



Rise Together

**CITY OF ROCKVILLE
Department of Recreation and Parks
Co-REC KICKBALL LEAGUE RULES**

I. PLAYER ELIGIBILITY

- A. Players need not live or work in the tax limits of the City of Rockville.
- B. Teams and players will be permitted to play in other jurisdictions, such as Montgomery County, etc. **Players must be out of high school.**

II. ROSTERS

- A. It is the Manager's/Coach's responsibility to make sure that the team roster has been received in the Sports Office by the start of the team's 4th game of the season.
- B. Rosters are to be submitted on the official roster form. Each player's name, home address, emergency contact information, and signature should appear on the form.
- C. Each team shall be limited to 18 players on their official roster that is turned in. **City of Rockville Department of Recreation and Parks may ask to put additional players on your team from the individual registrations.**
- D. A player can only play for one team during the league. **Exception: Regular season ONLY:** to avoid forfeiture teams with less than 8 players can use other registered players from another registered team in the league **The manager must notify the umpire; prior to the start of the game if other league registered players are used. No more than two (2) players of this type can be used to make nine (9) players.** If a team has 8 players, then only one (1) player of this type can be used to make nine (9) players. Once the team gets 9 players from their roster the substitute must be removed from the game. A player in violation of this rule is an ineligible player, and both teams he/she is playing for are subject to forfeiting each and every game in which he/she participates.
- E. Team manager is responsible for the validity of the team rosters submitted to the Sports Office.

III. Regulation Game and Playoffs

- 1. A regulation game is 60-minutes or 7 innings.
- 2. If the time limit is reached in the middle of an inning, the inning will be completed unless it is at the 10:45 pm absolute curfew, in which case the game will go back to the last inning.
- 3. If a game is called for any reason after 3 full innings of play the game counts as a regulation game.
- 4. If the game is tied after reaching the time limit in a regular season game the game will end as a tie. If it is a playoff game, it will go into extra innings.
- 5. If the game is tied after 7 full innings and the time limit has not been reached there will be extra innings.

- a. Extra innings will start with the kicking team starting with the last player that got out on second base.
6. If inclement weather, injury, field maintenance issues or the 10-minute grace period happens during the 60-minute time limit it will count as time towards the 60-minute time limit

IV. Forfeits:

1. If a team does not show up it is a forfeit.
2. If a team does not have at least 8 players with (2 females must be present) to start the game.
3. For all league games the time limit clock will start at the scheduled starting time. After ten (10) minutes on the game clock has expired, the game will officially be declared a forfeiture if the team(s) does not have the minimum number of players required or the team is not prepared to play.

V. PLAYING RULES

A. The number of players to start and continue a game shall be as follows:

1. All games may start and/or be played with a minimum of 8 players, only if the ninth and tenth eligible player(s) are not available. If a ninth and tenth player(s) arrive after the start of a game, he/she bats in the ninth and tenth position.
2. Teams **will not** record outs for these missing positions.
3. Each team must field at least 3 females at all times. If there are only eight players present there must be at least 2 females to play the field or the team will be forced to forfeit. The ninth player must be a female.

B. Kicking Line Up:

1. An official line-up must be written out before the game begins.
2. All players on the roster that are present at the game must kick in the line-up. (Wildcat)
3. If a player is on the official line-up and does not participate in the game, the team is charged with an out for every time the player did not kick.
4. Male players may not kick more than twice in a row in the lineup. If a team does not have enough females to keep the male/male/female rotation, the females will kick multiple times throughout the order. **Males are not permitted at any time to kick more than twice in any inning.**
5. *Example: M/M/F1/M/M/F2/M/M/F3/M/F*

C. Courtesy Runners (two cases):

1. Intended for individuals who have physical/health related issues.
2. Persons desiring such **CR** status are to obtain a pre-approval letter/authorization from a doctor, as well as, apply and receive approval from the appropriate Sports Programs Supervisor.
3. Players who actually sustain a serious/aggravated injury during a game, however, not significant enough for game removal, but necessitate a runner if he/she reaches base. Unlimited CR's are allowed each inning. The CR at the first dead ball may replace any kicker/base runner on a base after they reach base. The CR is defined as the last player who made an out of the same sex. If it should happen in the first inning and no one has been retired or scored, it will be filled by the last spot in the batting order.

Players with physical health related issues, requesting CR's, must report to the umpire, as well as, gain approval from the opposing manager, prior to entering the game; same process and approval

procedure for player's sustaining serious/aggravated injuries during the game.

D. Pitching Rules:

1. All pitches must be underhand. Pitching overhand is considered a ball at the umpire's discretion.
2. The pitcher must remain inside the pitching circle until the ball is kicked. Failure to abide by these rules will result in a ball.

E. Fielding Rules:

1. A maximum of 6 defensive players are allowed in the dirt infield until the ball is kicked. The 4 outfielders must be standing in the grass until the ball is kicked.
2. All infielders must stay behind the 30 ft line established by field markings until the ball is kicked.

F. Catching Rules:

1. The catcher must stay behind the kicking box until the ball is kicked.
2. The catcher may not interfere with the kicker at any time. Failure to abide by these rules will result in a ball.

G. Kicking Rules:

1. The lower leg must make all kicks. (Lower-Leg-any part of the leg below the knee)
2. All kicks must occur inside the kicking box. If any part of the player's foot is outside the kicking box when the ball is kicked the kick will be ruled as a foul.
3. There will be NO BUNTING. The ball must travel at least 30 ft (marked by field white) in order to count as a kick. If the ball does not travel 30 ft or more the kick is considered a foul ball.

H. Run Ahead Rule -

Any team leading by 20 after three innings, 15 after four innings, or 10 after five innings (respectively 2 ½, 3 ½, and 4 ½, if the home team is ahead) or any complete inning thereafter will be declared the winner and the game will be complete.

I. Base-Running Rules:

1. 3-Foot Runner's Lanes (Fields applicable)

- a. Batter-Runner is out when he/she runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a kicked ball.

2. Runner Contact:

- a. A runner shall be declared out when a defensive player has the ball and the runner remains on his or her feet and initiates contact with the defensive player. The runner shall be ejected from the game (if, in the judgment of the umpire, the contact is flagrant).
- b. A runner shall be declared safe (obstruction shall be called) when a defensive player initiates contact by blocking a base or home plate and the defensive player does not possess the ball. A defensive player must grant unimpeded access to a base when he is not in possession of the ball or in the act of fielding a kicked ball.

3. Stealing:

- a. There is absolutely no stealing or leading off a base. A failure to abide by this rule will result in an out.

4. Extra Home Plate for Base Runners:

- a. Extra home plate for base runner to use located on the rearward extension of the 3rd base foul line at a distance of 8 feet from the rearmost corner of the regular home plate.
- b. Commitment Line - A line 3 feet long shall be marked perpendicular to the foul line halfway between 3rd base and home plate.
- c. All plays at home is a force out play.
- d. If a runner advancing toward home plate touches the commit line or the ground beyond it, he cannot return to 3rd base. A runner who re-crosses the commit line shall be called out automatically. A runner who left the base before an outfielder touches a fly ball, crossed the commit line, and touched alternate home plate can be declared out on appeal.
- e. Scoring: The play at home is always a force play regardless of the number of runners on base. To score, a runner must touch the extra home plate before the catcher touches the regular home plate while in possession of the ball. Under no circumstances shall the catcher tag or attempt to tag the runner with the ball (violation shall result in the runner being declared safe.) A runner who touches or jumps over any portion of the regular home plate or pitching mat shall be declared out. In the event of an errant throw the runner attempting to score must avoid collision with the catcher attempting to field the ball.

J. Strikes:

1. The strike zone is extended from each side of the plate 12 inches and is 12 inches high (If the ball is bouncing higher than 12 inches when it reaches home plate it is a ball).
2. A player attempts to kick the ball but misses completely.
3. Three (3) strikes is an out.

K. Balls:

1. Any pitch that is outside the strike zone.
2. If any player interferes with the kicker.
3. If any fielder comes past the 30 ft line before the ball is kicked.
4. If the catcher is in the kicking box during the pitch before the ball is kicked.
5. After 4 balls the kicker goes to first base.

L. Fair Ball:

1. Any ball that is kicked with in the kicking box by the lower leg that goes past the 30 ft line, lands in between the foul lines, does not go outside the foul lines until passing first or third base.
2. Any ball that is touched by any part of a fielder in fair territory before reaching first or third base it is considered a fair ball.
3. Any ball that lands in fair territory past first or third base and then goes foul the ball is still considered a fair ball.
4. Any ball that hits the foul pole is a fair ball.

M. Foul Ball:

1. A ball that settles outside fair territory with out being touched by a fielder before reaching first or third base.
2. A ball that lands outside the foul lines anywhere past first or third base.
3. A ball that does not go more than 30 ft.
4. A ball that is kicked while any part of the kicker is touching outside the kicking box.
5. A ball that is kicked using any other part of the body other than the lower leg.
6. A foul ball is considered a strike, even on strike 3.

N. **Outs:**

1. Any ball caught in the air by a fielder before it touches the ground.
2. A runner that is hit by the ball at any time. Except if a fielder throws the ball at the runner and hits them in the head.
3. If the runner is hit in the head by the ball while trying to dodge the ball in any way or intentionally hits the ball with their head is out.
4. The fielder has control of the ball on a base before the runner reaches that base. The runner has to be forced to that base.
5. A count of three strikes.
6. Kicking out of order.
7. Leading off a base or stealing a base.
8. 3 outs ends the kicking teams half of the inning.

O. **Pitching Area Rule:**

1. When the ball is thrown to the pitcher and the pitcher is within the pitching circle the play is dead and any runner that is in forward motion more than half way to the next base will go to that base if the runner is less then half way the runner will have to go back to the base they came from. (The umpire will make this call)

P.

1. The pitcher must pause 1-3 seconds before delivering the pitch.
2. The delivery must be underhand motion.
3. When the umpire determines that the pitched ball is higher than 12" when it reaches the plate the umpire should make a verbal call of "**Illegal**". If kicked, the ball becomes live.

VI. **Injury:**

1. If a player is injured in the field and has to leave the game they must be replaced by the same sex in the field. The same rule applies for a player being injured that is kicking.

B. **League Standings:**

1. Points will be awarded as so to determine the league standings in preparation for the playoff bracket.
2. 2 points for a win, 1 point for a tie, 0 points for a loss and -1 point for a forfeit.

VII. **HOW TO PROTEST**

- A. All protests pertaining to the playing of a game shall be submitted to the umpire and the opposing manager at the time of the alleged infraction and prior to the next pitch. The umpire will make the final decision in regards to a protest.
- B. **Failure to present league rules to an umpire at the time of misapplication of that rule will result in a no-protest decision.**
This is the Manager's/Coach's responsibility.

- C. **Player Photo Identification** – At all times, players must be prepared to show positive proof of identification (Drivers License) upon request/challenge. **All protests on player ineligibility must be addressed at the exchange of the line up or when the player is first introduced into the game.** Protests as to the use of an ineligible player must be registered with the Sports Programs Supervisor by the close of the next business day; no protest fee is required and the protest must be submitted in writing. Name(s) and other personal data of the alleged offenders must be included in the written protest that is filed.

VIII. **DISCIPLINARY ACTION**

The City of Rockville Adult Kickball league is intended as a recreational activity. It is expected that all participants conduct themselves in keeping with the highest standards of sportsmanship. Unbecoming conduct will not be tolerated. Unsportsmanlike conduct includes, but is not limited to such things as assault, verbal abuse, threats, or physical violence against other participants, umpires, managers, staff, etc.

IX. **Technical Out:**

- A. As a sanction against those teams or individuals whose behavior is unacceptable, but the **Umpire** judges that ejection is too severe a penalty, the **Umpire** may invoke a **Technical Out** against the offending team.
*Example: **Technical Out** assessed by the **Umpire** for a player's foul language in lieu of players disqualification and removal from the park premises.*
 - 1. **Offense:** If the team kicking is guilty of unsportsmanlike conduct the **Umpire** may enforce an out against them. If this is the first or second out of the inning, the game continues with the kicker and base runners being unaffected; an additional out is simply added to the team's total. If the **Technical Out** is the third of the inning, the next inning will resume with the kicker who would have batted had the out not been called. In this case the kicker will begin with a fresh count.
 - 2. **Defense:** If the team in the field is guilty of unsportsmanlike conduct, the **Umpire** may invoke the **Technical Out** by reducing by one the number of outs that the defense will have when they come to kick.
 - 3. Two consecutive **Technical Outs** may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. **An ejection for any unsportsmanlike behavior must be accompanied by charging of an out against the offending team.**
- B. The team manager/coach is responsible for the conduct of his/her team and team followers.
Note: Upon request, the manager/coach is responsible for furnishing the name(s) of disqualified player(s) to the umpire. Failure to cooperate will result in automatic team forfeiture, and suspension of the team manager.

X. **Ejection and Suspensions:**

- A. A player, manager, or coach who is ejected before, during, or after a scheduled contest shall be suspended from league play for the next game the team plays in the league, and depending on the severity of the incident, may be suspended an additional game(s) by the Sport Programs Supervisor.

1. When in the opinion of the umpire, a defensive player throws at a runner with excessive force or in an unsportsmanlike manner; a technical out will be called on the defensive team.
 2. If a second technical out is called on any player, that player will receive and unsportsmanlike penalty call and be ejected from the game. No player substitution will be allowed. **Automatic out will be issued.**
- B. All program participants agree not to post, email, or otherwise send any of the following items against the League, the Sports Officials or the coaches in the League.
- a) Anything that is unlawful, harmful, threatening, abusive, harassing, defamatory, libelous, or invasive of another's privacy:
 - b) Anything that harasses, degrades, intimidates or is hateful toward an individual or team on the basis of religion, gender, sexual orientation, race, ethnicity, age, or disability:
- Violations of this rule will make you subject to suspension from the league.**
- C. Before, during, and after the game, anyone who strikes, shoves, pushes, bumps, or otherwise physically threatens an umpire or Recreation & Parks staff shall be suspended from all department sponsored activities for at least one year from the date of the incident.
- D. Any team or player(s) who violate any of the City of Rockville regulations, especially the possession or consumption of alcoholic beverages on park property, shall be subject to disciplinary action to be taken by the Sports Programs Supervisor.
- If a cooler is brought to the playing field, and it is reasonably suspected to contain beer, etc, it may be inspected by the umpire or field supervisor. Failure to comply with the request will result in owner of cooler being asked to leave the premises.*

XI. **PLAYOFFS**

- A. Every team makes the playoffs.
- B. A tie in league standings (prior to playoffs) will be resolved as follows:
Tie Breaker:
 - Head-to-head competition
 - Net run differential (fewest runs against allowed)
 - Play-off game (using extra innings rules).
- F. Playoffs will be a single elimination.
- G. For purposes of league standings, teams shall receive (2) points for a win, (1) point for a tie, (0) points for a loss, and (-1) point for each forfeit.

XII. **GAME POSTPONEMENT AND RESCHEDULING PROCEDURES**

- A. **Inclement Weather Information Line:** If there is inclement weather, please call the Sports Weather Line at (240) 314-5055 for updates on game status. Please call this line prior to heading to the fields.
- B. The Sports Office will be responsible for all cancellation decisions.

XIV. **MISCELLANEOUS**

- A. Awards shall be as follows:
 1. The winner and runner up of the single elimination play offs will receive awards.

- B. Any player who violates the City of Rockville ordinance regarding the Possession or consumption of alcoholic beverages on park property shall be subject to the penalties provided by law. (Rockville Code, Section 14-36) ***If a cooler is brought to the playing field, and it is reasonably suspected to contain beer, etc, it may be inspected by the umpire or field supervisor. Failure to comply with the request will result in owner of cooler being asked to leave the premises.***
- C. Smoking on the playing field, including the dugouts, is prohibited. **The City of Rockville is a tobacco free sports environment.**
- D. **"No Parking" zones on residential streets and parks** will be enforced throughout the playing season. Please observe "No Parking" signs by parking in legal zones only. Please communicate this to all your players and team followers.
- E. Players, managers, coaches, and team followers are asked **not to bring their dogs, including leased dogs, to the parks and ball fields during games.**
- F. **Uniforms: (Optional in league play)** For purposes of consistency, teams opting to use uniforms should have all players wear the same color shirt.
- G. **Equipment:** The official game ball for Co-Rec Leagues will be furnished by the Recreation Department The official ball for the league play will be as follows:
Kickball- 10 inches
- H. After the first inning, pitchers will be restricted to one warm-up pitch and there should be no infield/outfield ball.
- I. Blood Rule, Rule 4, and Section 9 - Amateur Softball Association Playing Rules
A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:
 - a. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
 - b. Apply the rules of the game regarding substitution, shorthanded player, and re-entry if necessary.

XV. Injured Player.

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call **"DEAD BALL"** and allow or seek first aid.

EFFECT: Award any bases that would have been reached.

XVIII. WAIVER OF LIABILITY

The City of Rockville assumes no liability for injury or damage arising from participation in the adult kickball program. **We strongly urge** that each team in the league have insurance to cover each player appearing on the roster for every game, practice game, and travel to and from each league game and practice game, or each player be covered by personal health insurance. Each team is to complete and submit to the Sports Division by a designated date a

team roster titled **Player Roster, Agreement and Release**. On the front of this roster player signatures are required. A player's signature indicates that the player has read and understands the terms of the "Agreement" and "Release," articulated on the backside of the roster.