

HOLLAND RECREATION/ZEELAND RECREATION COED KICKBALL Rules and General Information

1. **Entry Fees:** Registration is not allowed without full payment.
2. **Late Registration Fee:** A registration deadline is established for each season. If there are still remaining spots in our leagues at end of the registration deadline, we will allow “late registration” to continue until enrollment is full or until schedules have to be made (late enrollment = additional \$50 fee).
3. **Cancellation Fee & Refunds:** Due to game schedules having to be re-made if a team backs out of the league within three weeks of the season, a \$100 cancellation fee will be charged if a team requests to be removed from the league within three weeks of the start of the season. Once the league schedule begins, no refunds will be provided.
4. **Team Managers Expectations:** All teams must have a manager who is responsible for the behavior of its team members/spectators, communicating league rules to team members, submitting the team fee, submitting a roster, and responding promptly to Rec staff. Communication with the Rec office must be handled through the team manager only.
5. **Pre-Season Practices:** Usage of Matt Urban Recreation Complex fields when they are not reserved by Holland Recreation programs is on a first come, first serve basis. The fields are open to the public as long as they aren’t being used for a Recreation event. If you wish to use a field for practice, simply show up and see what is available.
6. **Weather Cancellations:** In the event of inclement weather and/or unforeseeable schedule conflicts, games may be cancelled. Cancellation decisions are made before 5pm, unless the inclement weather begins later in the evening. If inclement weather begins after 5pm, the game decision will be made by the site supervisor on site. When in doubt, show up to your scheduled game time. Team managers will receive emails regarding cancellations, but participants may also check the cancellation page via our website (www.hollandrecreation.com).
7. **Tobacco & Alcohol:** Tobacco products and alcoholic beverages are prohibited on Zeeland Public School property and in the City of Holland Parks.
8. **Age Eligibility:** All players must be 18 years old or older to play
9. **Forfeit / No-Show Rule:** 1st: Warning | 2nd: \$50 fee | 3rd: League suspension (no refund)
10. **League Structure:** There is a 6-week regular season followed by a single elimination tournament.
11. **Game Protests:** Protests can be made on rule and roster violations. Protests cannot be made on judgment calls
 - A rules protest must be verbalized to the umpire before the next pitch is thrown
 - **NEW** - Roster protests must be verbalized to ump or sent to League Director within 24 hrs of completion of game
 - The League Director will review the situation and communicate decision to the team manager and umps involved.

12. Roster Guidelines: The below guidelines must be followed. If a team violates any of these guidelines, that game is automatically forfeited. Players who violate these rules will be suspended for two games.

- No team will be allowed to play until their roster is officially submitted to Holland/Zeeland Recreation
- You may not have a player play for your team if they are not on your official roster
- No players may be on your roster if they are on another roster in your same competition level (upper, middle, lower)
- Additional players (subs) can be added to your roster until the midway point of the season
- To add players to your roster, email the league director with the players first name, last name, and t-shirt size
- Rosters are locked after the first half of the season (unless approved by the league director)
- In order to participate in tournaments, players must play in at least three (3) regular season games w/ that team
- If there is a concern that a player that is playing for a team they aren't on the roster for, bring that concern to the umpire. The umpire will then approach that player and ask for his/her name and then pass that name onto the league director for verification. If that player refuses to give a name or gives a false name, that game will be forfeited and that player will be suspended for the remainder of the season. If that player is not on that teams roster, that team forfeits that game.

13. Male/Female Rules: Teams must field a minimum of four (4) female players if they are playing with 9 players. If a team is playing with eight (8) players, only three (3) females are required.

14. Start of Game: Teams not ready to play at their start time are given a 5-minute grace period before a forfeit is enforced. Teams must have at least eight (8) players to start a game. Teams with seven (7) or less players at the start of a game automatically forfeit, unless their opponent approves the start of the game and accepts whatever result comes from that game). In a 7-player or less situation, the umpire must ask the opposing team manager whether or not they want to play the game and accept the result of the game, or if they want to accept the forfeit victory and not play the game. A team playing with 7 or less players will become the visiting team and have a 10-run mercy rule in effect starting in 1st inning.

15. NEW - Ejections: Any player, coach, or fan showing unsportsmanlike behavior will be ejected from the game. If ejected, that individual will be suspended for at least the next playable game (and possibly more, depending on severity of the offense), and they must leave the Complex property immediately. Any player, coach or fan who makes physical contact with and/or throws an object at an umpire, site supervisor, opponent, fan, or teammate will be suspended from all Recreation activities for a minimum of three (3) games and a maximum of a permanent ban (decisions are made on a case-case basis by the League Director). After a suspension for physical contact or throwing an object, re-admission into Recreation programs will be dependent on a mandatory face-face meeting with the League Director after the suspension has ended. During a suspension, suspended players may not be on site at the softball facility during the duration of their suspension. All suspensions are subject to a written appeal by the team manager within 24 hours of the suspension, for any ejection or suspension incident, a report will be filed by the umpires with the League Director, who will review the situation and act further if necessary.

16. Completed Game Policy: A game terminated by inclement weather will be deemed a completed game if five (5) innings are completed or 45 minutes of game time has elapsed (or if the home team is leading after 4 ½ innings). Umpires have authority to determine the continuation or termination of a game due to weather. All other games will be re-scheduled.

17. Regular Season Championship Tie-Breakers:

- **Two Team Ties:** If there are two teams tied with the same record at the end of a regular season, head-head record will determine the champion. If the head-head record doesn't clearly determine champion, co-champions will be named.

- Three + Team Ties: If there are three or more teams tied, head-head record will determine the champion. If one of the teams tied in first place defeated all other first place teams, they are the champions. If that isn't the case, then all teams will be named "co-champions"
- If All Teams Haven't Played the Same Amount of Games: No team will be withheld a regular season championship or co-championship due to having played less games than another team. For example, if one team finishes with a 9-1 regular season record and another team finishes with an 8-1 regular season record, those two teams will be named "co-champions" (unless the head-head tie-breaker breaks that "tie").
- Score differential does not factor into a championship decision

18. **Tournament Structure:**

- **NEW** - The home team is the higher seeded team
- A single-elimination tournament is played at the completion of the regular season
- Teams that finish in 1st place in regular season are moved up to the next competition level for the tournament
- **Teams that finish in last place in regular season are moved down the next competition level for the tournament**
- The league director has the right to move as many teams up or down for tournaments as they deem necessary in order to create the most competitively balanced and fun tournament possible

19. **Tournament Game-Length Policy:**

- All tournament games, except the championship game, follow our 55-minute game-time limit policy
- Tournament championship games play a full 7-innings with no time limit
- **NEW** - Normal mercy rules are in effect for tournament games

20. **Collision Rule:** Runners must make an effort to avoid collisions. Intentionally colliding results in ejection.

RULES

1. **Metal Spikes:** No metal spikes are allowed.
2. **Innings:** Regulation games are 7 innings.
3. **55-Minute Game Time Limits:** A 55-minute timer will be started at the first pitch. No new innings can begin 55 minutes after the first pitch. If an inning is in process when the 55-minute time limit arrives, the top and bottom of that inning may be finished and then the game is over. If an inning ends with five (5) minutes or less remaining in the 55-minute game time limit, the “Flip-Flop Batting Order Rule” goes into effect and the losing team bats in the top half of the inning (see rule #4 for details)
4. **Flip-Flop Batting Order Rule:** If an inning ends with five (5) minutes or less remaining in the 55-minute game time limit, the losing team bats first to start the last inning. The purpose of this rule is to allow games to end in a timely manner so that all games that evening start as close to on time as possible.
5. **Mercy Rule:** If one team is ahead by 10 runs or more after five (5) complete innings, the game will be called.
6. **Courtesy Runner Rules:** Men can only run for men and women can only run for women (one gender per inning). The courtesy runner can be anyone on your roster. If the courtesy runner is still on base when his/her spot in the lineup comes up, an automatic out occurs, the runner is removed from the base paths, and that runner then takes their scheduled turn to bat in the batting order. **Exception: If a player is removed due to injury.*
7. **Encroachment Rule:** An encroachment line will be used in the outfield 165 feet from home plate. If an outfielder crosses in front of this line before the batter hits a fair-batted ball, the batter will receive a double, or the result of the play, and the base runners will advance accordingly.
8. **Infield Defensive Positioning Rules:**
 - All infield defenders must remain on the infield stone dust until the ball is kicked. If an infield is on the outfield grass while or before the ball is kicked, the batter will receive a double, or the result of
 - the play, and the base runners will advance accordingly.
 - No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball for that pitch.
 - The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball on that pitch.
9. **Infielder and Outfielder Guidelines**
 - If playing with nine (9) players, the team must have six (6) infielders and three (3) outfielders.
 - If playing with eight (8) players, teams can either have five (5) or six (6) infielders, and either two (2) or three (3) outfielders
10. **Pitching Rules:**
 - A legal delivery shall be a ball that is delivered underhand and at a slow to moderate speed. Small bounces are permitted, but bounces may not be more than 12” from ground to top of ball.
 - The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.
 - The pitcher must have a one foot in contact with the pitching rubber when the pitch is released, unless they are within five feet behind the pitching rubber. No steps may be taken before a pitch is thrown except for one “stride step”, which must conclude with one foot being in contact with

the pitching rubber (unless you are behind the pitching rubber). No pitch may be thrown in front of the pitching rubber without having at least one foot contacting the pitching rubber. Pitchers may pitch from the side of the pitching rubber as long as one foot is in contact with the pitching rubber when the pitch is released.

11. Kicking Rules:

- All kicks must be made by feet.
- All kicks must occur at or behind home plate. A kick in front of home plate is a dead ball and a strike
- The kicker must take a full kick at the ball (back swing, follow through)
- A kicker who bunts the ball is out and the ball is immediately dead. No full follow through = a bunt

12. **“Overthrow” Rule:** if the defense throws a ball over a fence, the base runner is awarded one extra base.

13. Batting Order Rules:

- a. Even though only 9 players can play on the field defensively, a team can have as many players as they want in the batting order. Those playing defense are interchangeable at any time, but the batting order must remain the same from the start of the game to the end of the game. Failing to do so will result in an out recorded each time that spot in the lineup comes around. **Exception: If a player is removed from the batting order due to injury*
- b. Three males may not kick in a row. Females must be staggered in after at most every two batters.

14. Base Running Rules:

- Runners must stay within the base line
- Fielders must stay out of the base line
- Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
- Neither leading off base nor stealing is allowed
- A runner cannot leave the base until the kicker has made contact with the ball (or runner will be called out)
- Base runners must not interfere with the play in progress (or runner will be called out)
- When a defensive player has the ball and the runner deliberately runs into the defensive player, the runner is declared out. The ball will then be declared “dead” and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be ejected from the game

15. **No “Infield Fly” Rule:** This rule is NOT in effect in this league

16. Strikes/Balls Rules:

- Strike Outs: A count of three (3) strikes constitutes an out.
- A strike is:
 - A pitch within the strike zone not kicked (the strike zone extends one foot on either side of home plate)
 - A pitch missed by the kicker
 - A foul ball
 - A foul ball on a third strike counts as an out
- A Ball is:
 - A pitch outside of the strike zone (the strike zone extends one foot on either side of home plate)
 - Any fielder or pitcher advancing on home plate inside the 1st and 3rd base diagonal before the ball is kicked
 - Any catcher crossing home plate before the kicker or failing to field behind the kicker
- A foul ball 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 (unless the ball is touched by in-bounds fielder before the ball goes to foul territory).
- A kick where contact is made with the ball in front of home plate
- Walk: A count of four (4) balls advances the kicker to first base.

17. **Outs:**

- Any combination of 3 strikes/fouls (a foul ball on a third strike counts as an out)
- A runner touched by a kicked ball at any time while not on base
- A fielder hitting a runner with a thrown ball
- Any kicked ball (fair or foul) that is caught in the air
- A ball tag on a base to which a runner is forced to run
- A runner that is off of his/her base when the ball is kicked

18. **Re-entry Rule:** Teams must finish the game with same number of players they started with. *Exception: Injury*

19. **“Head Shots” Rule:** Hitting a runner with a thrown ball above the shoulders is not allowed (as long as they are running upright and not sliding or ducking down). Any runner who is running upright (not sliding or ducking down) and is hit above the shoulders will be ruled safe and advances to the base they were running towards. *Exception: If a runner intentionally places his/her head in the path of the ball, the runner will be ruled out*