



## Smithville Parks and Recreation

# ADULT KICKBALL TOURNAMENT RULES & REGULATIONS

Revised: 3/29/2018

*The Smithville Adult Kickball Tournament is for recreational purposes. All tournament games will be played in accordance with the World Adult Kickball Association (WAKA) and the Texas Amateur Athletic Federation (TAAF) rules, except for the changes made by the Smithville Parks and Recreation Department.*

### **Eligibility**

All players must be at least 18 years of age or older as of the tournament registration deadline. Co-Ed will be the only division offered at this time.

As a Rec. league, we will allow 16 & 17 year olds to act as an adult and participate in our Adult Kickball Tournament; if and **ONLY** if, they have a parent sign the roster form. This signifies that both the minor and the parent/guardian agrees to the Hold Harmless Clause and will abide by the program rules.

Players will **NOT** be allowed to play on more than one team in the same division during the tournament. If a player's name appears on more than one roster, that specific player will be assigned to the first team which they play a game with.

Each team must designate a team manager. The team manager/speaking captain shall be 18 year of age or older. The team manager is the speaking captain designated for each team. He/she alone may approach the umpire at proper times with questions. If the team manager is absent from the game, a member of the team must be notated on the kicking lineup provided to the bookkeeper before the game begins as the speaking captain for that game.

In order to participate in the tournament, each participant must sign the roster prior to their first game. Failing to do so, means that you are an illegal player and could cause your team a forfeit.

All players must be able to produce a valid driver's license or official picture identification at any time during the tournament if requested. Team managers are responsible for their roster to match players' identity. Smithville Parks and Recreation Department staff may randomly check team rosters against the line-up, any player that is NOT on a team roster will NOT be allowed to play.

- **If the illegal player is found before the game, he/she will NOT be allowed to play and the game will begin, dependent upon the number of players left.**
- **If the illegal player is found during or after the game, the game may automatically be deemed a forfeit.**

### **Rosters**

Rosters must have at least twelve (12) players and up to NO more than twenty (20) players, including playing coaches. There must be at least six (6) players of each gender on the roster for co-ed.

Team rosters must be completely filled out with each player's information and signature. The team manager is responsible for making sure all information on the roster is correct and that the roster and team registration fee is submitted to the Smithville Recreation Center by the registration deadline.

**Rosters will NOT be accepted after registration closes. Rosters must meet the requirements to be accepted. There will be NO roster changes or refunds after the final roster and registration fee has been submitted.**

**Smithville PARD will allow teams to borrow players from other teams ONLY to meet the minimum player requirements of eight (8) players. Teams can pick up to a maximum of two (2) players listed on another team's roster if needed (meaning if you have only 6 players, then you can get your 8 required by borrowing from another team). This rule has been implemented to minimize the number of forfeits. Team managers must agree and the swap shall be notated in the official scorebook. If a team is still short of the minimum playing requirements after borrowing two (2) players from another team, the team short of players will receive a forfeit. Teams will still give a one (1) run advantage per added player but in this situation ONLY for the game which they used borrowed players. Borrowed players shall NOT play an infield position.**

## **Fielding a Legal Team**

A team should consist of ten (10) players (an equal amounts of 5 men and 5 women if co-ed); however, a team may also begin a game with eight (8) or nine (9) players. Please see the following restrictions:

A team can start with nine (9) players (5 women & 4 men or 4 women & 5 men if co-ed). The team will receive one automatic out each time the 10<sup>th</sup> player comes up to kick. If the tenth player arrives, then the player will occupy the 10<sup>th</sup> position in the kicking line-up (It is NOT legal to walk a player to get the automatic out; the automatic out will then be nullified if this occurs).

**-OR-**

A team may start the game with eight (8) players (4 women, 4 men ONLY if co-ed). There will be NO outs given because of the severe disadvantage that they already possess.

Teams consisting on ten (10) players may choose to add two designated kickers. This would total the amount of individuals on the line-up to twelve (12) players (6 women & 6 men if co-ed). The kicking line-up for co-ed teams must always alternate gender.

Teams may play with NO less than eight (8) players (4 male and 4 female players if co-ed) from start to finish.

If co-ed, the pitcher and catcher must be of different gender. This rule must be obeyed throughout the entire game and substitutes must be of the same gender.

**If at any point a team does NOT have the minimum number of players available to field a legal team or the appropriate number of men or women if co-ed, the game will be forfeited.**

## **Schedules**

Game time is determined by the official game schedule. Schedules will be made and posted shortly after registration closes. Schedules will also be sent to the team managers along with a copy of these rules via email (please make sure your email on the roster is accurate, legible, and one you check often). Schedules will also be available on our website or at the Smithville Rec. Center. A managers meeting will be held prior to starting the league to discuss rules, schedule, etc.

## **Inclement Weather Policy**

In the event of inclement weather, Smithville Parks and Recreation will make a decision on cancelling the tournament or trying to offer it another weekend if all registered teams are available.

**\*\*\* A game is considered official if it is called after three (3) innings due to weather.**

## **Reporting**

Smithville PARD requires only one (1) official for games.

Materials needed to keep score and a bookkeeper may be provided by the Smithville Rec. Center. If NO bookkeeper is present the home team will be responsible for keeping score.

## Uniforms

All players must provide their own team shirts of similar color with an eight (8) inch number on the back of the shirt. Numbers must be (0-99), non-duplicated, and be permanently affixed (pinned numbers are not allowed). Shirts may have sleeves or be sleeveless. Teams can have names and logos on their shirts but they must be appropriate (Smithville PARD staff has the right to make the decision and shirts that are inappropriate will NOT be allowed). Please contact the Rec. prior to ordering shirts to have the team name/logo approved. Teams/players without appropriate shirts will NOT be allowed to play. However, if there is one (1) player without appropriate attire which would then cause the team to forfeit, he/she will be allowed to play in the game provided he/she is on the original roster. Umpires also have the authority to determine if attire is appropriate.

- Players shall wear appropriate athletic attire.
- Athletic close toe shoes must be worn at all times and NO metal cleats will be allowed. Molded plastic cleats will be accepted.
- NO jewelry may be worn at any time during the game.
- Eye wear must be attached to the wearer by means of non-dangling elastic/rubber eye ware strap.
- Players may wear protective equipment providing it does NOT offer the wearer an unfair performance advantage.

## Equipment

Kickball's shall be a seamless, pebble-grain surfaced ball, approximately eight (8) to ten (10) inches in diameter. The center of the ball may contain air only.

The City of Smithville Parks and Recreation Department WILL provide bases and game balls.

Teams shall NOT warm up with the game ball and shall have their own ball for practices. Pre-game warm-up will only be allotted if there is time.

## General Game Rules

- Please arrive 15 minutes prior to the scheduled game time.
- Lineup cards must be complete with first and last names and numbers, and then turned in to the scorekeeper ten (10) minutes prior to game starting time.
- All present players must be recorded on the lineup card provided to the scorekeeper. Players may be moved around to different defensive positions but must remain in the same kicking order.
- Designated hitters shall be added to the end of the lineup as players 11 & 12. If you have more than 12 players, they will be substitutes and shall be listed on the lineup sheet across from the person they will be subbing for in the kicking lineup. Players 1-10 will be those fielding.
- Players that arrive late must be added to the end of the lineup or added as a substitute.
- Substitutions need to be made at the top of each inning and each player must have played a defensive position an entire inning before they may kick.
- A scorebook will be kept; however, teams are responsible for keeping up with the score as well to minimize discrepancies.
- The umpire's clock is game clock. The game clock will begin at the scheduled game time. Failing to have minimum number of players or not being ready will cut into your game time and also take away from your opponents playable time (be considerate of others and show up on time).
- If a team does NOT possess the minimum amount of legal players within ten (10) minutes of the scheduled game time, a forfeit will be called (meaning the game will NOT be played) and the opposing team will be awarded the win. Teams will NOT receive a refund for continuing not to have a sufficient number of players.
- The home team will be determined by the team listed first on the schedule.
- The home team will take the field first and use the first base dugout.
- Only individuals on a team roster are allowed in the dugout and on the field. However, children that have NO other supervision may be in the dugout but absolutely NOT on the field at anytime.

- The pitcher will be allowed five (5) warm-up pitches to start the game (first inning), and three (3) warm-up pitches will be allowed if there is a change in pitchers.
- A regulation game will consist of fifty (50) minutes playing time, nine (9) full innings, or the “Run Rule”; whichever comes first. NO new inning will start after fifty (50) minutes.
- If a game is called off by an official after three (3) full innings of play due to lightening, regulation time, or other conditions it shall be considered a regulation game. The score at the end of the last full inning shall determine the winner and those ending in a tie will be marked as a tie.
- Games called by an official before three (3) innings will NOT account for a regulation game and a new game may be rescheduled.
- Each team is allowed two (2) one-minute timeouts per game.
- Run rule will be called 20 runs ahead after four (4) innings or 15 runs ahead after 45 minutes.
- NO scoring limit is in effect for the amount of runs scored within a single inning at this time.
- In the event of a tie score at the end of the game, the game shall be marked as a tie.
- Each kicker starts with a 1-1 count and courtesy foul. This means when the kicker gets to the plate they will already have 1-ball and 1-strike against them. The first foul ball kicked by the kicker will count as the courtesy foul (‘free foul’) after that any fouls will count as a strike.
- The legal tag area will be from the shoulder and below. If the ball is thrown, it must hit below the waistline unless the player slides; then the player will be OUT if it hits shoulder or below on a slide.
- There will be a certain amount of consideration made for the amount of force that the ball is thrown. The amount of force should correspond with the distance that the player is to the runner. Any throw made by a defensive player that is judged to be excessive or unnecessarily hard within the context of the situation, will result in the runner being called safe and the defensive player ejected from the game.
- If a fielder throws the ball in attempt to hit a runner and the ball bounces on the ground before contact, the runner will be safe.
- If the ball comes off a defensive player and hits an offensive player before the ball touches the ground the runner is out. Anything other than a tag, will be treated as a throw and must hit the player waist and below for an out.
- If the runner is tagged and then the defensive player drops the ball, the runner is still OUT.
- If the runner attempts to duck or dodge a ball that is thrown at their waist level or below, and the ball hits them above the waist they will be called OUT.
- A double first base will be used. The orange portion of the base is for safety. Runners must hit the orange part of the base when running to first, allowing the first base person access to the white portion of the base.
- All players must avoid unnecessary contact at all times. Runners must give themselves up, get out of the way, or slide. If a fielder is blocking the base/in the base path, fielder’s interference will be called and the runner will be safe. If contact is considered unsportsmanlike, that player will be ejected.
- The kicker may step on home plate to kick, however NO part of the planted foot may be in front of or cross the front edge of the home plate, doing so will result in being called OUT.
- At NO point shall a kicker stop a pitched ball in the attempt to kick the ball. The pitched ball MUST remain rolling until it is kicked or the catcher receives it.
- **NO intentional bunts.** At the discretion of the official, intentional bunts will automatically be called an out and the base runners will NOT be able to advance. The player should show effort in trying to kick the ball hard and the player’s leg should make a complete forward swing and follow through after making contact with the ball. Anything less than full forward swing of the leg and follow through will be called a bunt and the kicker will be called out. This rule will be left up to the official’s judgment.
- **Infield fly rule is in effect;** to prevent infielders from intentionally dropping the ball in order to turn double plays. A infield fly will be called when there are fewer than two (2) outs, and there is a force play at third base (*i.e.*, when there are runners at first and second base, or the bases are loaded). When the rule is invoked, the kicker is out (and all force plays removed) regardless of whether the ball is caught. If the ball is NOT caught and ends up foul (including if it lands fair and then rolls foul before passing first or third base without being touched by a fielder), the infield fly call is canceled, and the play is treated as an ordinary foul ball.

- **NO leadoffs or stealing allowed;** doing so will result in the runner being called out.
- A pinch runner will be allowed when the official has determined if a player is injured and a pinch runner is warranted. This pinch runner will be the last recorded out of the appropriate gender. Once a pinch runner is used, the person going out of the game may NOT return back into the game.
- A pitch shall be below the kicker's knees and the strike zone shall extend one (1) foot to either side of the plate (approximately a ball width to each side of the plate). The pitches will be up to the official's judgment on whether they are a strike or ball. If at doubt of whether it's a ball or strike, kick the ball.
- All fielders besides the catcher must stay behind the 1<sup>st</sup> to 3<sup>rd</sup> diagonal line until the ball is kicked. Outfielders must remain in the outfield grass until the ball is kicked and infielders must remain in the infield dirt until the ball is kicked.
- Any missing player including a player that gets injured during the game and NOT substituted will be charged an "automatic out" when the missing player comes to bat.
- **NO side-arm or overhand pitching allowed. Curving the ball or excessive speed on pitches is also not permitted and is up to the official's discretion.**
- **NO smoking allowed in the playing area or dugout.**
- After your game is complete, please clear the field ASAP so the next game may start as scheduled.
- **Blood Rule:** A player, coach, or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment is administered in a reasonable length of time, the individual will NOT have to leave the game. The length of time considered reasonable is left to the official's judgment. Uniform rule violations will NOT be enforced if a uniform change is required.
- **Additional Co-ed Rules:**
  - a. The pitcher and catcher must be of different gender. This rule must be obeyed throughout the entire game and substitutes must be of the same gender.
  - b. The infield must have two (2) males and two (2) females other than the pitcher and catcher combination. The infield shall alternate gender.
  - c. The kicking order must alternate gender. If a player leaves the game for any reason, their substitute must be of the same gender or it will be an "automatic out".
  - d. If during the game there are an uneven amount of men and women players, one person of the extra gender will NOT be placed on the kicking lineup. The odd player that was benched at the beginning of the game can enter the kicking lineup once substituted in for a player of the same gender and has actively played in a defensive position for at least one inning.
  - e. If a male kicker is walked he will automatically be awarded two (2) bases. If the next kicker is a female, they must kick unless there are two (2) outs. When there are two (2) outs, the female kicker may choose to walk or kick.
  - f. Men MUST slide into home plate when there is a woman within the 'playable area' attempting to make a play at the plate and the ball is also within that area before the runner (the 'playable area' is the 10ft arc in front of home plate and the kicker's box). If the runner is within the 'playable area' before the ball reaches the area or a women is NOT within in the playable area attempting to make a play, then the runner does NOT have to slide. If the player does NOT slide when required, he will automatically be out and be given a warning. If it happens a second time, the male will be ejected from the game.

## Tournament Rules

- Teams will flip a coin to determine who will be home or visitors.
- Teams will NOT be able to add players to their roster for the tournament and will ONLY be able to borrow players from other teams to meet minimum player requirements, same penalties apply. Borrowed players may still only play outfield positions.

**Tie Breaker Rules:** If the time limit has expired and the game is tied, a tiebreaker inning(s) will occur. The kicking order will continue from the previous inning with zero outs recorded. The player to make the last out in

the previous inning will be placed on second base. Kickers will now have a full count (3 balls and 2 strikes) on them (a foul is an out). If a team hasn't won the game after the first completed extra inning, each team will repeat the above scenario but will instead begin the inning with one out until a winner has been declared. Home teams will always have the last opportunity to win the game.

## **Beverages at the Field**

**There will be ABSOLUTELY NO glass permitted in the park.** Beverages may be consumed in the dugout and common area, but NOT on the field. Everyone is responsible for removing ALL trash before leaving the premises; leaving venues clean and in trash-free condition. Failing to follow the above orders or problems with unacceptable excessive drinking may cause alcoholic beverages to NOT be permitted in the future.

Forfeits and/or suspensions may also result when:

1. Teams/players are found to be leaving trash in the dugouts or parking lot (please pick up your trash).
2. Players display excessive drinking behaviors (know your limit)!

## **Conduct**

Participants are NOT allowed to harass, threaten, or deride staff or officials. Good sportsmanship is required. To maintain a fun and enjoyable atmosphere, certain actions will result in game ejection:

1. Continuing to challenge or attack the official(s) and/or staff members about a call or their ability to call a good game.
2. Showing an unacceptable outburst of anger or foul language.
3. Fighting or confrontations with anyone before, during, or after the game.

All ejected player(s) are required to leave the premises immediately. Players that are suspended may NOT play or attend the next scheduled game. Refusal to leave the premises may result in a team forfeit and/or increased length of suspension. NO refunds will be given for ejected players and/or suspended players. Fighting and continuing to get ejected can result in suspension from the tournament and the individual will NOT be allowed to return. Smithville Parks and Recreation Department staff reserves the right to adjust consequences at their discretion, if circumstances warrant.

Each team is responsible for the actions of their fans/spectators. The official(s) has authority to remove any unruly fan or player if deemed necessary. Smithville PARD staff and the officials also have the authority to forfeit a game due to unsportsmanlike conduct if necessary.

## **Petitions**

Petitions must be submitted by a coach or team manager. Any contested rulings or incidents that are NOT handled by the official(s) or Parks and Recreation staff immediately or correctly can be communicated to the Parks and Recreation Director and Recreation Supervisor by filling out a petition form. In order to submit a petition, the form must be turned in with a \$25.00 petition deposit which will be forfeited if the petition is NOT approved. A petition form can be picked up at the Smithville Recreation Center. The petition fee along with a completed form must be turned into the Smithville Rec. Center within 24 hours, or the next business day (Monday-Friday/8AM-5PM) from when the contested issue occurred.

The Smithville Parks and Recreation Department staff has the final say over any appeal of the rules and has the ability to make decisions on any rule that is not covered.

**THE SMITHVILLE ADULT KICKBALL TOURNAMENT RULES ARE SUBJECT TO UPDATE WITHOUT PRIOR NOTICE. PLEASE BE REMINDED THIS IS A RECREATIONAL TOURNAMENT. THE SMITHVILLE PARKS AND RECREATION DEPARTMENT RESERVES THE RIGHT TO ADD, DELETE, OR AMEND ITS RULES, REGULATIONS, AND POLICES FOR THE BETTERMENT OF THE PROGRAM.**