



FRISCO ADULT SPORTS

KICKBALL

Article I. CITY OF FRISCO Policies and Procedures

Section 1.01 CITY OF FRISCO POLICY

- The Frisco Adult Sport Leagues shall be governed by the City of Frisco Parks and Recreation Department (“Department”). The Department shall rule on protests, appeals and extended disciplinary action.
- Games will be played under a State and/or National Association for game play rules unless modified by Rule Supplements with local Department By-Laws. The Department reserves the right to modify rules when needed.
- Per City Ordinance, the consumption or possession of any alcoholic beverage is prohibited in each and every park located within the city. This includes the parking lot.

Section 1.02 REGISTRATION AND FEES

- Registrations are accepted online at www.playfrisco.org as well as at the Frisco Athletic Center (FAC) within the registration dates set by the Department. All teams shall pay the applicable registration fee for participation in league. The Department offers three seasons per year of Adult Kickball which are classified as the Spring, Summer and Fall seasons. All fees shall be paid by the designated due date set by the Department.

Section 1.03 DIVISIONS

- Each division is required to have a minimum 4 teams. If the league does not make, all teams will be given full refunds.

Article II. Rules and Clarification

Section 2.01 GENERAL RULES (TAAF)

- **The home team will be responsible for providing the game ball.**
- The official kickball shall be a seamless, pebble-grain surfaced ball, approximately ten inches (10”) in diameter. The center of the ball may contain air only.
- The legal tag area will be from the shoulder and below. If the ball is thrown, it must be below the shoulders.
- **In the event of a tie, the International Tiebreaker will be instituted**
 - **Runner on 2nd base with 1 pitch thrown.**
- No “*infield fly*” rule in kickball.

Section 2.02 STARTING PLAY/LIVE BALL:

- The pitcher will be allowed 5 warm up pitches to start the game (first inning).
- Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- The ball becomes dead and not in play when:

- The ball is illegally kicked
- A kicker makes no attempt to kick at a pitch
- A foul ball is not caught
- The offensive team causes interference
- A blocked ball is declared dead
- A pitched ball, not kicked by the kicker, is touched by the catcher
- A no pitch is declared
- The ball becomes dead when an umpire calls “time”. Time is called when:
 - In his/her judgment conditions justify call time
 - An injury occurs
 - A coach requests a time out
 - **The ball is in possession of the pitcher in the infield and all play has ceased.**

Section 2.03 PITCHING:

- The pitcher shall take position in the pitcher’s box.
- Pitcher must deliver the ball with one hand, releasing the top of the ball below his waist toward home plate. A violation of this 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.
- **Ball should be thrown with moderate speed, adjustments to be made based on umpire’s discretion if necessary.**
- 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 enter 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. The ball must clear the kicker’s circle.
 - 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 when the kicker has less than two strikes.
- A ball is called by the umpire:
 - For each pitched ball, which 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, which does not first touch in fair territory and is not struck at by the kicker
 - For each illegal pitch
 - For each pitched ball, which 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 her swing back.
- The pitcher pitches a quick return pitch.
- The pitcher pitches before the umpire calls for the 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.

Section 2.04 KICKING:

- The kicker shall take position in the kicker's circle with 20 seconds after the umpire has called "Kicker Up". The kicker shall not leave the kicker's circle once the pitcher has begun the windup.
- The kicker is out when:
 - A third strike is called.
 - Kicker leaves the kicker's circle during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the circle and does NOT attempt to kick the ball, he/she will have either a ball or strike called against him/her.
 - **No courtesy fouls will be called.**
 - Does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
 - Interferes with the catcher's ability to make a play.
- **All kicks must occur:**
 - **At or behind home plate. No part of the planted foot may be in front of or cross the front edge of home plate.**
- **Any kick that does not roll past the diagonal imaginary line between 1st and 3rd base will result in an OUT.**
 - **If touched by defense before reaching the imaginary line, the ball is live and in play as a KICK.**
- The kicker becomes a runner when:
 - Ball four is called.
 - **A ball has crossed the imaginary line between 1st and 3rd or ruled a kick by the umpire after interference from defense.**
 - An infielder interferes with the pitch.
 - 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:

- Interferes with the catcher's ability to make a play.
- Touches own kicked fair ball, while 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, 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.
- When player leaves the playing field. Player cannot return back to a base.

Section 2.05 RUNNING THE BASES:

- Runner is declared out for interference with fielder while running to any base.
- LEADOFFS or STEALING are not allowed.

Section 2.06 FIELD POSITIONS:

- There are no restrictions on what field positions players can hold, regardless of gender.
- Maximum male fielders at one time is 5.
- Outfielders must remain on grass until the ball has crossed home plate.

Section 2.07 FIELD DIMENSIONS:

- The Playing Field
 - Base distance is 60'.
 - Pitching rubber distance is 53'.
 - A double first base will be used

Section 2.08 SHORT HAND RULE:

- Teams must be ready at game time or when the officials call for the pre-game coaches meeting, otherwise a forfeit will be declared. If neither team has 8 players, then the team with the most players will win by forfeit. If both teams have no players or the same number of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket. Teams must be able to field at least 8 players to start a game.
 - "Ghost Outs" are placed in the highest possible position of the line-up at the ninth or tenth positions.
 - In Co-Ed the defensive rule and the alternating batting order rule may not be altered.
 - If a Co-Ed team shows up with 8 players, 5 of one sex and 3 of another, then the seventh and ninth or eight and tenth batting positions will be used as ghost-outs.
 - In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with (to a minimum of 8 players). However, you may not drop in number due to an ejection. This rule will not be considered grounds for protest.
 - If a team enters the International Tie-Breaker with Ghost Outs and a ghost out causes the last out in the inning before the tie breaker or during the tie breaker, then there will be no runner on second base for that team.

Section 2.09 TEAM ROSTERS & WAIVER FORM:

- The Department promotes a family friendly environment; please keep that in mind when creating your team name. Please refrain from using suggestive, offensive or derogatory team names. The Department retains full discretion to determine the acceptability of a team name.
 - **Rosters must be submitted prior to the start of the team's first game.**
 - Team rosters are limited to 25 players.
 - Players must be at least 18 years of age.
 - All players must complete the Team Waiver Form prior to playing in any game.
 - Players may only be on one team roster per night of play.
 - Roster changes must be made prior to game time with the onsite League Coordinator.
 - Rosters are frozen upon completion of the team's third game of the season.
- 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 submission process, you may visit <http://vzaar.com/videos/3438160> for a short how-to video, refer to the instructions provided in the "Downloads" tab of www.teamsideline.com/frisco, or contact an Athletics staff member.

Section 2.10 LINE-UP:

- A legal line-up will consist of no fewer than eight players
 - Each team can consist of 10 players playing the field – 5 males and 5 females
 - **A team should consist of an even number of males and females; however, a team can play with more females than males. A team CAN NOT play with more males than females**
 - Batting the Bench: Teams may opt to "bat the bench", which allow any player present that is on legal roster to be in active line-up, but all other rules apply to a lineup (i.e. player leaves, has an injury, or is ejected – that spot in the lineup becomes an out).
- **In COED, Males may NOT kick back-to-back**
- **Courtesy runners- One runner per gender, per inning will be allowed, injury not required.**
 - **This runner will be gender specific.**
- Line-ups must be exchanged at the home-plate meeting and must be on the official roster.

Section 2.11 UNIFORMS:

- All team members must have shirts with the same base color with numbers permanently attached in 6" letters or larger on the back of the jersey.
- Only whole numbers from 0-99, no tape, permanent marker or duplicate numbers will be allowed.
- Metal cleats are not allowed.

Section 2.12 LENGTH OF GAME:

- The umpire will permit fifty (50) minutes playing time or **seven (7)** full innings, from the time “play ball” is called until he/she calls the last inning.
- **Flip Flop Rule – In an inning where the run rule has been exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the new visiting team is not able to reduce the run differential below the run rule after 3 outs, then the game is over. If they reduce the run difference below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not the game will continue under the new format.**
- In all leagues, the “run ahead rule” is as follows:
 - 15 runs ahead after 3 innings
 - 12 runs ahead after 4 innings
 - 10 runs ahead after 5 innings

Section 2.13 BUNTING:

A "BUNT" is defined as a ball that does not roll past the diagonal invisible line between 1st and 3rd base. The line is at the Umpires discretion.

- 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 a BUNT.
- If touched by Defense before 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 are allowed to advance at their own risk, if ruled a KICK.
- A bunt that rolls fair or foul, on Kicker’s “Third Strike” is considered an OUT

Section 2.14 AUTOMATIC WALK OPTION (FEMALE):

- If a male batter is walked he automatically advances two bases. The next batter, female, must bat if there are no outs or one out. When there are two outs, the female batter has the option to bat or walk.

Section 2.15 FORFEITS:

- As a courtesy to all involved, if coaches know they cannot field a team for a game, they must contact a Parks & Recreation Department representative member.
- If teams need to forfeit, contact should be made to Athletics Staff in Section 3.09 by phone or e-mail by 3:00 PM on day of game. If after 3:00 PM or athletics staff is otherwise unavailable, please contact the Manager on Duty at the Frisco Athletic Center at 972-292-6600.
- *Notification must be received 90 minutes before scheduled game.*
- It is HIGHLY recommended that teams receive verbal or written confirmation from a Parks & Recreation staff member of their need to forfeit.
- A forfeit will be scored a 14-0 win.
- The penalty for a team forfeiting a game WITH notification is as follows:
 - 2nd offense: Written and Verbal Warning
 - 3rd offense: Team is ineligible for playoffs
- The penalty for a team forfeiting a game WITHOUT notification is as follows:
 - 1st offense: Verbal & Written Warning
 - 2nd offense: \$40 forfeit fee is assessed on team. Fee must be paid by start of last regular season game to remain eligible for playoffs or future league registrations.
 - 3rd offense: Team is suspended for remainder of season (no refund)
- If a team is scheduled a double header and must forfeit, it will be considered a single offense.
- Teams forfeiting 3 or more games are not eligible for playoffs regardless of number of offenses or advanced notification of forfeits.
- If a team is suspended before the 4th game of the season, a revised schedule may be generated for the remainder of the season.
- Any games played, or scheduled to be played, that involve a suspended team will be considered forfeit wins for their opponents.
- The Department reserves the right to amend penalties for forfeitures as necessary for extenuating or unusual circumstances as it sees fit.

Article III. Conduct

Section 3.01 SUSPENSIONS & EJECTIONS

- **REMOVAL:** The umpire has the right to remove any player from the game for minor infractions, but the player does not have to leave the facility / park. There is no team penalty, and the player is not suspended. (Example: uniform infraction)

- The use of profanity and insulting language towards other players, umpires, athletics staff, or in general WILL NOT BE TOLERATED. It will be the discretion of the umpire or athletics staff to determine the severity of the behavior. Excessive use of profanity will result in disciplinary action including game ejection, expulsion for the season, or permanent suspension from all Frisco adult leagues.
- EJECTION: Any situation that an umpire deems unsportsmanlike may be cause for ejection. Anyone ejected from a game (player or fan) for inappropriate behavior must leave the facility property immediately. If they do not comply or if they leave and return, their team will forfeit their game for that day (even if game has already been played). If that game was played and lost, the next game will be forfeited.
 - Ejected players will automatically be suspended a minimum of 7 days. If a player is on multiple teams in different leagues, he/she will be suspended from all their next scheduled league or playoff games within the suspended time frame. If league play does not occur within the 7 day suspension, an ejected player will be suspended at minimum one game for the league in which the offense occurred. It is the responsibility of the manager and/or player who was ejected to comply with this policy. Any violation of this policy will result in further disciplinary action to possibly include expulsion from the league.
 - NOTE: If a player is removed from the game, the team can continue to play under the Short Hand rule. However, if a player is ejected, the position in the lineup must be substituted or the team will forfeit. During a game, if the available number of players falls to less than 8 for any reason, then the game will be forfeited. No exception. The Department will always support the umpire's decision on the field for removals and ejections.
 - Player(s) will be ejected from a game for drinking or smoking on park premises.
 - Any player who verbally abuses a player, official or staff member, AT ANY TIME will be suspended under the ejection rule.
- EXPULSION: Physical abuse of a player, official or staff member will result in expulsion of that player(s) from all City of Frisco Leagues and parks for at least a one-year period and possible legal action. Physical abuse is defined as any unwanted contact by the person or object that does not fall into the natural play of the game. This is to include any initial or secondary contact.
- The Department reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league. Players that would like to contest the ruling of any expulsion or suspension must notify the League Commissioner in writing within 10 days of being notified to request a hearing with the Director. After the hearings the Director will then decide the length of the suspension or expulsion. Any length of suspension that is 90 or less will be considered final. Any suspension or expulsion greater than 90 days will need to be reviewed and approved by the Parks and Recreation Board at their next scheduled meeting.

Section 3.02 GAME/PLAYER ELIGIBILITY PROTEST

- All game protests must be submitted in writing and accompanied with a \$50 protest fee (Money Order ONLY made out to the City of Frisco) to the Frisco Athletic Center at 5828 Nancy Jane Lane, within 24 hours of the completion of the protested game. Rule interpretation is the ONLY issue that will be considered for protest. The Department will review the protest and rule on within 48hrs of receiving.
 - You can only protest a rule interpretation NOT A JUDGMENT CALL!
 - Protest fees will be returned to the team/player ONLY if the protest is upheld.
- Protest for illegal player or ball must be made **before the 3rd inning or when the player enters the game**. These protests will be ruled on as they occur and do not require a protest fee.
 - PLAYERS MUST PROVIDE A DRIVERS LICENSE IMMEDIATELY UPON REQUEST. Players must have their driver's license in the dugout. If a player is unable to present their driver's license when asked, they will be considered an ineligible player for that game.
 - Illegal player issues must be resolved at the time of the occurrence. If one team protests the eligibility of a player, then the said player in question must produce their driver's license. If a player is deemed to be ineligible, that player must be removed from the game. If the removal results in a team dropping below the minimum number of required players, the game will be forfeited.
 - Teams can protest eligibility of up to 3 players on opposing team.
 - Uniform Rule must be protested by the team manager to the Home plate umpire for enforcement. A uniform protest must take place in the first inning when the team takes the field or when a player enters the game.

Section 3.03 PLAYING FIELD CONDITIONS/RAIN-OUTS:

- The Department will make the decision on playing fields by 3:00pm on day of games and post condition on the www.teamsideline.com/frisco website as well as Rainout Line. If weather and/or field conditions change after 3:00pm, the onsite supervisor will monitor and follow proper protocol when dealing with weather.
 - Parks and Recreation Department Rainout Line at (972) 292-6666.
 - Prior to 5:00pm check Team Sideline in the comments box on the home page for rain out information.
 - If the first game of the night is canceled, all remaining games on that field are canceled. Likewise, if the second game is cancelled, all subsequent games will also be canceled.
 - If a decision must be made during gameplay, the umpires will make any cancellation decisions based on the safety of players and staff.

Section 3.04 MAKEUP GAMES

- All reasonable attempts will be made to reschedule canceled games due to weather or other unforeseen circumstances on your league night. However, the Department reserves the right to reschedule games on an alternate night if necessary. Also, circumstances may arise such as multiple rainouts, in which games are canceled, prohibiting the completion of a season.
- In the event that all games are not able to be played in the regular season due to weather or other unforeseen circumstances, the standings and seeding for playoffs will be based off of the games played and winning percentages.

Section 3.05 PLAYOFFS:

- The top 4 teams in each league will advance to the playoffs, with the 1st place team playing the 4th place team and the 2nd place team playing the 3rd place team in the semi-finals. Winners advance to the Championship Game.
- If division is broken into two subdivisions, the top 3 from each subdivision will make the playoffs for a 6 team playoff. The 1st team in each subdivision receives a first round bye. Each 2nd place team will play the other division's 3rd place team with the winners advancing to play the 1st place teams in the second round. Winners of second round advance to the Championship Game.
- All League Rules remain in effect. The higher seeded team is the Home Team.

Section 3.06 TIEBREAKERS FOR STANDINGS

- Win – Loss record.
- If two teams are tied:
 - The winner will be the team that defeated the other. (If the two teams did not play each other, move to iii)
 - If there is a split between the two teams, the winner will be the team that gave up the least amount of runs against the teams involved for that tie.
 - The team that has given up the least amount of runs to all opponents within the league is the winner.
 - The team that has scored the most runs against all opponents within the league is the winner.
 - The team that has the least amount of forfeits within the season.
 - If still tied, a coin flip will determine the winner of the tie.
- If there is a tie between 3 or more teams:
 - The winner(s) will be determined by the team(s) that gave up the least amount of runs to all opponents within the league.
 - The team(s) who score the most runs against all opponents in the league will be the winner(s).
 - The team that has the least amount of forfeits within the season.
 - If still tied, a coin flip will determine the winner of the tie.

Section 3.07 COMMUNICATION / WEBSITE SERVICE:

- The Department uses www.teamsideline.com/frisco to post all schedules, standings, game scores, league bulletins and other important league information.

Section 3.08 CLEAN UP:

- In an effort to assist our Department and keep our facilities maintained, we would appreciate players and teams cleaning up after their respective games.

Section 3.09 LEAGUE CONTACTS:

Makenna Hayes

Athletics Coordinator

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