

**Moberly Parks and Recreation
Coed Recreational Kickball Rules 2010**

Bases: 60'

Ball: WAKA Kickball (1.5 lb/sq in) Provided

Pitching Rubber: 42' 5 1/8"

This is a recreational league and it is designed for fun. All kickball rules will be enforced by the umpire. Ignorance of the following rules is no excuse.

A. Teams

1. Games start on time! Teams must be prepared to play. Forfeit rule: if one team has less than the minimum number of players (6) at ten minutes past the designated start time, it is a forfeit.
2. Line-ups are to be submitted to the umpire during the coaches meeting. Line-ups must include first and last names, position, and t-shirt number. No initials are to be used. Failure to comply will result in a forfeit.
3. A team consists of 8 players (4 of each gender). A team may play legally with 7 or 6 players and they will not be assessed automatic outs when the missing player (s) turn comes up in the batting order.
4. Matching t-shirts are required with 6" numbers on the back. Metal spikes or cleats will not be allowed.
5. Kickballs will be provided for each game.
6. Teams MUST be ready to play ball at the scheduled time. All ball games are six innings or one (1) hour, whichever comes first. The final inning must be started at least 10 minutes before the hour is up. The umpire will enforce this rule and will make the call at the top of the final inning.
7. The home team shall be determined by a coin toss.
8. A player who switches teams during the season must pay a \$5.00 transfer fee to MPRD. The manager of the releasing team must inform MPRD of the change.
9. Additions to team rosters can be made at any time as long as waiver signatures and rosters are kept up to date. Additions should be made during office hours in person: Monday-Friday 8 a.m.-noon and 1-5 p.m. Emergency fill in players can be done at the field the night of the game. However, the opposing manager must approve the addition and the player must sign a waiver form and turn it into the scorekeeper.

B. Players/Managers

1. All teams' managers must produce positive identification with a picture, if requested by the umpires or MPRD personnel. Failure to produce ID upon request will result in ejection from the game and the league.
2. Players may play on one (1) team only and may not play in more than one (1) division. If a player plays on (2) teams, the second team the player played with shall forfeit all games the player in question participated in.
3. Registered team players are the only individuals allowed in dugouts during games.
4. All players MUST be out of high school or 18 years old or older to be eligible to participate in MPRD adult recreation leagues.

5. The team manager is the ONLY individual who may question or ask for rules interpretation from the plate umpire. Questions concerning judgement calls will not be accepted. Persistent questioning of the umpires can result in ejection from the game, **without any warning.**

6. Any player or manager who is ejected from a game shall be suspended for that team's next two (2) games. The suspended player or manager may NOT be in attendance at games. A second ejection will result in suspension for the remaining season. There will be no protest on this rule. Individuals will not get a second chance. An individual ejected from a game must immediately leave the athletic complex or the team of the suspended player will forfeit the game.

7. Any form of aggressive contact aimed towards umpires, other team members, and/or the public will result in suspension for the season.

8. Any team using an ineligible player shall immediately forfeit the game upon discovery of the ineligible player.

9. MPRD will have **zero tolerance for any foul language or misbehavior.** If there are any occurrences, the umpire will eject the player or fan from the ball park. Teams are responsible for the conduct of their fans. Any bad sportsmanship exhibited by fans will be dealt with as if a player or manager has exhibited it. If there is any resistance or argument with the umpire's decision, the game will be called and a forfeit will be registered. Further resistance will result in the team being removed from the league for the season. This rule will be strictly enforced. **All teams are required to display good sportsmanship at all times.**

C. Field

1. Games will be played on a regular softball diamond or in an open grass area depending on field conditions.
2. The strike zone is a three-dimensional irregular pentagon based on the shape of home plate. The sides of the zone extends one (1) foot to either side of the plate and to the back side of the plate.

D. Forfeits/Protests

1. The \$50.00 forfeit fee will be returned at the end of all department league and tournament play. A team will lose \$25.00 when it forfeits the first game. If a team forfeits a second game, it loses the entire \$50.00 and is eliminated from further league play. A team may escape elimination by posting another \$50.00 within 48 hours of the last forfeit.
2. This is a recreational league. There are NO protests for any reason whatsoever. The referee's decision is final.

E. Game Play

1. All batters will start with a one ball/one strike count.
2. Pitches must be rolled underhand towards home plate. Pitches may not be bounced. Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball. All kicks must be made by foot and must occur at or behind home plate.
3. Pitches must be rolled at a reasonable pace. The umpire can call "fast" when pitches are coming in too fast and it will be an automatic ball. It is the umpire's discretion as to what

will be considered too fast. The pitch speed rule is in place to ensure that our kickball leagues stay fun for everyone.

4. Bunting is not allowed. An intentional bunt (in the opinion of the umpire) is an automatic out.
5. If a male is walked "ON PURPOSE", and a female follows him in the batting order, the female has the choice to take a walk or kick. The umpire will enforce this rule upon request; however, they will not be responsible for notifying the batter in each walk position. If the umpire deems that the male player was not walked on purpose then the female player must kick.
6. A batter with two strikes is allowed one foul ball, on the second foul with two strikes, the batter is out.
7. Teams must have at least 3 women playing to start and to continue a game.
8. If playing with seven players, a maximum of 2 male batters may bat in a row at any point in the batting order.
9. Teams may move players in and out of any fielding position as long as they remain in the same sport in the batting order.
10. No player may re-enter the game once he/she has been removed from the batting order. Teams must take an out in the batters spot once they have left the line-up before the end of the game.
11. All players in the field must be listed in the batting order. There are no designated hitters allowed.
12. No leadoffs or stealing, runners can leave the base once the ball has been kicked by the batter. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the the inning the batter will be first up in the next inning.
13. Players are considered out by one of the following means:
 - a. Striking out
 - b. A fly ball caught by the defense in the field or in foul territory
 - c. A throw out at one of the lead bases
 - d. The runner being tagged by the ball
 - e. Infield fly rule
 - f. A foul out
 - g. Players may be hit anywhere below the shoulders with a thrown ball and will be considered out. A runner being struck by a thrown ball below the head while attempting to advance or return to a base. If a runner is struck in the head the player who threw the ball may be ejected from the game. After the second such incident that player is ejected from the league. Furthermore, if a runner is hit when the ball in the head the play is immediately stopped. All players on the base path will be awarded one additional base and the player who threw the ball can be ejected from the game. If the runner intentionally uses their head to block the ball, in the eyes of the official, will be deemed out.
 - h. Base runner to defensive player contact will be closely watched by the umpire. Any excessive contact or collision will result in an out and/or ejection. This includes contact with the catcher. Sliding is allowed. Any sliding into a base to break up a double play, or an intentional (in the eyes of the official) interference with the defensive player, the runner and the batter will be called out.
14. All thrown balls are deemed out of play when:

- a. The ball is thrown over the fence.
 - b. The ball is thrown beyond the fence.
 - c. The ball is thrown beyond the imaginary line extending from the end of the backstop (if there is not fence). This imaginary line applies to overthrows and caught fly foul balls.
 - d. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance at their own risk. On overthrows out of play, the runner is granted the base he/she is going to (at the point of the throw) plus one more. Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations.
15. On an infield fly (any ball kicked within the infield with a significant arc and deemed an “easy catch”) with less than 2 outs and runners on 1st and 2nd, or 1st, 2nd and 3rd, the batter is automatically out and runners can advance, BUT at their own risk.
 16. All outfielders must remain behind the coned “outfield line” when a female is up to bat. There cannot be more than 5 players on the infield at any one time. Once contact has been made the outfielders may cross the line. If an outfield crosses the line before contact has been made the female may be awarded first base.
 17. All substitutions and/or line-up changes must be announced to the home plate umpire, who shall announce the change to the scorekeeper.
 18. For league play a ten (10) run rule shall be in force at the end of five (5) innings; twenty (20) runs after three (3) innings; and fifteen (15) after four (4) innings. During pre-season/post-season tournament play a fifteen (15) run rule shall be in force at the end of the three (3) innings.
 19. A home run rule will be enforced: No more than three (5) homeruns, per team, per game, shall be allowed in either division. If a home-run is kicked after the limit has been reached, then the offending player is out and a run is not scored.
 20. Make-up games will be scheduled at the first available date.
 21. In the case of a tie at the end of the season, the placement in the standings will be determined by the “head-to-head” records of the teams involved. If the “head-to-head” cannot determine the placement, the run differential (runs scored minus runs given up) of the teams will determine placement.
 22. If trash is found in the dugouts after a game, the team at fault can be assessed a \$5.00 fine to be deducted from their forfeit fees.
 23. There is a city ordinance prohibiting alcoholic beverages in any city park (including parking lots in city parks). Please inform your players and spectators of this ordinance as the Moberly Police Department does enforce this ordinance.
 24. Moberly Parks and Recreation reserves the right to deal with all problems in a manner that they see fit.

NO SMOKING, ALCOHOL, COOLERS, FOOD, OR BEVERAGES ALLOWED IN COMPLEX. TEAM WATER COOLERS ARE PERMITTED IN DUGOUTS ONLY. ALL VENDING AND SALES OF CONCESSIONS ARE THROUGH MPRD AND ARE NOT PERMITTED WITHOUT PRIOR AUTHORIZATION. SMOKING IN DESIGNATED AREAS ONLY.