



# SUMMER 2026 Adult Kickball

## Registration:

Early:	April 6 <sup>th</sup> – April 12 <sup>th</sup>	\$350 per team (12-Game Doubleheader Season)
Regular:	April 13 <sup>th</sup> – May 3 <sup>rd</sup>	\$360 per team (12-Game Doubleheader Season)
Late:	May 4 <sup>th</sup> – May 11 <sup>th</sup>	\$375 per team (12-Game Doubleheader Season)

Online Registration: [www.teamsideline.com/allen](http://www.teamsideline.com/allen)

Walk-In Sites: Don Rodenbaugh Aquatics Center  
Joe Farmer Recreation Center  
Allen Parks & Recreation Building  
Stephen G. Terrell Recreation Center (STRC)

Season Begins: TBD

Observed City Holidays: Independence Day Weekend (July 3<sup>rd</sup> – July 5<sup>th</sup>)

Format: 12-game season + single-elimination playoff (Doubleheader League)

Leagues: Sunday: Co-Rec Kickball

For more information, please visit [www.teamsideline.com/allen](http://www.teamsideline.com/allen)

## Table of Contents

<b>Title</b>	<b>Page</b>
<b>League Registration Information</b>	2
<b>Staff Contact Information</b>	2
<b>Important Dates &amp; Information</b>	3
<b>Important Dates &amp; Information</b>	3
<b>Communication</b>	3
<b>Rosters</b>	3
<b>Practices</b>	4
<b>Game Locations</b>	4
<b>Pre-Game Warm-Ups</b>	4
<b>Season</b>	4
<b>Prizes</b>	5
<b>Lost &amp; found</b>	5
<b>League Schedules &amp; Special Requests</b>	5
<b>League By-Laws</b>	5
<b>City Administration Rules</b>	5
<b>Playing Field Conditions/Rainouts</b>	6
<b>Game Times &amp; Forfeits</b>	6
<b>Extra Innings</b>	7
<b>Line-Up</b>	7
<b>Uniforms</b>	8
<b>Game Balls</b>	8
<b>Pitching</b>	8
<b>Kicking</b>	9
<b>Fairs &amp; Fouls</b>	10
<b>Running &amp; Scoring</b>	11
<b>Fielding</b>	11
<b>Flip-Flop Rule &amp; Run Rule</b>	11
<b>Code of Conduct</b>	12
<b>Conduct &amp; Ejections</b>	13
<b>Protested Games</b>	14
<b>Make-Up Games</b>	14
<b>Playoffs</b>	14
<b>League Tiebreakers</b>	15
<b>Waiver Form (Players Under 18 Years of Age Only)</b>	16
<b>Registration Form</b>	17
<b>Team Roster</b>	18
<b>Code of Conduct</b>	19

**\*Content sections highlighted in yellow denote changes made in league rules or policies, or procedure\***

## LEAGUE REGISTRATION INFORMATION

League registration can be completed in one of the three following ways:

- **Online Registration:** Please click on the “Athletic League Registration” tab located along the top of the webpage, [www.teamsideline.com/allen](http://www.teamsideline.com/allen).
  - **Returning Customers:** Registration is available 24-hours a day, 7 days a week. Your account should have already been created within the ACTIVE Net system.
    - Use your email on file as your login and click “Forgot Your Password?”
  - **New Customers:** Please click “Create New Account.”
  - If you have questions or to receive more information, call the Athletics’ staff at one of the following numbers: 214.509.4741, 214.509.4742, or 214.509.4744.
  - **Payments Accepted:** American Express, Discover Card, MasterCard, or Visa.
  - Please check your receipt to ensure that your team was registered for the league that you requested.
  - We will **no longer** be accepting payments **over the phone**. All payments must be made through ActiveNet or any of the Walk-In Registration locations below.
- **Walk-In Registration:** Please submit your team registration form and league entry fee at the time of registration.
  - Walk-In Registration will be offered at:
    - Don Rodenbaugh Aquatics Center (110 E. Rivercrest, Allen, Texas 75002)  
Facility Hours: Mon-Thu 5AM-9PM, Fri 5AM-8PM, Sat 8AM-6PM, Sun 1PM-6PM
    - Joe Farmer Recreation Center (1201 E. Bethany, Allen, Texas 75002)  
Facility Hours: Mon-Thu 6AM-10PM, Fri 6AM-9PM, Sat 10AM-6PM, Sun 1PM-6PM
    - Allen Parks & Recreation Building (301 Century Parkway, Allen, Texas 75013) Facility Hours: Mon-Fri 8AM-5PM, Closed on weekends.
    - Stephen G. Terrell Recreation Center (1680 W Exchange Parkway, Allen, Texas 75013)  
Facility Hours: Mon- Fri 4AM -10PM, Sat 7AM-7PM, Sun 10AM-6PM
- **Refunds:** No entry fee will be refunded after schedules have been made. No Exceptions.

## STAFF CONTACT INFORMATION

### Justin Radney

Athletic Supervisor

Office: 214.509.4741

E-Mail: [Justin.Radney@allentx.gov](mailto:Justin.Radney@allentx.gov)

### Spencer Allen

Recreation Programmer

Office: 214.509.4742

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### Mason Ryden

Recreation Programmer

Office: 214.509.4744

E-Mail: [Mason.Ryden@allentx.gov](mailto:Mason.Ryden@allentx.gov)

### Will McGuire

Recreational Programmer

Office: 214.509.4748

E-Mail: [Will.Mcguire@allentx.gov](mailto:Will.Mcguire@allentx.gov)

*\*Most days, at least one staff member will be in the office between the hours of 9AM and 6PM on Monday through Friday. Please use the cell phone numbers to contact staff after 6PM.*

## Rainout Line

469.214.4255 or [rainoutline.com/search/dnis/4692144255/](http://rainoutline.com/search/dnis/4692144255/). Please sign up for e-mail and text alerts.

## IMPORTANT DATES & INFORMATION

### Important Dates & Information

- **Roster & Code of Conduct Due Date:** Signed roster and Code of Conduct due prior to your team taking the field for your first game.
- **Roster Additions/Changes:** **Monday, June 22<sup>nd</sup>, 2026**
  - **Penalty:** Rosters not submitted by the deadline will result in a forfeit loss for that game and any subsequent game for which a team roster is not submitted.
- **League Drop-Dead Date:** **Saturday, August 15<sup>th</sup>, 2026**
- It will be the responsibility of every coach and player to read and understand the rules, by-laws, and Code of Conduct located within this packet as well as the sanctioning body's rulebook.

### Communication

- League Website: [www.teamsideline.com/allen](http://www.teamsideline.com/allen)

Schedules, standings, scores, league details, upcoming registration details, & other pertinent league information will be posted on the website so everyone should refer to the website. **Note:** Through the website, coaches may opt to receive text message alerts to be notified about schedule changes or e-mails. We highly recommend every coach do this as it makes communication between administrators and teams much faster and easier.

### Rosters

- **Roster Limit:** 20 players.
- **Minimum Age:** All players must be at least fifteen (15) years of age prior to the start of the season. Participants under 18 years of age must obtain a signed parental waiver prior to playing in the City of Allen leagues.
- A new roster must be submitted at the start of every season.
- All players must sign the team roster before playing to be considered eligible. Signature will confirm that the provided address is correct as well as that each player has read and agreed to the waiver as well as the Code of Conduct.
- **Rosters must include the following for all players:** full name, jersey number (if applicable), home address, phone number, and signature (confirmation of address, waiver, and Code of Conduct).
- **Photo ID Card:** Every player must be able to provide a government photo ID card which includes the player's name, date of birth, and picture. Any player unable to provide a government photo ID will be deemed ineligible to play.
- No individual may play on two teams in the same league on the same night.
  - Violators are subject to forfeiture of any games this player has participated in, at the discretion of the league administrators.
- **Roster Submittal**
  - **Online:** Teams may submit their team roster online. Each team member will be required to add themselves to the online team roster by accepting a roster invitation via email sent by the team coach or person who registered the team. Each team member MUST electronically sign off on the waiver portion of the roster submission to be considered eligible for league play. For detailed instructions on the online roster IMPORTANT DATES & INFORMATION 4 submission process, refer to the instructions

provided in the “Downloads” tab of [www.teamsideline.com/allen](http://www.teamsideline.com/allen), or call an athletics staff member for assistance at 214.509.4742, 214.509.4744

- **E-Mail:** Submit via e-mail to Justin Radney ([Justin.Radney@allentx.gov](mailto:Justin.Radney@allentx.gov)) Spencer Allen ([Spencer.Allen@allentx.gov](mailto:Spencer.Allen@allentx.gov)), Mason Ryden ([Mason.Ryden@allentx.gov](mailto:Mason.Ryden@allentx.gov)), Will McGuire ([Will.Mcguire@allentx.gov](mailto:Will.Mcguire@allentx.gov))
- **In Person:** Submit in person to one of the Athletics’ staff members (Spirit Park Softball Fields, 1151 Ridgeview Drive, Allen, Texas 75013).
- Blank roster forms are located under the “Downloads” section on [www.teamsideline.com/allen](http://www.teamsideline.com/allen).
- **Roster Transactions**
  - Coaches may add or remove players through **Monday, June 22nd, 2026**; however, it is the coaches’ responsibility to send any roster revisions to the league administrators and to collect players’ signatures.
  - Should extenuating circumstances occur (i.e., injury, player relocation, etc.) that directly hinder a team’s ability to participate for a scheduled game, an express written notice may be submitted to the Athletics’ Division requesting roster transactions after the deadline. Each request will be taken on a case-by-case basis and will be left to the discretion of the Athletics Supervisor.
  - All roster transactions must be e-mailed to the league coordinator prior to 5PM on the day of the game.
- At any point during the regular season, a team can pick-up a free agent player listed on our website if it is communicated with an Athletics Staff member.

### Roster Protests

- **All roster protests must occur before the start of the game or as the player in question enters the field of play.**
- Roster protests will be conducted at the request of the opposing team as it will not be the responsibility of the officials or league administrators to question the eligibility of any players.
- The league administrators will be responsible for verifying the eligibility of players.
  - **Note:** Protested players must present a government photo ID (full name, date of birth, and photo must be included) to allow the officials to confirm the identity of any players in question. Protested players will not be able to participate if they are unable to present a government photo ID and/or their name is not included on the team roster.
- **Penalty:** If it is discovered that the player is not rostered, the protested player will not be eligible to participate in the game.

### Practices

- Certain fields may be available for reserved practices. Rental fees are \$20 per hour per field and \$10 per hour for lights in two-hour increments. The reservation must be made at least one day prior to the requested date and the fee must be paid at the time of the reservation. If the fee is not received by the prior day, then the field will not be reserved, and lights will not be turned on. Please call 214.509.4700 to make a field reservation.

### Game Locations

- All league games will be played at either Spirit Park (1151 Ridgeview Drive) or Ford Park Softball Fields (705 Whitman Dr). To assist our department, we ask every team to police their dugout for trash after the game.

### Pre-Game Warm-Ups

- Teams will be permitted to warm-up in pro areas or on the playing fields before games begin only.

### Season

- The regular season will consist of twelve (12) games (Doubleheader League) and a single-elimination playoff tournament.

### Prizes

- Regular season winners receive championship t-shirts. Playoff winners receive a Plucker's wing party and plaque.

### Lost & Found

- The Athletics' staff is not responsible for personal items left in the complex, but any items left behind will be stored inside the Spirit Park storage room until the beginning of the following week (Monday). For any lost items, please contact an Athletics staff member. A reasonable attempt will be made to return the lost item to the rightful owner, but the individual must provide a description of the lost item.

## LEAGUE SCHEDULES & SPECIAL REQUESTS

All schedules, standings, game results, league information, and communication will be posted on [www.teamsideline.com/allen](http://www.teamsideline.com/allen). Please register for text updates and inform all players about the website.

### League Schedules

- League administrators will begin formulating league schedules the day after the registration period concludes.
  - Once league schedules have been posted to [www.teamsideline.com/allen](http://www.teamsideline.com/allen), league administrators will not reschedule games at the request of any team or coach.
    - **Note:** In the event of multiple rainouts, league administrators reserve the right to schedule games on alternate nights and/or weekends. Teams will be notified in advance.
- **Special Requests:** At the time of registration, teams will be provided with the opportunity to make special requests. Teams may add special requests prior to the conclusion of the registration period. Any requests made after the registration period has ended will not be given consideration.
  - League administrators cannot guarantee any schedule requests; however, staff will try to accommodate team requests as best as possible.
  - The following special requests will be given consideration:
    - Multiple teams within our leagues on the same night (i.e. a Men's Softball and Co-Rec Softball, Men's Softball and Men's Basketball, etc.),
    - Same team in two separate leagues, or
    - Bye week requests.
    - **Note:** Game start time requests will only be considered for non-doubleheader leagues.

## LEAGUE BY-LAWS

### City Administration Rules

- **Sanctioning Bodies:** The City of Allen Adult Kickball League is sanctioned by the Texas Amateur Athletic Federation (TAAF). The league will follow the by-laws of this packet with the TAAF Cavalcade serving as the alternative for any rules or regulations not addressed within these by-laws.
- Allen Parks and Recreation reserves the ability to make changes to any league-related items throughout the duration of the season. Any changes will be communicated to coaches in advance via email and/or phone.
- Teams and players may play in multiple leagues offered by the City of Allen; however, players playing in more than one league do so at their own risk; there are no schedule guarantees.
- The City of Allen reserves the right to upgrade a team's league preference, or to deny application to participate in the league, if it is determined to be in the best interest of the leagues. The intent of this rule is to promote balanced competition in each league.
- A player must be on the roster of only one team per league.
- **Alcoholic Beverages:** Consumption and possession of alcoholic beverages is allowed when sold by the food truck vendor and prohibited except in designated areas. Outside alcoholic beverages are not allowed inside Spirit Park. League administrators and/or officials will have the ability to forfeit any game if any players are found to have outside alcoholic beverages within Spirit Park.
- **Tobacco Products:** Use of tobacco products is prohibited inside the softball complex area (on the ballfields, in the dugouts, in the spectator area). Designated smoking areas have been established with the placement of "smokers' poles" outside each gated entrance of Spirit Park.
- **Pets:** Pets are allowed inside the softball complex's spectator area. They must be on a leash and cleaned up after. No pets will be allowed on the ball fields or inside the dugouts.
- **Netting:** No individuals are to lean, sit, or hang on the backstop netting and/or sit along the concrete ledge under the netting.

### Playing Field Conditions/Rainouts

- Rainout Line (469.214.4255 or [rainoutline.com/search/dnis/4692144255/](http://rainoutline.com/search/dnis/4692144255/)) will be updated by 5:00PM.
- If weather and/or field conditions change after 5PM, then the Athletics' Division will update the Rainout Line and send out e-mails to coaches.
- Officials may assist with determining the playability of the fields and the status of the games.
- In the event of inclement weather or other unforeseen circumstances, games are considered complete after 40 minutes OR after 4 innings of play (3 ½ innings if the home team is leading). If a stoppage occurs after this point, the score shall revert to the last completed inning of play and be considered final.

### Game Times & Forfeits

- **Coin Flip:** Prior to the start of each regular season game, the home team will be determined by a coin flip. For the playoffs, the home team will be pre-determined as the team with the better record will be the home team.
- **Time Limit:** 50 minutes or 7 innings.
  - If one team is present with enough players to start and the other team does not, the team with enough players can choose to take the forfeit or allow a grace period.

- A maximum grace period of 5 minutes will be granted to teams waiting on players. The team awaiting their 8<sup>th</sup> player will be deemed visitors and forfeit the top half of the first inning.
- The game will result in a forfeit if a team cannot meet the minimum player requirement after the 5-minute grace period.
- A team may play with no less than eight (8) roster players from start to finish, with a minimum of four (4) female players at all times.
- If both teams do not have enough players to field a team at game time, then the game will be recorded as a double forfeit.
- Regular season regulation games that end in a tie, shall be recorded as a tie.
- **Forfeit:** A forfeit will be scored a 7-0 win in favor of the team not at fault.
- **Forfeit Penalties:**
  - **1<sup>st</sup> offense:** Written Warning and a \$25 forfeit fee will be assessed to teams who fail to show for their scheduled game time or who fail to notify the Athletics' Division by 4PM on the day of their game. The fee must be paid at least one (1) day prior to the team's next scheduled game. Failure to pay will result in the penalty outlined with the 2<sup>nd</sup> offense below.
  - **2<sup>nd</sup> offense:** Team is suspended for the remainder of season. In doubleheader leagues, teams must forfeit at least two (2) games in two (2) different weeks.
- If a team is suspended, a revised schedule may be generated for the remainder of the season.
  - Any games played which involve a suspended team will be considered forfeit wins for their opponents.
  - Any future games scheduled to be played which involve a suspended team will be considered forfeit wins for their opponents unless a revised schedule is created.
- **Light Curfew:** No new inning will start after 11:10PM. If 4 innings or 40 minutes are completed (3 ½ if home team winning or the game is tied after 4 innings), then the game will be considered complete. Every effort must be made to have light off by 11:30PM.
- As a courtesy to all involved, coaches should contact the Parks & Recreation Department representative member, by 4PM on the day of your game, if it is known that you cannot field a team for a game.

### Extra Innings

- If at the end of regulation in regular season games, the score is tied, then the game will end as a tie.
- If at the end of regulation in playoff games, the score is tied, the game will continue until a winner has been determined.
- Each kicker will come up to kick with a full count (one pitch). No courtesy fouls.

### Line-Up

- **Line-Ups:** Submit to the home plate umpire prior to the pre-game meeting. Include every player's first name, last name, and jersey number.
  - Failure to submit a line-up to the home plate umpire prior to the pre-game meeting may result in: 1) the game being ruled a forfeit if there are not enough players to conduct the game or 2) the game clock will begin, and the umpires will wait for the line-up to be submitted before allowing the first pitch to be thrown.
  - If a team has enough players but is deliberately slow or uncooperative in submitting a line-up, then the home plate umpire may declare a forfeit.

- **Co-Rec:** Ten (10) players – five (5) males and five (5) females being alternated by gender throughout the lineup.
- Lineups can start with either male or female. They must alternate throughout the lineup; however, a team can kick more females than in males in the kicking order.
- Each team can consist of 10 players playing the field – 5 males and 5 females; however, a team can play with more females than males in the field.
- There are no position requirements per gender.
- **Shorthand Rule:** Teams must start and end each game with 8 players – 4 males and 4 females.
  - However, the 9<sup>th</sup> & 10<sup>th</sup> player is an out each time he/she appears in the batting order; if 9 players the 10<sup>th</sup> player is out when up to kick.
  - After the game has started, teams can add players to the bottom of their kicking order as players arrive. In the event of an ejected player(s) the game continues only if the team remains to have at least 4 males and 4 females.
- **Additional Kicker:** A Co-Rec team may opt to use a male and female Additional Kicker (AK), but they must use both genders as additional Kickers for a total of twelve (12) kickers. All other rules apply to a line up (i.e., player leaves, has an injury, or is ejected – that spot in the lineup becomes an out).
- **Base Coaches:** Two coaches for the kicking team will be allowed on the field to give words of assistance and directions to their team.
  - **Note:** For the team kicking, the only other individuals which will be allowed on the field are:
    - The kicker,
    - Any baserunners,
    - The kicker in the on-deck circle/area, and
    - The kicker in the hole.
    - Any other individuals must remain in the dugout or outside the field of play. No individuals are to lean, sit, or hang on the backstop netting and/or sit along the concrete ledge under the netting.
- **Courtesy Runner:** Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning for each gender. **Note:** Any Courtesy Runner used in Co-Rec must be gender specific.

## Uniforms

- All team members must have a shirt/jersey with numbers permanently attached in 6" numbers or larger on the back of their uniform.
- Only whole numbers from 0-99
- Numbers written in permanent marker will be allowed; however, the number must be legible and at least 6".
- No taped-on numbers will be allowed.
- No duplicate numbers will be allowed.
- Failure to wear a shirt/jersey with a permanently attached or drawn on number will make a player ineligible until they are able to provide the proper uniform.
- If at any time a team falls under the minimum number of players required (8), due to illegal uniforms, that team will forfeit the game.
- Matching uniforms are highly encouraged, but not required.
- Metal cleats are not allowed.

## Game Ball

- Each team must furnish their own kickball (kick their own). The official kickball is the red WAKA Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure

of 1.5 pounds per square inch.

- Do not over or under inflate the ball.
- Please put your team name on all balls so they can be returned at the end of the game.
- During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
- Umpires will determine if the balls are properly inflated at the plate meeting before each game.

## **Pitching**

- The pitcher shall take position in the pitcher's box.
- The pitcher must deliver the ball with one hand, releasing the top of the ball below their waist toward home plate. A violation of this ruling will be called a ball.
- The pitcher must remain in the pitcher's box until the ball leaves their hand. A violation of this will be a ball called.
- A strike is called by the umpire:
  - When a legal pitch first touches the ground at least once in fair territory and any part of the ball enters any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee.
  - When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits the kicker's other leg.
  - Foul tip except on the third strike. On the third strike, it will be an out.
  - For each foul ball, not caught in the air, when the kicker has less than two strikes.
- A ball is called by the umpire:
  - For each pitched ball that does not enter the strike zone and is not struck at by the kicker.
  - When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
  - For each pitched ball that does not first touch in fair territory and is not struck at by the kicker.
  - For each illegal pitch.
  - For each pitched ball that does not clear the kicker's circle.
- A no pitch shall be declared when:
  - The pitcher pitches during a suspension of play.
  - The ball slips from the pitcher's hand during his/her swing back.
  - The pitcher pitches a quick return pitch.
- If a new pitcher comes in after the game begins, they will be awarded 3 warm-up pitches.
- If a pitcher decides to walk a player intentionally, he may do so by notifying the umpire.
- The catcher must field directly behind the kicker's box until the ball is kicked.

## **Kicking**

- Each at-kick will begin with a 0-0 count.
  - No Courtesy Foul – A ball kicked foul on a two-strike count will result in an out.
- The kicker shall take position within 20 seconds after the umpire has called "kicker up".
- The kicker is out when:
  - A third strike is called.
  - Kicker leaves the kicker's box and kicks the ball with both feet completely out of the kicker's box.
  - He/she does not enter the kicker's box within 20 seconds of the umpire calling "kicker up" (2<sup>nd</sup> offense).
  - He/She interferes with the catcher's ability to make a play.

- The kicker becomes a runner when:
  - Ball four is called.
  - A legal kick has taken place, and they reach base.
- A legally kicked ball is fair when:
  - Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
  - It is on or over fair territory when bounding past the infield.
  - It first touches the white part of first, second, or third base.
  - It first touches on fair territory beyond first or third base.
- The kicker/runner is out when:
  - He/She touches his/her own kicked fair ball, while he/she is in fair territory before it touches a fielder.
  - A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
  - While running to first, a player is tagged or hit with the ball before reaching first base.
  - A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
- All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- All kicks must occur:
  - At or behind home plate. 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.
  - Within the kicking box. The kicker must have at least a portion of his or her plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
  - Any kick which does not roll past the diagonal imaginary line between 1st and 3<sup>rd</sup> base will result in **an OUT if the ball does not roll past the imaginary line.** Defensive players cannot be closer than the diagonal imaginary line before the ball is kicked.
  - This is at the Defense' discretion whether to PLAY or RISK.
  - Ball must stop on its own prior to crossing that invisible line to officially be ruled an OUT.
  - If touched by Defense before reaching the imaginary line, the ball is live and in play as a KICK.
  - Umpire has the right to call time to judge the location of the stopped ball.
  - Runners can advance at their own risk, if ruled a KICK.
- The strike zone extends to 1 foot on either side of home plate to the side of the kickball, and 1 foot high to the bottom of the kickball.
- If a male kicker is walked, he automatically advances two bases. The next kicker, female, must kick if there are no outs or one out. When there are two outs, the female kicker has the option to kick or walk.

## Fairs & Fouls

- A foul is:
  - A kicked ball landing in foul territory.
  - A kicked ball landing in bounds but traveling out of bounds on its own at any time before reaching first or third base.
  - A ball kicked outside of the kicking box.
  - A kicked ball touched more than once in foul territory or stopped by the kicker in foul territory.
  - A kick ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such, is a dead ball.
  - A kick made on or above the knee.

A kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box.

## Running & Scoring

- Hitting a runner above the shoulders with the ball is not allowed, except when the runner is sliding. Any runner hit above the shoulders by a defender will be deemed safe and automatically advance to the base. If the runner intentionally uses any part of their body above their shoulders to block the ball, and is so called by the umpire, the runner is out.
- An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base. A runner may advance at their own risk on any overthrown ball in fair territory.
  - Only one base is allowed on an overthrow in foul territory.
- Leadoffs or Stealing are not allowed.
- The kicker is out in situations similar to softball (force outs, pop ups, etc.) In addition, a runner is out when he/she is hit by a thrown ball; however, if a defensive player intentionally throws a ball at the runner's head, they can be ejected from the game.
- In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if he/she remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.
- No "infield fly" rule. The infield fly rule as seen in MLB has a fairly intricate set of criteria, both in terms of the situation (e.g., number of outs and base runners), as well as the definition of the "ordinary effort" required to make a catch. When it comes to kickball, an amateur social sport, WAKA has found that "ordinary effort" is not really an applicable concept and keeping rules as simple as possible for volunteer Referees to call is a benefit to everyone involved. Kickers are therefore advised to try and avoid kicking pop flies in the immediate vicinity of bases to which their runners will be heading.

## Fielding

- An imaginary diagonal line stretching from foul line to foul line with the pitching mound serving as the midpoint, will be designated as the mark for which no fielder may cross before the ball is kicked by the kicker. The only exclusion to this rule is for the pitcher who will naturally cross the designated line with the follow-thru of his/her pitch. At no time may any fielder, including the pitcher, charge towards home plate, crossing the designated line, before the ball has been kicked. Any violation of this rule will first result in a warning for both teams and any further violation of this rule will result in the kicker being granted 1<sup>st</sup> base. Additionally, all designated outfielders must remain in the designated outfield area, until the ball has been kicked.

## Flip-Flop Rule & Run Rule

- **Flip-Flop Rule:** In an inning when the run rule for a game is exceeded and the home team is losing, the home team will stay up to bat and bat as the visiting team. If, after three outs, they were not able to reduce the run difference, the game will be over. If they are able to reduce the run differences, the visiting team will come up to bat and continue the game as normal. The flip/flop rule will reinstate itself any time this situation occurs.

Run Rule	Flip-Flop Rule
15 after 3 innings	After 2 <sup>nd</sup> inning
12 after 4 innings	After 3 <sup>rd</sup> inning
10 after 5 innings	After 4 <sup>th</sup> inning

- The home team does not bat if they are ahead.

- **Flip-Flop Rule Example #1:** At the end of the 3<sup>rd</sup> inning, Team B (the home team) is behind by a score of 15-0. So, the flip-flop rule goes into effect and Team B bats in the top of the 4<sup>th</sup> inning. Team B rallies for 5 runs and the game continues to the bottom of the 4<sup>th</sup> inning, when Team A (the original visiting team), comes to bat. Team A scores 5 runs in the bottom half of the inning so the final score is 20-5 (15 run rule after 4 innings).
- **Flip-Flop Rule Example #2:** At the end of the 3<sup>rd</sup> inning, Team B (the home team) is behind by a score of 15-0. So, the flip-flop rule goes into effect and Team B bats in the top of the 4<sup>th</sup> inning. Team B rallies for 5 runs and the game continues to the bottom of the 4<sup>th</sup> inning, when Team A (the original visiting team), comes to bat. Team A scores 4 runs in the bottom half of the inning so score after four innings is 19-5. In this case, the game would continue to the 5<sup>th</sup> inning and Team B would bat first again needing to score at least 3 runs to force Team A to bat in the bottom of the 5<sup>th</sup>.

## Code of Conduct

The Adult Sports Code of Conduct applies to all players and coaches. Coaches are required to maintain order and control of their team and spectators and remind others associated with their team about the Code of Conduct. This code applies to players as individuals or as a team, and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

As a league participant, I pledge to:

1. Sign my team roster and agree to the Code of Conduct prior to participation or be subject to game forfeiture or disqualification.
2. Read, review, and understand league bylaws, rules, and policies and always adhere to them.
3. Always treat other players, spectators, officials, and staff with respect.
4. Never use physical or verbal abuse toward an opposing player, spectator, official, or staff. This is to include any defamation of character or libel of officials or staff within any social media platform or written content.
5. Always refrain from the use of profanity and/or obscene gestures.
6. Listen and follow all given instructions and directions from officials and staff and communicate in a friendly, reasonable manner.
7. Respect the facility, equipment, and facility amenities.
8. Refrain from the usage of tobacco products inside any facility and near/within any sports complex.
9. Refrain from the consumption or possession of alcohol unless sold to within the authorized vendor at the facility or sports complex.
10. Immediately leave the facility or sports complex when ejected from a game and will not return to any Allen Parks & Recreation leagues as a player, coach, and/or spectator until the issued suspension has expired.

**Anti-Discrimination:** Allen Parks & Recreation does not discriminate based on gender identity, sex, race, age, religion, color, disability, sexual orientation, disability, marital status, or any other characteristic. Any type of discrimination should be directed to the Allen Parks & Recreation Program Supervisor. Any umpire, coach, spectator, or player found to be engaging in any type of discrimination will be subject to corrective or disciplinary action at the discretion of Allen Parks & Recreation.

If I cannot participate according to this Code of Conduct, then depending on the severity of my offense(s), any or all the following consequences may occur:

- a. Verbal warning,
- b. Removal or ejection from a game,
- c. Temporary Suspension from league play (no refund of registration fee), and/or
- d. Expulsion from the league entirely (no refund of registration fee).

## Conduct & Ejections

- **Removal:** At the discretion of the umpire or staff, a player or coach may be removed from the game for minor infractions.
  - **Note:** Removals will NOT require the player/coach to leave the facility/park and no additional team penalties, or suspensions will be issued.
- **Ejection:** At the discretion of the umpire or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of alcohol). Examples: verbal abuse (cussing, arguing calls as a player/coach/spectator, etc.), physical abuse (fighting, making any type of physical contact with umpires or staff, etc.), bringing alcohol into the complex, etc.
  - **Verbal Abuse:** Any individual who verbally abuses a player, spectator, umpire, or staff, AT ANY TIME will be suspended for one week.
  - **Physical Abuse:** Any individual who physically abuses a player, spectator, umpire, or staff will result in EXPULSION of the player(s) from all City of Allen Leagues for at least a one-year period or the respective suspension period for the sanctioning body of the league and possible legal action.
  - **Note:** If an ejection reduces a team to 9 players, the team can continue to play; however, the ejected player's position in the lineup will be an automatic out. If additional players are ejected or removed at any time during the game and the available number of players falls to less than 9, then the game will be recorded as a 7-0 forfeit.
- **Suspension:** Any individual which is ejected from any game will be required to serve a suspension.
  - **First Ejection Offense: 1 Week Suspension**
    - Any individual (player, coach, or spectator) which is ejected for unsportsmanlike conduct must leave the facility property (to include the field/gym/school and spectator area) within two (2) minutes.
      - **Note:** Failure to leave within two (2) minutes, returning after being ejected, or returning while serving a suspension will result in a team receiving a 7-0 forfeit loss for any games played that day and might possibly result in a team forfeiture.
    - Any individual (player, coach, or spectator) which is ejected will be suspended automatically for a week as a player, coach, or spectator from all Allen Parks & Recreation athletic leagues. It is the responsibility of the ejected individual to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
    - The coach will be required to provide the name, e-mail address, and phone number of any individual which is ejected as Allen Parks & Recreation will send an e-mail to inform and remind the coach and ejected individuals of the one-week suspension. The one-week suspension can NOT be protested if any type of verbal or physical abuse of an opposing team, umpire, or staff leads to the ejection.
      - **Note:** Failure to cooperate will result in the team serving a suspension for the following week as it is expected that all individuals have signed the waiver and Code of Conduct.

- **Second Ejection Offense: League Suspension**

- Any individual (player, coach, or spectator) which is ejected twice within the same season will result in a suspension from all leagues for the duration of the current season.
  - **Note:** If the second ejection occurs during the last three (3) weeks of the regular season or playoffs of the current season, the individual will be suspended for the entire following season.
- The coach will receive an e-mail to inform and remind the coach and ejected individuals of the league suspension.
  - **Note:** After the coach is notified about the league suspension of their team or any individuals, a written protest may be submitted within 14 days to be reviewed by Allen Parks & Recreation. Failure to submit a written protest within the 14-day period will result in the league suspension being upheld.
- Any incident for which a team forfeits a game due to misconduct will result in that team becoming ineligible for the league playoffs.
- The Athletic Supervisor will review any other actions determined to be detrimental to the league. Allen Parks & Recreation reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, and/or to protect the integrity of the league.

### **Protested Games**

- The coach/team captain will serve as the official spokesperson for their team and spectators. This individual will represent their team AND may address an official to receive rule interpretation or obtain essential information if it is done in a courteous manner.
- All protests must be formally presented to an official.
  - **Note:** Official(s) will be used interchangeably with referee(s) and/or umpire(s).
- All protests must be submitted in writing and accompanied with a \$25 protest fee (Money Order ONLY made out to the City of Allen) to the Allen Parks & Recreation Department within 48 business hours of the completion of the protested game. Protest fees will be returned if the protest is upheld.
- Rule interpretations will be the only protests allowed as judgement calls cannot be protested.

### **Make-Up Games**

- Make-up schedules will be e-mailed to the team manager/coach and posted on [www.teamsideline.com/allen](http://www.teamsideline.com/allen).
- Every attempt will be made to schedule all make-up games on your league night; however, the City of Allen reserves the right to schedule on alternate nights if necessary due to heavy rains, etc.
- In the event of any regular season cancelled games, the City of Allen has allotted make-up dates for each league. These make-up dates will take place the two weeks immediately following the completion date of the original regular season; however, unusual weather patterns may lead to the games being permanently cancelled with no refunds to keep future leagues on schedule.
- All kickball leagues will have a drop-dead date of **Saturday, August 15<sup>th</sup>, 2026.**

### **Playoffs**

- Top 4 teams advance. 2<sup>nd</sup> seed vs. 3<sup>rd</sup> seed, followed by 1<sup>st</sup> seed vs. 4<sup>th</sup> seed, and then the championship game.
- All league rules remain in effect except the coin toss as the higher seeded team will be the home team.

- For any league which consists of nine (9) or more teams, there may be more teams which advance to the playoffs.

### **League Tiebreakers**

- All tiebreakers will be resolved in the following order:
  - Winning Percentage
  - Head-to-Head (Two or more teams – tiebreaker awarded to team with highest number of wins against all teams involved in tie)
  - Total Run Differential
  - Total Runs Against
  - Total Runs For
  - Forfeits (Team with the fewest no-show, no-call forfeits will receive a higher seed)
  - Coin Toss.

Team Name: \_\_\_\_\_

Sport: \_\_\_\_\_

AGREEMENT  
**WAIVER OF LIABILITY**

I, \_\_\_\_\_, give my permission for my child,  
\_\_\_\_\_, who is under 18 years of age, to attend  
and participate in the Adult athletic program sponsored by the City of Allen Parks and Recreation  
Department, beginning \_\_\_\_\_

I understand that this physical activity involves certain risks; and I hereby agree to hold harmless  
and waive any and all claims against the City of Allen, the Parks and Recreation Department, their  
agents, employees, referees, or scorekeepers on behalf of myself and the above mentioned minor  
child, for any accident or injury that my child may sustain while participating in the above-  
mentioned program.

I further attest that I am the parent or legal guardian of the above-mentioned child, and that I  
possess the legal right to enter into this Agreement.

\_\_\_\_\_

Signature of Parent or Legal Guardian

**(To be signed in the presence of a Notary Public)**

STATE OF TEXAS

COUNTY OF \_\_\_\_\_

Subscribed and sworn before me this \_\_\_\_\_ day of \_\_\_\_\_ A.D., \_\_\_\_\_.

\_\_\_\_\_

Notary Public

In and For the State of Texas,

My commission expires \_\_\_\_\_



# City of Allen Adult Athletics General Roster Form

LEAGUE: \_\_\_\_\_ TEAM NAME: \_\_\_\_\_

**\*All columns below must be completed by all players and turned in before playing. I understand that my signature confirms that I have read the waiver, provided accurate contact information, and I will abide by the Code of Conduct as well as all league rules and policies. Please see reverse side/next page for Code of Conduct.**

<b>Name**</b>	<b>Uniform #</b>	<b>Email</b>	<b>Phone #</b>	<b>Signature**</b>
1.(Coach)				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10. (5-on-5 Flag Football roster limit)				
11.				
12. (Volleyball & Basketball roster limit)				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20. (Kickball, Softball, Ultimate Frisbee, Soccer, and 8-on-8 Flag Football roster limit)				

Persons signing above understand that athletic activities involve risks and do hereby waive all claims against the AISD, City of Allen, their agents, and employees on behalf of themselves, heirs, executors, and administrators for an accident or injury that may be sustained participating in the program. We the undersigned acknowledge that all players listed are 18 years of age or older or have received parental consent and are eligible under all rules and bylaws of the program.

Team Rosters may be submitted to any one of the following emails addresses.

**Spencer Allen**  
[Spencer.Allen@CityofAllen.org](mailto:Spencer.Allen@CityofAllen.org)

**Justin Radney**  
[Justin.Radney@CityofAllen.org](mailto:Justin.Radney@CityofAllen.org)

**Mason Ryden**  
[Mason.Ryden@cityofallen.org](mailto:Mason.Ryden@cityofallen.org)



## ***City of Allen Parks & Recreation*** **CODE OF CONDUCT**

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