for signing player registration forms to verify all players are on the correct team and of proper age.

- B. At the conclusion of registration, a mandatory organizational meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.

- C. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the City of Hartsville Kick Ball Leagues.

- D. Meet with the official at home plate 5 minutes before the game starts to review rules or answer any questions. The person representing your team during this pre-game meeting will be the "designated manager" for the game and must handle any disputes.

- E. Managers are to see that all players are in proper uniform and stay in the dugouts; except when playing a defensive position, kicking, on deck, or base coaching.

- F. Each manager is responsible for their team and spectators conduct at and around the park. City of Hartsville will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- G. It is the manager's responsibility to ensure the dugout is occupied only by players. Children and spectators are not to be in the dugout.
- H. Only the team manager should contact City of Hartsville Parks and Recreation after 12 pm, in case of inclement weather. Game status updates will be available by calling T.B. Thomas at (843)339-2878.
- I. Each manager is responsible for contacting City of Hartsville T.B. Thomas concerning the rescheduling of games.
- J. Notify the Athletic Office of any changes of team manager contact information.
- K. Managers are to see that all players "check in" with the official 10 minutes before the scheduled game time. Game official will have an updated roster each week and players must show photo I.D. to be considered eligible to play.

Note: Players arriving late must check in between innings and CANNOT be on the field until cleared by the game official.

Eligibility

- A. All participants must be 18 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper identification is required.
- B. Player registration fees and registration form must be on file with City of Hartsville Parks and Recreation by 7pm on Friday before the game in which he/she is to play.
- C. Each roster is limited to 12 players, including manager and / or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament. Any player on the roster by the last regular season game in his/her league (includes rain-outs) will be eligible for post-season play.
- D. Any City of Hartsville Parks and Recreation representative, umpire, scorekeeper, or an opposing team all have the right to protest the legality of a player. City of Hartsville Parks and Recreation has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question.
Note: Failure to provide identification will result in a forfeit and player suspension. Any team found to be playing illegal players must forfeit the present game, those players will be

suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from All league play for the next 5 scheduled games.

- E. An illegal player** is defined as: a player participation under an assumed name and / or playing for a team in which he/ she is not on that team's roster; or playing on more than one team in the same league.
- F. An ineligible player** is defined as: a player who does not meet the requirements of the City of Hartsville Parks and Recreation code of conduct [SEE PAGE 10]; or playing while under suspension.
- G. Uniform:** Every player on each team must wear a shirt of the same color or team shirt. All uniforms must be complete by the beginning of the first game of the regular season. Official will not allow a player without the uniform to play, and a team will forfeit if they do not have eight properly uniformed players.

Playing Rules

All playing rules listed below will govern league play.

The Playing Field

- A.** The pitching distance is 42 feet.
- B.** The bases are set at 60 feet

Equipment

- A.** Official kickball (provided by City of Hartsville Parks and Recreation) has a pressure of 1.5 pounds and is 10 inches in diameter.
- B.** Athletic shoes are required. **NO CLEATS or Spiked Shoes** of any kind are allowed.
- C.** Any equipment deemed by the official, as a performance enhancement must be removed.

The Game

- A.** Each game shall last 7 innings or 50 minutes (the scorekeeper is the official timer). The clock starts as soon as the first pitch is thrown.
 - a.** There is a 10 run per inning limit for all innings. **NO MERCY RULE.**
 - b.** Games must begin at scheduled times, unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and umpires.
 - c.** A new inning cannot be started unless there is one minute (60 seconds) remaining on the clock after the final out of the previous inning.
- B. Tiebreaker:** Games cannot end in a tie; therefore, the winner will be determined by placing the last kicked(batted) out on 2nd base with 2 outs and playing the game until a team wins.

- C. A team must have 8 (but no more than 12) eligible players on the field or in the dugout ready to kick (either offensively or defensively) to start the game. If at any time a team cannot field 8 eligible players, the game will result in a forfeit.
 - a. If a team “checks in” 8 players, they can add players to the bottom of the line-up any time during the game; WITHOUT penalty.
 - b. If a team at any time drops below 8 players, and has no eligible sub, the game will result in a forfeit.

- D. **COED Batting Order:** The batting order must alternate between genders. Line ups shall consist of 4 women and 4 men or 5 women and 5 men. However, the following shorthanded rule applies when playing with 9 players:
 - a. A game may begin or finish with no less than 8 players.
 - b. The vacant position for the missing sex must be listed last in the batting order.
 - c. An out will be recorded when the vacant position in the batting order is scheduled to bat.

- E. A grace period of 5 minutes will be allowed for all games from the scheduled start time. Teams must have 8 eligible players on the field or in the dugout prior to the grace period running out. If time is available, the teams can share the field for warm-up.

- F. Courtesy runners are not allowed, except for situations that fall under ADA rules.

- G. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 8 eligible players in the line-up (either offensively or defensively); if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with umpire(s) and refuse to continue the game, he/she will be order off the field. Failure to comply with the umpires could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss.

- H. If a team forfeits 3 games on different scheduled days (which totals 4 games), that team shall be removed from the league. **This includes call ahead forfeits.** All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.

- I. **Pitching:**
 - a. The strike zone is 2 foot inside and outside of home plate.
 - b. A pitch must roll on the ground when passing over the strike zone.
 - c. Bouncing balls results in a ball
 - d. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to abide by this rule results in a ball.

- e. No player may field in front of the pitcher other than the catcher, and no player may advance past the 1st – 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- f. The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- g. A pitch outside the strike zone is a ball.
- h. Balls must be pitched by hand.

NOTE: If a player chooses to kick the pitch, the result of the kick is the call.

***Example:** If a player chooses to kick a bouncing pitch, and gets called out running to first, that player is “out” and cannot re-kick due to a bad pitch*

J. Strikes:

- a. A strike is:
 - i. A pitch within the strike zone that is not kicked;
 - ii. An attempted kick missed by the kicker inside or outside of the strike zone;
 - iii. A foul ball is a strike
- b. Three (3) strikes is an out

K. Balls:

- a. A ball is:
 - i. A pitch outside of the strike zone, as judged by the official, where a kick is not attempted;
 - ii. An illegal bouncing pitch;
 - iii. Any fielders or pitcher advancing on home plate before the ball is kicked;
 - iv. Any catcher crossing home plate before the kicker or failing to field behind the kicker.
- b. Three (3) balls walk the kicker to first base.

L. Kicking:

- a. A player’s foot or leg must make all kicks.
- b. All kicks must be behind home plate. The kicker may step on home plate to kick.
- c. No bunting is allowed. Umpire determines bunt call. A bunt is called an out.

M. Foul Ball:

- a. A foul is:
 - i. A kick that goes foul prior to passing 1st or 3rd base & not touched by a player
 - ii. A kick landing in foul territory; beyond 1st or 3rd base.
- b. A foul count as a strike.
- c. Three (3) fouls is an out.

N. Running:

- a. Runners must stay within the base line.

- b. No sliding or running into a fielder. Absolutely **NO** contact is allowed.
NOTE: The runner is out if the runner initiates contact or the runner is safe if the fielder initiates contact.
- c. Fielders must stay out of the base line. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
- d. No leading off or stealing. Runners can only advance after the ball is kicked. A runner off a base when the ball is kicked is out.
- e. Runners may tag-up after a kicked ball is caught by the defense to advance to the next base.
- f. Runners may overrun first base.
- g. If a ball is overthrown out of the playing field (into dugout, over the fence, etc.), the runner(s) advances one base.
- h. Running past another runner is not allowed. Any runner that passes a runner in front of them is out.

O. **Outs:**

- a. An out is:
 - i. Three (3) strikes, four (4) fouls, or fouling with 2 strikes;
 - ii. Runner touched by the ball while not on a base & the ball is in play;
 - iii. A runner hit with the ball below the shoulders;
NOTE: Runners hit in the neck or head with the ball will not be out unless they were ducking to dodge the ball.
NOTE: Play stops and the ball is dead after hitting a base runner and being declared out. All other base runners, if more than halfway to the next base, should advance.
 - iv. A kicked ball (fair or foul) that is caught in the air;
 - v. A ball thrown to a fielder touching a base beats the runner who is forced to run;
 - vi. A runner off of his/ her base when the ball is kicked;
 - vii. A runner who is physically assisted by a base coach during play.

P. **Play Ends:**

- a. When the pitcher has the ball in control and on the mound;
- b. A runner intentionally touches or stops the ball (the player is out);
- c. When a team scores 10 runs in an inning.

Q. **Re-Entry:** Any player may be substituted or replace and re-entered **ONCE**, provided the players occupy their same kicking position in the kicking order.

NOTE: The starting player and their substitute may not be in the line-up at the same time.

R. Players/coaches are not allowed to smoke in the playing are (this includes the dug-outs).

- S. Alcoholic beverages will not be allowed at any time on City property or properties used by the City of Hartsville (includes parking lots).
- T. If in the opinion of the umpire, League Director, or any City of Hartsville staff, a player has been drinking, they will be ejected from the game. If they do not leave sight and sound of the facility within 2 minutes, the game will be forfeited.
NOTE: If any team is caught drinking alcohol on City property before their game, that day's game will be forfeited. If any team is caught drinking alcohol on City property after their game, their next scheduled game will be forfeited.
- U. Any person using profane or vulgar language will be removed from the field. If a player is removed from the field for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.
- V. **Ejections:** A player who is ejected from the game will be require to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers, see that the ejected player(s) leaves promptly.

Protest

- A. Officials must be told of protest immediately before the next legal or illegal pitch is thrown so he/ she can tell the other manager.

NOTE: Written protests must be in the hands of the League Director within 24 hours after the game is completed. A twenty-dollar (\$20) fee must accompany each protest. If the protest is upheld, the money is refunded, if not, the money goes to the treasury. The written protest must contain the situation, the reason for protesting, and reference to the rule that was violated. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire (Judgement Call).

Tournament

- B. The league will have a post-season single elimination tournament that will begin at the conclusion of the regular season/ rain make- up games. It is the manager's responsibility to pick up schedules or call the Athletic office following the regular season and rain/ make-up games.
- C. Seeding in the tournament will be determined by the regular season standings. In case of a tie for the regular season, tournament seeding will be based on (ranking order):
 - 1. Head to head match-ups between the tied teams; if still tied
 - 2. Run differentials will be used; if still tied
 - 3. Defensive runs allowed will be used; if still tied
 - 4. There will be a coin toss by City of Hartsville Parks and Recreation staff to determine seeding.

NOTE: Should there be more than two teams tied at the end of the regular season and the schedule is not a perfect round robin, then Number 1 will be skipped and will start with Number 2. Once one team is seeded, the process will start over until there are only two teams left, in which we will go back to Number 1.

NOTE: Forfeits will be recorded as 7-0

Ejections

- A. A player that is ejected from the game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.
- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by City of Hartsville Parks and Recreation staff.

Possible action includes:

- One game suspension
- Multiple game suspensions and a meeting with Athletic Staff
- Season Suspension and a meeting with Athletic Staff
- Indefinite Suspension

- C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/ or facility of Hartsville Parks and Recreation Department indefinitely, pending review by Hartsville Parks and Recreation.

Factors that may suggest a more lenient penalty include:	Factors that may suggest a harsher penalty include:
<ul style="list-style-type: none"> • First offense • Apparent desire to reform • Leaving sight and sound of facility within 2 minutes 	<ul style="list-style-type: none"> • Personal attack on Hartsville Parks staff • Failure to leave sight & sounds within 2 minutes • Violation of law

- D. **Ejection Review Process:** Within 48 hours of player being ejected, the Athletic Staff will initiate a review process consisting of:
 1. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This includes the site supervisor, game officials, and other players.
 2. After all information is gathered, the Athletic Staff will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual.

3. The player will be informed by the Athletic Staff of the penalty and at this time, a meeting with the involved player, their team manager and Athletic Staff may be scheduled.

Inclement Weather

- A. Games shall be postponed when Hartsville Parks and Recreation determines the field to be unplayable. **Managers** should contact the Parks and Recreation department after 3pm, and players should contact their managers.
- B. The parks and Recreation Department will make all weather related calls with cancelations based on the WEATHERBUG system.
- C. Once a game has begun, under most conditions, a game will not be canceled until 30 minutes have passed, especially in the case of lightening. Managers need to make sure they have the official word from the umpire at the field or athletic staff that a game has been canceled. The original schedule will not be changed. Rained out games will be made up at the end of the regular season play, as much as possible.
- D. All games stopped due to inclement weather will be played as a new game; **UNLESS** 4 complete innings (three and one half inning if the home team is a head) have been played, in which the score stands.

Inclement Weather During play

- If dangerous weather (lightening) occurs during the game, the park supervisor or director of kickball will instruct people to clear the field and take shelter either in their vehicles or underneath the concession stands.
- In case of heavy rain, players will be asked to leave the field of play and seek shelter in their dugouts.