

Minneapolis Park & Recreation Board Adult Co-Rec Officiated Kickball League Rules & Regulations

MANAGERS' DUTIES

1. Make sure you have a full team and at least one reserve for every game.
2. Do not let your players face suspension by allowing them to argue a call.
3. You are responsible for taking charge of your team's and your spectator's conduct. Abusive language, drinking, litter and other irresponsible acts will not be tolerated.
4. Any schedule information, changes, make-ups or other league information will be sent to you. Make sure we have your current email address and contact phone number. It is your responsibility to pass this information on to your players.
5. **Know the rules.** Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.

INTOXICATING BEVERAGES OR BEER PROHIBITED:

- The **park police will monitor fields** during games and will **issue tickets** for anyone drinking intoxicating beverages or beer at ball games / fields.
- Umpires are instructed not to umpire where these conditions exist.
- Drinking of intoxicating beverages or beer during a game by a participating player shall result in the immediate removal of that player from the game and/or team manager.
- It is requested that teams playing the LATE games at the lighted facilities leave the area in a reasonable time upon completion of their game.
- Consumption of beverages and other post game activities must be moved to other facilities more adequately equipped to handle such large gatherings. The Park Police will monitor the parking areas and will take corrective action of violations to assist in relieving the congestion. Your cooperation is essential.

PARKING:

- All Minneapolis Park and Recreation or City of Minneapolis pay lots, meters and/or any other parking fees are the sole responsibility of the user. Being a participant in an MPRB athletic league does not guarantee free parking. The MPRB athletic department is providing the service of athletic league play only.

SPORTSMANSHIP

Minneapolis Park & Recreation Board (MPRB) is interested in ensuring that a high level of sportsmanship be maintained in this sports program, directed by the MPRB. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted:

1. For any player, coach or manager reported and investigated for an unsportsmanlike act (profanity, verbal abuse, tantrum behavior or other unsportsmanlike conduct), action will be taken depending upon the severity of the act.
 - a. Game(s) suspension will result for profanity, tantrum behavior, verbal abuse, etc., for that game plus at least the next game.
 - (1) A suspended player may not be present at any site where league games are in progress.
 - a. Violation will result in an extended period of suspension.
2. Any player, coach or manager reported and investigated for a second time during the year, from any sport, for unsportsmanlike conduct, shall be prohibited from participating in the remaining season
3. An individual retains the right to a hearing when the action to be taken is *expulsion* from participation in the league.
 - a. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
 - b. Present at the hearing will be the player, his/her manager, the League Director, and representatives from the MPRB.

ELIGIBILITY

1. Minimum age for players is 18 years of age or older.

ROSTERS

1. The minimum number of players that must be on the roster is 11; maximum is 20.

KICKBALL OVERVIEW

Kickball is actually very similar to softball and baseball. The object is to advance more runners across home plate than the opposing team. **USA Softball slowpitch softball rules are the basis of the MPRB kickball rules. Any rule not defined below will be similar to the rule found in the USA Softball rule book.**

LEAGUE OPTIONS

Recreational Option: A Laid back approach to your kickball experience, a social atmosphere geared towards the fun and recreational aspects of the game of kickball

Competitive Option: A more serious approach to the game, a higher level of play. Ideal for previous league champions or experienced teams looking for a higher level of competition.

PLAYING FIELD AND EQUIPMENT

Similar to baseball and softball, the kickball infield consists of home plate and three bases; first, second and third. The pitcher's mound will be 50 feet. The distance between home plate and first base, first base and second base, second base and third base and between third base and home plate will be 65 feet, thus forming a symmetrical square. Bases and home plate will be provided by the MPRB. Equipment consists of one beautiful bright red, blue, yellow or orange **8.5-inch kickball**. Teams are responsible for providing game balls. Additional equipment, such as cleats or any protective equipment must be provided by the participants. Metal cleats are not allowed. All participants must respect and obey all rules and regulations pertaining to the respective field used for play during the game.

OFFICIAL LEAGUE

All games will be officiated by an umpire. Assaults and indignities to an umpire will result in an automatic suspension from participation in ALL MPRB athletic competition until reinstated by MPRB Athletics Committee.

TEAMS

Each team must register at least 11 players on the roster with a maximum of 20.

1. Female and male must be equally represented in both the infield and outfield ***when possible***.
2. If fielding the minimum of 8 players (4 male/4 female **or 5 female/3 male**), that the team should place three players in the outfield and the remaining five in the infield (1st base, 2nd base, 3rd base, pitcher and catcher).
3. If fielding the maximum of 10 players (5 male/5 female), 4 players must play in the outfield while the remaining six will play the infield (1st base, 2nd base, 3rd base, shortstop, pitcher and catcher). ****Pitcher and catcher must be of different gender****.
4. If a team cannot field at least three men (with five women), that team will forfeit the game. Teams will have a 5-minute grace period before a forfeit is declared.
5. A floating kicking order will be used when an odd number of male/female players are in the kicking order. (You should never have the same sex kick back-to-back)
6. **In the field there will never be more than 5 male fielders.**
 - a) The following ratios for male to female are acceptable for the field:
3 male/5 female, 3 male/6 female, 3 male/7 female
4 male/4 female, 4 male/5 female, 4 male/6 female
5 male/5 female, 5 male/4 female.
7. All players playing the field must be in the kicking order. Any players that are not playing the field can still be in the kicking order but must remain so during the course of the entire game (All team players must kick in a consistent kicking order). If you have kicked at least once, you must stay in that same kicking order unless you are injured.

Kickers are allowed to bunt and infielders can move as close to the plate as they would like (**there is no imaginary line that fielders must stay behind as long as they remain in fair territory. HOWEVER, Catchers MUST be in foul territory, BEHIND the kicker, when the ball is kicked. Failing to do so is Catcher Obstruction. (See BALL IN PLAY, 5a).**

GAME PLAY

1. A managers meeting will take place before the game with the umpire to cover any ground rules.
2. Regulation games last nine (9) full innings or 55 minutes, whichever comes first. In the event of a tie score at the end of the game, the game will be marked as such. If both teams scheduled to play each other forfeit the game, the game will be marked as a 0-0 tie. Each team will get one point for the tie. If time allows an extra inning may be played, if both teams agree to it.
3. A game that is called off by the umpire or the League Director due to inclement weather or other reason, after three (3) full innings of play, shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three (3) full innings ends in a tie, it will be marked as such.
4. A game that is called off by the umpire before three (3) full innings of play shall not be considered a regulation game and may be rescheduled or resumed at the point the game was stopped, if possible. The first two games lost due to weather are not made up.
5. There will be a **7-run rule** in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 9th inning or last inning as called by the umpire, in those innings unlimited runs may be scored.
6. A runs ahead rule will be used as follows: 20 runs after four innings or 10 runs after five innings.

BALL IN PLAY

1. When a defensive player in the infield has control of the ball the play ends.
2. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out).
3. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
4. There is no infield fly rule. **However, if the umpire feels a ball is intentionally dropped to turn a double play, the kicker is out and all runners will return to the last base occupied.**
5. **The Catcher may not impede the ability of the kicker to put the ball in play.**
 - a) **Catcher Obstruction** is a delayed dead ball call by the umpire and happens when a catcher is in front of the kicker at the time the ball is kicked or hinders the kicker's ability to kick the ball. If obstruction is called and the kicker reaches first base safely and all other runners advance at least one base, the obstruction is canceled and all action stands. If all runners and the kicker do not advance at least one base safely, the manager of the offensive team has the option of taking the result of the play or placing the kicker at first base and advancing runners only if forced.

PITCHING

1. **Pitchers must "Roll" the ball to the kicker.** A pitched ball must first contact the ground after leaving the pitchers hand, no more than three feet from the hand, as judged by the umpire. A pitched ball that bounces higher than one foot multiple times before reaching home plate, also as judged by the umpire during or after the pitch, results in an illegal pitch.
2. The strike zone extends to one (1) foot on either side of home plate and one (1) foot high.
 - a) Any part of the ball over the strike zone, as judged by the umpire, will be a strike.
3. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
 - a) The pitcher must have at least one foot on or both feet behind the pitching plate until the ball is kicked. Failure to do so results in an illegal pitch.
4. Pitchers may only be replaced twice per inning.

KICKING

1. The order of the kicking shall be alternating male and female players.
2. No player may kick more than once until the entire team rotation per gender has had a chance to kick. However, to preserve the male-female alternating kicking order it may be necessary to have one gender kick more than once.
3. All kicks made with the leg, at or below the knee, result in a live ball. Any ball “kicked” above the knee or stepped on, intentionally or unintentionally, is considered a foul ball. If a “legal” kick is made and the ball contacts the kicker a second time, while behind home plate, the result is also a foul ball.
4. All kicks must occur at or behind the front edge of home plate. If any part of either foot touches the ground past the front edge of home plate prior to the kick of the ball, the kicker will be called out.
5. As in Co-Rec softball, a walk to a male kicker will result in a two base award. **The next kicker (a female) shall kick.**
 - a) A male kicker advancing to second base without touching first base shall be called out if properly appealed.
 - b) ***EXCEPTION: With two out, the female kicker has the option to walk or kick. Should the female kicker choose to walk and pass the previous male kicker, while on his way to first, no out shall be called during this dead ball period.***

BASE RUNNING

1. Runners must stay within the base line. Fielders trying to make an out on base may have their foot on base, but must not impede the runner especially if the fielder does not have the ball. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
 - a. **The runner is out when they run outside the three-foot lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base. The runner may run outside the three-foot lane to avoid a fielder attempting to field a kicked ball.**
 - b. **When the defensive player, due to an errant throw, uses the foul portion of the double base, the runner can run in fair territory when the throw is coming from the foul side of first base.**
 - c. **If intentional interference is ruled with a kicked or thrown ball, the runner is out.**
2. The play ends when all runners have completed their base running and a defensive player has control of the ball in the infield. When, in the judgment of the umpire, all immediate play is apparently completed, the umpire will call time.
3. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is kicked will be called out.
4. Sliding is allowed.
5. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
6. Hitting a runner with the ball above shoulder level is not allowed. Any runner intentionally hit above the shoulders as they are running or sliding to a base will be safe.
 - a. If contact first occurs below the shoulder and secondary contact is made above, it IS NOT an out.
 - b. ***If a player intentionally throws at the head of another player, they will be ejected.***
 - c. ***If a player demonstrates unsportsmanlike conduct, as judged by the umpire, with an excessively hard throw or other act of aggression, they may be ejected.***
 - d. If the runner intentionally uses their head to block the ball, the runner is out.
7. After a kicked ball is caught, runners must tag (go back to) their originating base before running to the next base.
8. One extra base is awarded on an overthrow or kick by a defensive player. Any ball that crosses the out of play line, as established by the umpire, is considered an “overthrow.”
9. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Any player may not “block” any base without the ball in their hands. Catchers please know where you are standing to avoid unnecessary collisions.

STRIKES

A count of 2 strikes is an out. A strike constitutes:

1. Any foul ball or a pitch within the strike zone, as defined above, either not kicked, or missed by the kicker.

BALLS

A count of 3 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone.
2. A ball falling short of the plate and does not fully cross over the plate.
3. A pitch that bounces higher than one foot multiple times before reaching home plate, as judged by the umpire.
4. A pitcher advancing in front of the pitching plate before the ball is kicked.
5. Any catcher advancing forward of home plate before the kicker kicks the ball.

FOULS

A foul is:

1. A kicked ball landing fair but ending up in foul territory without being touched before reaching first or third base. *Any ball touched by a fielder while the ball is in fair territory is automatically fair even if the ball goes foul.*

COUNT

Each kicker will be allowed a 3 ball - 2-strike count with no courtesy foul.

OUTS

A count of three 3 outs by a team completes the team's half of the inning. An out is:

1. A count of 2 strikes.
2. A runner touched by the ball (held, thrown, or kicked) at ANY time while not on base.
3. Any kicked ball (fair or foul) that is caught before touching anything other than another defensive player.
4. A defensive player touching (tagging) the base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
5. A runner off of their base when the ball is kicked.
6. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
7. **When the runner interferes:**
 - a) **With a fielder attempting to field a kicked ball.**
 - b) **With a fielder attempting to throw or kick the ball.**
8. A kick occurring in front of home plate.

DESIGNATED RUNNER

In cases of injury or 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 kicking order position previously held. If a player is injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player, as long as the removal does not take a team below the minimum eight (8) players. Any ejected player, at any time, that does not have a substitute that has not already been in the game will result in a forfeit for that team.

The pitcher may only be replaced twice per inning, however switching other player positions during the course of the inning is allowed.

BEHAVIOR

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others. It is the manager's responsibility to maintain control of his/her team.
2. Casual profanity is prohibited.
3. **No drinking of intoxicating beverages is allowed at fields/games.**
4. No smoking on the field or in the dugout.

LATE ARRIVAL AND FORFEITS

1. A team must have eight (8) players to start a game; no team shall start short.
2. A team not ready to play at game time will be given a five (5) minute grace period.
3. At five (5) minutes, the game is forfeited.
4. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the league director as soon as possible.

EQUIPMENT AND APPAREL

1. Metal spikes are not allowed.
2. One official game ball is required by each team, **8.5" Diameter**.
3. Uniforms are not required to participate in the league, but matching t-shirts are recommended.

INCLEMENT WEATHER

Go to www.minneapolisparcs.org and find Weather Info for Adult Sports. This page will be updated daily if weather/field conditions are in question, please wait until 3:30pm to check the status for the day's games.

1. If the weather worsens after 3:30 PM, the decision as to whether or not to cancel is left up to the umpire at the field.

STANDINGS

1. Final standings are based on:
 - a. Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)
 - b. If tied, head-to-head record.
 - c. If tied, run differential from head-to-head games.
 - d. Coin Flip

The MPRB has the right to change or add rules for the betterment of all participants, as needed.

The Minneapolis Park and Recreation Board does not discriminate on the basis of disability in the admission or access to, or treatment or employment in, its services, programs, or activities. Upon request, accommodation will be provided to allow individuals with disabilities to participate in all Minneapolis Park and Recreation services, programs and activities upon request, this information can be available in Braille, large print, audio tape and/or computer disk. If anyone believes he or she has been subjected to discrimination on the basis of race, color, creed, religion, ancestry, national origin, sex, affectional preference, disability, marital status, or status with regard to public assistance he or she may file a complaint alleging to discrimination with the Minneapolis Park & Recreation Board 612-230-6400, or 2117 West River Rd. Minneapolis, MN 55411.