



SIENNA ADULT KICKBALL LEAGUE RULES & REGULATIONS – CO-ED RECREATIONAL DIVISION –

LIABILITY

All participants in the league assume the risk of injury. Sienna Plantation Residential Association, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league. Participates must sign a release of waiver.

TEAMS & PLAYERS

1. Rosters: A maximum of twenty (20) players, including a Team Captain will be permitted on a team roster. A Team consists of a minimum of ten (10) players, with a minimum of five (5) women.
2. Teams must field at least eight (8) players and no more than ten (10). At all times, an even ratio of men to women (1:1) must be maintained during gameplay. This must include one pitcher and one catcher at all times during the game.
3. Teams can bat ten (10) or twelve (12) kickers, but not eleven (11).
4. All teams players not on the bench must kick (Max of 12 kickers)
5. Each team shall have one (1) Team Captain and will be responsible for the team.
6. Two members of the offensive team may coach at first and third base, switching as needed with other team members to maintain proper lineup order.
7. 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 at least 8 players then the team with the most players will win by forfeit. If both teams have no players or the same amount 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.
8. Profanity, vulgarity, unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of kickball and its purpose will not be tolerated. SPRAI staff and

league officials or umpires shall remove the offending parties from the park and the Fort Bend County Sheriff's Department will be called if deemed necessary. Team captains also bear responsibility for the ensuring that members of their team adhere to league expectations and guidelines in terms of sportsmanship and behavior, and will sign and date a "Code of Conduct" on behalf of his/her team. This document applies to all persons on the team that he/she captain. **Any person ejected for profanity, vulgarity, or unsportsmanlike behavior will receive a minimum one (1) game suspension to be served in their team's next game and could be longer if the infraction warrants it. This determination will be made strictly by SPRAI/league officials. Any person ejected a second time will be suspended for the remainder of the season, including the post-season tournament.**

9. **Alcohol is strictly prohibited by park ordinance in Camp Sienna. Any player or team caught with alcohol either a) in the parking lot, b) in or around the playing field including the stands, dug out, or the playing field by any league official (including, but not limited to, any SPRAI employee, umpire, or SPRAI volunteer, or anyone else denoted as being an SPRAI representative by an SPRAI employee), the following sanctions will be imposed:**
1. **FIRST OFFENSE:** the team upon which the offending player is a member will lose all games that they are scheduled to participate in that night by forfeit, by a score of 1-0, but the games will be allowed to take place (played as a forfeit but played nonetheless) if both teams elect to do so. The offense will be reported to the league president the following working day as a first offense.
 2. **SECOND OFFENSE:** the team upon which the offending player is a member will lose all games that they are scheduled to participate in that night by forfeit by a score of 1-0 and those games will NOT be allowed to be played and will NOT be made up at a later date.
 3. **THIRD OFFENSE:** the team upon which the offending player is a member will lose all games that they are scheduled to participate in that night by forfeit by a score of 1-0 and those games will not be allowed to be played and will not be made up at a later date, and that team is suspended for the remainder of the season, including the post-season tournament. No refund of registration dues will be granted.

Should a team return in a subsequent year and have a subsequent offense (i.e. a "Fourth Offense" or a "First Offense" in a subsequent year, they will automatically be permanently banned from play in the Sienna Plantation Adult Kickball Association.

10. **Arguing balls and strikes with the umpire will not be permitted. Each team will be issued a single (one, 1) warning. Subsequent infractions will warrant ejection from the ballgame.**
11. **Loitering on park premises after the conclusion of the final game each evening is strictly prohibited (i.e. no tailgating). Participants wishing to congregate in the stands and within the immediate proximity of the playing field while game play is taking place are welcome to do so. However, absolutely no tailgating before or after game play will be permitted. If**

necessary, Fort Bend County Sheriff's Department will be contacted to ensure that this rule is adhered to.

12. Jewelry cannot be worn during games. (Exception: Flat wedding bands and stud earrings). If jewelry must be worn, it has to be taped to the skin.
13. A game participant who is bleeding or has blood on their uniform/clothing shall be prohibited from participating further in the game until the bleeding can be stopped and any blood present has been removed and the wound/injury administered to so as to prevent contact with any other game participant. All of the above is bound strictly by the umpire's judgment.
14. Players in Sienna Plantation Adult Kickball Association must be at least 21 years of age at the time of participation.
15. Rosters are the basis for the legality of players. If a team doesn't turn in a roster to the SPRAI Recreation office, they cannot have any legal players.
 - (1) Protests on starting players must be done in the first inning. Protest on substitutes must be done before their first complete inning of play.
 - (2) A protest cannot be made after the last out of the game.
 - (3) If there is a player eligibility protest during a game the following shall occur:
 - a. a valid picture ID will be requested by the umpire for identity.
 - b. once identity has been determined and protest filed, the game will continue. If the player is in attendance and identity cannot be determined, then suspected player must present ID at Club Sienna the next working day for verification.
 - c. player eligibility will be determined by SPRAI staff/league officials based on team rosters the following workday (exception tournament). If the protest is done during the tournament, then the tournament director will make a decision at the time of the protest (if the player doesn't have an ID, then they are not legal).
 - d. any team found with an illegal player shall forfeit that game.
 - e. SPRAI staff/league officials will determine further action against the illegal player and/or team.
 - f. said player is ineligible to participate at all until a decision has been made by SPRAI staff/league officials.
16. Add/Drops to rosters will be accepted until the **Friday prior to the first game of the season.**

17. League Tie Breaker: Head-to-head record during regular season will determine tie breaker. If a regular season split occurred, runs scored vs. runs allowed against each other will determine the tie breaker. In the event that the two teams scored the same number of runs and allowed the same number of runs, a coin toss will determine the higher seed. Tie breakers are only relevant in the tournament seeding process.
18. Seeding the Tournament: The tournament will be seeded in order of league record. In the event that there is a tie, win/loss between said teams will serve as the first tiebreaker, with run differential between the two teams during the regular season will serving as the second tie breaker.
19. Season game schedules will be provided to team captains the week prior to the beginning of the season. Tournament schedules will not be able to be completed until all regular season games have been completed.
20. When playing conditions are questionable, SPRAI staff/league officials will contact team captains via email by 4pm the day of. Extenuating circumstances may cause for later notification, and in such case, phone calls to team captains will be made.
21. Sundays are primary rainout dates. In the event that all rainout games cannot be made up on Sundays, Fridays will be employed as a last resort. Games that are rained out will be rescheduled for the first available Sunday. Rainout schedules will be provided to team captains within three days of the date the game was originally scheduled.
22. **Team rosters must be composed of Sienna residents ONLY.** All players must have a current Sienna Plantation ID. Any player found to be playing and is a non-resident will result in that team forfeiting all games in which that player has taken part (ineligible player).

GAMEPLAY

23. Regulation games will consist of one (1) hour, seven (7) innings, or the “Run Rule”, whichever comes first. Run Rule: 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings.
24. At all times, an even ratio of men to women (1:1) must be maintained during gameplay.
25. Offensive team must alternate the betting line-up according to gender. If a player leaves the game for any reason, their substitute must be of the same gender.
26. Kickballs will be official WAKA size, which will be ten (10) inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

- 27. Strikes:** Count of three strikes constitutes as an out and a strike is a pitch within strike zone not kicked or else missed by the kicker.
- 28. Strike zone** measures one (1) foot to either side of home plate and one (1) foot high.
- 29. Balls:** A pitch outside the strike zone, illegal pitch (example: bouncy), or catcher crossing home plate before the kicker or failing to field behind the kicker.
- 30. Pitching:** Ball must be pitched by hand. No bounces! A pitch that is higher than one (1) foot is considered bouncy. Pitcher must stay behind the pitching strip until ball is kicked. Failure to do so will result in a ball. No player may field in front of pitcher other than the catcher, and no player may advance forward the 1st–3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- 31. Catching:** The catcher must field directly behind the kicker and may not cross home plate before ball is kicked. The catcher may not make contact with the kicker. Failure to abide by these rules results in a ball.
- 32. Kicking:** All kicks must be made by foot or leg, below the hip level. All kicks must occur at or behind home plate. A kick in front of home plate is called a foul. Bunting is not allowed. An umpire determines bunt calls and will be considered a strike.
- 33. Fouls:** A count of four constitutes an out. A foul is a kick landing out of bounds, a kick landing in bounds, but traveling out of bounds on its own before reaching first or third base, and a kick in front of home plate.(Any ball touched by an in-bounds fielder is automatically in play.)
- 34. Outs:** An out is a count of three strikes or four fouls; runner touched by the ball at ANY time while not on base; any kicked ball (fair or foul) that is caught; a ball tag on a base to which a runner is forced to run or runner off of his/her base when the ball is kicked. Players CANNOT knock a ball loose from a fielder's hand for them drop the tag. Player will be called out.
- 35. Running:**
- Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
 - When attempting to void a ball tag, runners may move no more than 4 feet out of their established path.
 - Neither leading off base, nor stealing a base is allowed. A runner off of his/her base when the ball is kicked is out.
 - Running past another runner is not allowed. The passing runner will be called out.
 - Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.

- After a kicked ball is caught, runners must tag their originating base before running to the next base. All ties will go to the runner. Runners may overrun first base.
- One base on an overthrow into fair territory. In taking advantage of the time loss from an overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.
- When a base is displaced during play, any runner is safe if they are in contact with the base's current OR original location. All displaced bases need to be returned to its original location after the play has concluded.

- 36. Designated Runner/ Player Positions:** In cases of injury of illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held. If a player is ejected, injured, or becomes ill cannot continue, the lineup will continue in the same formation, less the removed player. The pitcher may be replaced on the mound once per inning.
- 37. Equipment:** Shoes must be worn at all times and no metal cleats are allowed. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Umpires may ban any equipment that they deem as unsafe or illegal. If equipment is deemed advantageous by the Umpires, equipment **MUST** be removed or the player will be removed from play.
- 38. Interpretation of all rules and regulations during gameplay** are at the discretion of SPRAI staff and umpires.