

Sharron Baucom Dale City Recreation Center

Adult Kickball League

Official By Laws/Rules

Schedules

- Game time is determined by the official game schedule.
- Teams may receive a “bye” and/or have double headers.
- All schedules will be sent to Team Captains via email, along with a copy of these rules. Make sure your email on your registration is accurate, legible, and one you check often. Schedules will also be available with the Game Officials. The front desk will have schedule information, but will not have hand-outs available.

League Classification

- This is a recreational league (“C” or “D” division).

Rosters/Team Captain Responsibilities

- Completed, legible, and accurate team rosters with payment must be submitted to the front desk at SBDCRC for each team by **Monday, June 1**. You may add players up to 2 weeks into the league.
 - For team rosters, each must be complete with names, email, and/or phone numbers for all players and team color/team name.
 - Minimum of 7 players needed to start and continue a game.
 - Team Captain is responsible for keeping roster information up to date.
 - Team Captain is responsible for updating team of any changes, updates, game cancellations, or other pertinent game/league information.

Defaults

- All teams must be ready to play at game time listed on schedule, though there will be a 10 minute grace period. This time will come off the game clock.
- All teams not meeting minimum player requirements will default.
- Forfeits will be recorded as a loss.
- You are encouraged to play the forfeited game for fun. No scores will be kept.
- Any team that forfeits 3 times in a season may be dropped from the league. No refunds will be given for dropped teams.

Eligibility and Player Conduct

- All team captains must completely fill out and sign the official roster/consent release form prior to Monday, June 1 deadline. If player added after season start, captain must forward the updated roster information. No additions past 2nd week of league.
- Participants are not allowed to harass, threaten, or deride SBDCRC staff, including game officials.
- In order to protect the Game Officials and maintain a fun spirit in the field, certain actions will lead to game ejection:
 - challenging the Official by questioning the call or their ability to call a good game
 - swearing or showing outburst of anger after receiving a penalty
 - discussing the (poor) performance of the Official to a teammate at the field or facility during or after the game
- All ejected players must leave the field immediately.
- Players ejected from game will not play in next scheduled game. Players ejected twice will be removed from the league. No refunds given for ejected players.
- Any player and/or team involved in fighting or unsportsmanlike conduct, during or after a game will automatically be suspended from the League and will not be allowed to return. No refunds will be given for suspension.

I. Field/Equipment/Misc.

- All games will be played on the fields at the Sharron Baucom Dale City Recreation Center.
- Cleats with metal spikes are not allowed.
- Sharron Baucom Dale City Recreation Center will make every attempt to provide Game Officials. If there are none—teams are to use the honor system in making calls (safe or out; fair or foul; etc.). If a disputed situation cannot be resolved, team captains will use rock/paper/scissors (best 2 out of 3) to settle the dispute.
- Prince William County Park Authority policy is **NO ALCOHOL** on fields.
- **Players are to remember we are all out here for fun and to please practice good sportsmanship!**

II. Number of Participants/Rosters

- Rosters may hold from 9 to 20 people.
- A maximum of 9 players can be on the field for the fielding team, with a minimum of 7 players. A catcher is not necessary for teams with less 8 players.
- Teams must have a minimum of 2 women at each game. If a team does not have 2 women for a particular game, a “ghost” player shall be written into the batting order for each woman less than the minimum. There will be an automatic out each time a “ghost” player comes up in the kicking order.
- Every team member present and on kicking line-up must play in the outfield in at least half of the innings.
- Teams with fewer than 7 players shall have a 10-minute grace period before a forfeit is declared.
- Only players on rosters may play in a game. However, you may “borrow” players from another SBDCRC Adult Kickball team or play under the minimum number to continue game play. The game will be registered as a forfeit and the game will be played for fun.

III. Regulation Games

- A regulation game shall consist of 7 innings or a time limit of 55 minutes. If a game starts late, it shall be played until 5 minutes before the next game’s starting time.
- The “away” team shall bat first. The “home” team gets last at bats if the time limit is near.
- If a person has taken themselves out of a game, they can not rejoin until the next game.
- Dale City Recreation Center staff may call a game due to time if an inning may not reasonably be completed before the 55-minute time limit. No new inning is to begin 10 minutes before the end of the time limit.
- Regular season games may end in ties.
- Called games due to bad weather may be rescheduled dependent upon field availability.
- Each team may have base coaches at first and third bases but it is not required.

IV. Pitching/Fielding

- Each team will pitch to their own team. The pitcher cannot interfere with game play. If this happens, the kicker will be out and any base runners must return to their base.
- The pitcher must pitch from the pitching rubber (running up to the rubber is not allowed).
- A legal pitch must be underhand and no higher than knee level of the kicker.
- Each kicker will receive a maximum of 5 pitches at each turn, regardless of do-overs.
- The catcher must give the kicker ample room to kick. The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the kicker. Catcher interference will result in the kicker being awarded first base.

- Players in the field must stay in “normal” fielding position until the ball is kicked. In other words, fielders cannot run up towards the kicker until the ball is kicked.
- The kicking team has 3 outs per inning. An out results due to the following:
 - two fouls
 - a ball caught on the fly
 - base runner is forced out
 - base runner is hit with the ball while not on base (if runner is hit with ball before run scores in third out situations, run does not score)
 - see ghost kicker rule above.
- As even the most innocent looking pop-ups are potential hits in kickball, there is no infield fly rule. There will be a “No Cheese” rule for situations where a fielder is judged to have intentionally allowed the ball to drop in order to turn a double play. For example, team A has a runner on first. The batter from team A kicks the ball in the air to first. The first baseperson intentionally (and these are generally obvious) muffs the pop fly, tags the waiting runner and tags the base. This is contrary to fair sportsmanship and the tactic will be deemed Cheesy and the runner and kicker are both safe.
- A foul ball that is caught counts as an out. If a ball is touched in fair territory, it is fair, regardless of other factors i.e. foot placement of the fielder. A foul ball is defined as a ball that settles or is touched on or over foul territory between home and first base or between home and third base. Please see attached WAKA diagram for specifics.
- One base on an overthrow (2 bases from the last base touched).

V. Kicking/Base running

- All teams must adhere to proper kicking order found on the Kickball Lineup for the duration of game. Teams may not alter the lineup once the game has started unless the kicker is injured and not playing or has left the game for the day. Refusal to do this will result in game forfeit.
- You can have as many kickers in the kicking line up as you would like, but you must have all members kick if 10 or fewer players show to game. If you have 10 or more, you may designate subs. Subs must be clearly marked on the line-up. You may sub same sex only and subs may only kick for those whom they are subbing and in proper kicking order.
- The kicker may not kick the ball until the ball crosses home plate. Kicking the ball before the plate will be considered a foul ball, with the exception of week one (so we can learn to be patient!). Remember-2 fouls is an out.
- Bunts are allowed.
- Runners must stay in the base path. Fielders impeding the runner’s path to the base (unless they are actively fielding the ball) shall result in the runner being awarded the base.
- Leading off and stealing are not allowed. Leading off/leaving early will result in a do-over.
- Sliding is legal. Please do so with caution (keeping fielders and yourself in mind).
- After contact on a fly ball that is caught, the runner must tag up before advancing to the next base. Failure to tag up before advancing results in an out if the runner is tagged or the ball is thrown to the previous base.
- Balls thrown at the base runner must be below the shoulders. Any headshot incurred while the runner is in an upright running position results in advancement to the next base. Any intentional hitting of the ball with the head by the runner will result in an out.
- If a ball hits the kicker in fair territory after being struck, the kicker is out.

- Pinch runners are allowed for injured players only. The pinch runner must be of the same gender as the injured player.

VI. Mercy Rule

- Teams may opt to submit if down by 15 or more runs.

VII. Standings

Remember: a win is two points; a tie is one point; a loss is zero points. Standings are based on the highest point total. End of season tie-breakers are as follows:

- 1st. Compare head to head record, if that ties then
- 2nd. Compare runs scored, if that ties then
- 3rd. Team with forfeit will take lower standing.

Team Captain Responsibilities:

- **Sign score sheet and turn into Umpire at end of game.**
- **Report weekly standings to team mates.**
- **Maintain chain of communication.**
- **Update rosters/report updates to Recreation Programmer.**
- **Designate second in command.**
- **Report problems to Umpire or Recreation Programmer.**
- **Unlock and/or lock up equipment storage at fields. Lock combos will be given to team captains and umpires prior to season start.**

These rules may be updated or changed by SBDCRC at any time without prior notification.



DALE CITY RECREATION CENTER.....*Where Everybody Fits In!*

703.670.7112 www.pwcparks.org/dcrc

Thank you for your patronage. We hope you enjoy the Adult Kickball program. If you have any ideas that will improve this program or any other activity, please do not hesitate to contact SBDCRC.

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