



City of Scottsdale Parks and Recreation Division Adult Sports Kickball League Rules

Team Managers are responsible for informing all team members of the contents of this manual. The League Coordinator reserves the right to make adjustments or rule changes for league continuity.

LEAGUE POLICIES AND PROCEDURES

ROSTERS

Player Eligibility

- All players must be 18 years or older.
- All players must complete the roster enrollment process before beginning participation.
- Players may only play for one team per league/bracket.
- Use of an illegal player will result in forfeiture of the game.

Roster Requirements

- Kickball rosters must have between 10 and 20 enrollments.
 - Teams that fail to have a minimum of 10 players complete the roster enrollment process by the end of the regular season will not be scheduled for playoffs.
- Rosters will be frozen after the last regular season game. No roster changes will be allowed for playoffs.
 - Team Managers will be unable to add or remove players.
 - Players will be unable to complete the roster enrollment process.
- Intentionally falsifying roster information will result in a team being dropped from the league.

ROSTER CHALLENGE

Procedures

- Teams can request a roster challenge through the end of the fourth inning.
- The Team Manager must request a roster challenge with the Site Supervisor.
- The game clock will not be stopped for a roster challenge.
- Challenged players will have 5 minutes to produce a photo ID. If the photo ID is not presented by the end of 5 minutes, the player will be declared illegal.
- Use of an illegal player will result in forfeiture of the game.
- Adult Sports staff or game officials can challenge a player's eligibility at any time.

Regular Season

- The Site Supervisor can check a player's photo ID to verify he/she is at least 18 years old.
- Team rosters are not available on-site during the regular season.
- To verify a player's eligibility, the challenging Team Manager must email a written roster challenge to adultsports@scottsdaleaz.gov no later than the close of the next business day. The challenged player's full name and team must be included.
- The League Coordinator will review the roster challenge and contact the Team Managers once a decision has been reached. The League Coordinator has the final decision over all player eligibility.

Playoffs

- Team rosters will be available on-site during playoffs.
- The Site Supervisor will check both a player's ID and the team's roster to verify the challenged player's eligibility.

FORFEITS

- Teams will be allowed a five-minute grace period at the beginning of the game if their team is unable to field the required number of players.
- If after five minutes a team still does not have the required number of players to begin play, the game will be declared a forfeit.
- No player may be picked-up to avoid a forfeit.
- Four or more forfeits may drop a team from the league without a refund and may prevent them from registering for future leagues.
- If you know in advance that you have to forfeit, please call the Adult Sports Office at 480-312-0227 so the opposing team, staff, and officials can be notified.

PROTESTS

- All protests must be made at the time of the infraction, prior to the next start of play.
- The Team Manager must notify the official and the Site Supervisor, who will resolve the issue on site.
- Protests may only be made for rule interpretations; an official's judgement call will not be considered.
- If an issue is not settled on site, the Team Manager must submit a written protest to the Adult Sports Office no later than the close of the next business day. *Protest Forms* are available from the Site Supervisor.
- The League Coordinator will review the protest and contact the Team Manager once a decision has been reached. The League Coordinator has the final decision over all league issues.

OFFICIAL SCORE

- Each team will keep their own score.
- Score sheets, clipboards and pencils will be provided.
- Line-ups with first and last names of each player (written legibly by each team), starting game times from the umpire, which players score, and the final score are required on each score sheet.
- The scoresheet that comes to the Adult Sports Office is the official score unless it can be proven otherwise. Each team is responsible for ensuring the final score recorded on the scoresheet is correct before it is given to the umpire or Site Supervisor.

CITY OF SCOTTSDALE PARTICIPANT BEHAVIOR POLICY

Any form of discrimination, abuse, and/or unacceptable behavior will not be tolerated. Unacceptable behavior includes, but is not limited to, the following:

- Any violation of federal or state law, or city ordinance.
- Deliberate or reckless disruption of any park activities or programs.
- Failure or refusing to obey park ordinance or park rules as directed by city staff or sign.
- Threatening or intimidating others through verbal abuse, profanity, obscene gestures, or other means
- Intentionally or recklessly damaging or defacing any park property or equipment, or personal property of others
- Fighting or other assaultive behavior.

SCOTTSDALE ADULT SPORTS BEHAVIOR POLICY

Scottsdale Adult Sports seeks to promote and maintain a fun, safe, and family-friendly environment. As a result, all players, coaches, spectators, staff, and officials are expected to act in a respectful and courteous manner towards one another. This policy extends to anyone at an Adult Sports playing site either before, during, or after a game.

Team Manager's Responsibilities

While each individual is responsible for his/her own actions, Team Managers will also be held responsible for the conduct of their team members, coaches, and spectators. Team Managers are expected to assist the Adult Sports Staff and game officials in maintaining a positive playing environment. To aid in this, only the Team Manager (or acting Team Manager) is permitted to confer with game officials and Adult Sports Staff.

Prohibited Behavior

The following actions are grounds for ejection, game forfeiture, and/or suspension:

- Inappropriate behavior
- Unsportsmanlike behavior
- Obscene language or gestures
- Verbal abuse
- Physical assault
- Verbal threats
- Threatening behavior
- Other violations of the City of Scottsdale Participant Behavior Policy

EJECTIONS, GAME FORFEITURES, AND SUSPENSIONS

The Adult Sports Staff and game officials have the authority to eject any individual from the playing site and/or forfeit a game in response to violations of Adult Sports policies. The League Coordinator will review each case and issue a warning or probation or levy additional suspensions against individuals and/or teams as deemed appropriate based on the severity of the violation(s) or if violation of Adult Sports policies is repeated. Suspensions may vary from one game to an indefinite ban from any Scottsdale Adult Sports Programs. Please be advised that engaging in physical assault, fighting and/or threatening violence can result in criminal prosecution.

Procedures

- Ejected individuals must leave the playing site (including playing area, facility/park, and parking lot) within 5 minutes.
 - If an ejected individual remains at the playing site after 5 minutes, the game will be forfeited, and the individual's suspension will be extended.
 - In the cases where the environment becomes hostile or the ejected individual refuses to leave, the Adult Sports Staff may call Scottsdale Police to assist in trespassing the individual from the playing site. Refusing to leave the premises is considered trespassing.
- Ejected individuals will automatically be suspended for a minimum of two games (the game they were ejected from, and the following scheduled game).
- Ejected individuals are not allowed to participate in any Scottsdale Adult Sports program while serving a suspension.

Suspensions

For any suspension beyond the automatic two-game ejection, the City Parks and Recreation Manager will send a letter notifying the Team Manager and Co-Manager in the case of a team suspension and the Team Manager and the suspended individual of the suspension. This letter will include details of the incident(s) leading to the suspension, the length of time of the suspension, the consequences of violating the suspension, and the process for requesting reconsideration. For an individual suspension, this letter will be sent to the suspended individual by certified mail, return receipt requested and a copy will be sent by email or regular mail to the suspended individual and Team Manager. For a team suspension, this letter will be sent to the Team Manager by certified mail, return receipt requested, and a copy will be sent by email or regular mail to the Team Manager and Co-Manager.

Request for Reconsideration of Suspension

An individual who has been suspended, or a Team Manager whose team has been suspended, from the Scottsdale Adult Sports Program beyond the automatic two-game ejection may, within 20 days of the date of the suspension letter, submit a written request for reconsideration with any applicable supporting documentation to the Parks and Recreation Director. The Parks and Recreation Director will review the request, any supporting documentation, and the facts and circumstances relating to the suspension and determine to uphold, modify, or overturn the suspension. The Parks and Recreation Director shall provide the individual or Team Manager, as applicable, with a written notice of the determination within five City business days after receipt of the individual's timely written request for reconsideration. The Parks and Recreation Director's determination regarding the request for reconsideration shall be final and shall constitute an exhaustion of the individual's or team's administrative remedies. Additionally, any administrative decision to uphold, modify or overturn a suspension, shall have no bearing on whether an individual is prosecuted or investigated for assault, fighting or other criminal conduct.

The request for reconsideration process does not apply and is not available to individuals who have been arrested for violating a suspension or trespass warning.

ALCOHOL AND DRUG POLICY

Alcohol

- Kickball participants can consume beer and wine while playing.
 - Beer and wine are the only alcoholic beverages permitted.
 - Only cans are allowed; no glass bottles.
 - Beer and wine can only be possessed and consumed in the dugouts.
- A beer and wine permit must be purchased from the Scottsdale Parks and Recreation Department for each team and each night of play.
 - A beer and wine permit may be purchased from any Scottsdale Community Center, either in person or over the phone.
 - Beer and wine permits are \$20 per day.
 - Teams may purchase a beer and wine permit for the entire season only from the Adult Sports Office. Price will be based on \$20 per day of scheduled play in a season.
 - Refunds will not be granted for forfeits.
 - Beer and wine permits issued to a team do not cover other teams participating in the league.
- Teams are responsible for any unsportsmanlike behavior by their players in or around the field, including the dugouts. Unruly or overly intoxicated players will be ejected at the discretion of the umpires.
- Teams that fail to comply with these rules will have their beer and wine permit revoked without refund and will be subject to suspension from league play by the League Coordinator.

Drugs

- Players or coaches found using or noticeably under the influence of drugs will be ejected from the game and playing site.
- Attempts to hide the identity of individual(s) using drugs will result in the ejection of the Team Manager and forfeiture of the game.

AMPLIFIED MUSIC

Loud music is not permitted while playing in any City of Scottsdale League. Any music that interferes with or disrupts the game, as determined by the umpire or Site Supervisor must be turned down upon request. All music must be family friendly and have clean language.

RISK MANAGEMENT**Injuries**

- A player who is bleeding, has an open wound, or has blood on his/her uniform shall be directed to leave the game.
- Players should be in good physical condition to participate in this league. The City of Scottsdale does not carry insurance for league participants. Players participate at their own risk.
- Site Supervisors will provide basic first aid supplies upon request to treat injuries received while participating in an Adult Sports league game.

Non-Players

- For safety and liability purposes, any non-playing person (other than coaches and scorekeepers) will not be allowed to sit in the dugout area.
- Pets and any children under 18 years of age must be supervised by non-playing adults.

Jewelry

- Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings, and pins may not be worn during the game.
- Other items judged dangerous by the official, umpire, or Site Supervisor may not be worn during the game.
- Medical bracelets or necklaces and religious medals are not considered jewelry but must be taped to the body to avoid exposure.
- Players must remove jewelry or be removed from the game.

INCLEMENT WEATHER

If you have questions about inclement weather impacting your game, please call (480) 312-0227 or visit: <http://www.scottsdaleaz.gov/sports/kickball>

Generally, games are not cancelled unless the playing area becomes unsafe due to wet conditions, lightning, high winds, or poor visibility. To play as many games as possible, the Adult Sports Office will not cancel games based on forecasted conditions but will wait until a particular playing site is impacted.

If games have been cancelled due to inclement weather, the Adult Sports Office will post a notice on the sport website and send communication to the Team Manager. All efforts will be made to reschedule games. However, if cancelled games are unable to be rescheduled, teams will receive a partial refund at the end of the season. Team Managers will be notified of all schedule updates, including rescheduled games.

KICKBALL RULES

GENERAL INFORMATION

- The City of Scottsdale Parks & Recreation Division will provide the official game ball.
- Metal cleats are prohibited.
- Uniforms are not required, but highly recommended to distinguish infielders from base runners.
- Base coaches are required to stand behind the base coaching line at first and third.
- Alcohol will not be permitted while on the field of play.

UMPIRES

- Officiated leagues:
 - An umpire will be provided by the league.
 - All rule violations and judgement calls will be made by the umpire.
 - In the event an umpire is unavailable, teams will play by the non-officiated league rules.
- Non-Officiated leagues:
 - No umpire will be provided by the league.
 - All rule violations and judgement calls will be made by the players directly involved in and/or near the play.
 - The Site Supervisor will make rule interpretations, but not call game violations.
 - Disputes must be resolved in an orderly and sportsmanlike manner by the team managers.
 - Teams can choose to flip a coin or replay a play if an agreement cannot be reached.

TIME, RUN RULE AND TIE GAMES

- All games will be at least 45 minutes or 7 innings, whichever occurs first.
- No new inning may start after 45 minutes.
- In the event of a disruption, four innings, or 3 ½ if home team is ahead, shall constitute an official game.
- When, in the judgment of the umpire, all immediate play appears completed, the umpire will call time.
- Teams ahead by 8 or more runs after the 2nd inning will start the next "at bat" with one out.
- A game shall be called if a team is ahead by 10 or more runs any time after four innings.
- Games may end in a tie during the regular season.
- A tie breaker will be used during playoffs to determine a winner. Teams will start each extra inning with 1 out and the last player out from the previous inning on 2nd base.

PLAYERS

- Teams must have a minimum of 8 players to start and finish a game.
- A maximum of 10 players may play the field on defense.
- The number of female players on offense and defense must always equal or exceed the number of male players.
 - EXCEPTION: When an injury to a female player creates less than 10 players on the field, a team may play with more males than females (5 males maximum).
- Substitutions must always be male-for-male, female-for-female, or female-for-male, for both offense and defense. Male players cannot substitute for female players.
- A player ejected from a game will count as an out if that team is playing offense at the time of the ejection, and their place in the batting lineup will be an out each time that player would have been up to kick.

DEFENSE

- The field is divided into the following defensive areas: infield, outfield, and pitcher/catcher.
 - In each defensive area, the number of males may not exceed the number of females.
 - EXCEPTION: When an injury to a female player creates a vacancy in a defensive area.
 - At least one female is required in each defensive area.
- No defender can cross their respective defensive line until the ball is kicked.
 - The catcher must remain behind the kicker's box until the ball is kicked.
 - If the catcher impedes the progress of the kicker prior to the kick, the play will be called dead and replayed.
 - The defensive pitcher must remain behind the defensive line within the pitcher's circle until the ball is kicked.
 - All infielders must remain behind the defensive line until the ball is kicked.
 - All outfielders must remain in the grass until the ball is kicked.
 - If a defender gains an advantage from crossing their defensive line before the ball is kicked, the umpire will rule the runner safe.
- There is no infield fly rule in kickball. A defensive player may not intentionally drop a catchable ball to complete a double play.
 - If the umpire determines the defensive player dropped the ball intentionally, the kicker is safe, and all runners will advance one base.
- If the ball travels out of play, all baserunners will be awarded two bases based on their position when the overthrow or deflection occurred.

KICKING

- Teams may have up to 14 kickers in the line-up. Additional kickers may substitute into the line-up (male-for-male and female-for-female).
- The kicking order must alternate male and female kickers. See Appendix A for examples.
 - Males may never kick back-to-back.
 - Females may kick back-to-back when the number of females exceeds males.
- The kicker will have 3 pitches from their own pitcher to legally kick the ball into fair territory.
 - All illegal kicks and pitches will count against a kicker's 3 pitch count.
 - A kicker that kicks the ball in foul territory on the third pitch will be called out.
 - A kicker called for an illegal kick on the third pitch will be called out.
- All kicks must be made from within the kicker's box.
 - A kick made with the entire plant foot outside the kicker's box will be called illegal.
- All kicks must make contact below the kicker's knee.
 - A kick contacting the kicker's knee or above will be called illegal.
- The kicker may only contact the ball once per kick attempt.
 - A kick in foul territory (including inside the kicker's box) that contacts the kicker a second time will be called illegal.
 - A kick in fair territory that contacts the kicker a second time will be called an out.

BUNTING

- Bunting is not allowed.
- A kicked ball must cross the bunt line. The bunt line will extend between 1st and 3rd base.
 - A kicked ball that does not cross the bunt line will be called out.
 - A kicked ball that is touched by a defender before it reaches the bunt line will be a live ball.

PITCHING

- Teams will pitch to their own kickers. This pitcher will be known as the offensive pitcher.
 - The offensive pitcher must be a player not currently kicking or on base and may be substituted at any time.
- The offensive pitcher must have one foot in contact with the pitching rubber when the ball is released.
 - A pitch made without one foot in contact with the pitching rubber will be called illegal.
 - An illegal pitch called on the third pitch will result in the kicker being called out.
- The offensive pitcher must make every attempt to avoid interfering with the defense or contacting kicked or thrown balls.
 - If the offensive pitcher deliberately interferes with the defense or contacts a live ball, the kicker will be called out and all runners will go back to their starting base.
 - If the offensive pitcher accidentally interferes with the defense or contacts a live ball in a protective reflex, the play will be called dead and replayed.

BASE RUNNING

- Baserunners must stay within 3 feet of the base line when running to a base.
 - A baserunner may run outside the base line to avoid interfering with a defensive player.
 - A baserunner that runs outside the base line to avoid a tag will be called out.
- A double base is used at first base for safety. After kicking the ball, the baserunner advancing to first base must use the orange base, while the defensive player must use the white base.
 - A baserunner that tags the white base when the orange base is available will be called out.
 - If the defensive player tags the orange base during a routine play, the runner will be called safe.
 - In the event of an errant throw or a throw from first base foul territory, the defensive player and baserunner may use either base to avoid collision or interference.
 - Once the baserunner reaches first base, the baserunner and defensive player may use either base for any subsequent plays.
- Baserunners must remain on their feet when tagging a base. Sliding feet-first or head-first to tag a base is not allowed.
 - A baserunner that leaves his/her feet when tagging a base will be called out.
- Baserunners must remain in contact with the base until the ball is kicked. Leading off and stealing are not allowed.
 - A baserunner leaving the base before the ball is kicked will be called out.
- Baserunners may leave the base once the ball is kicked.
 - EXCEPTION: For a caught fly ball, the baserunner must contact the base (tag up) before advancing to the next base. The baserunner may begin to advance once the defensive player has contacted the ball.
 - A baserunner that does not tag up after a caught fly ball is touched will be called out.
- A baserunner hit or touched with the ball while not in contact with a base will be called out.
 - EXCEPTION: An upright baserunner hit above the shoulders will be called safe. If the ball was thrown and is not a deflection, the baserunner will also be awarded an extra base.
 - EXCEPTION: If in the umpire's judgement the ball was thrown excessively hard or with malice, the baserunner will be called safe and the defender may be ejected.
 - EXCEPTION: A kicked ball in foul territory that contacts a baserunner will be called illegal.

COMMITMENT AND SCORING LINES

- A commitment line will be placed 30 feet from home plate, perpendicular to the third base line. A baserunner that crosses this line is committed to cross the scoring line.
 - A baserunner that attempts to return to third base after crossing the commitment line will be called out.
- For safety, a scoring line will extend from the kicker's box, perpendicular to the third base line. A baserunner must cross this line to score a run.
 - Any part of the baserunner's foot must contact the ground behind the scoring line before the defender touches home plate with the ball to be called safe.
 - A baserunner that crosses through the kicker's box will be called out.

ILLEGAL KICKS

- A kick made with the entire plant foot outside the kicker's box.
- A kick contacting the kicker's knee or above.
- A kick in foul territory (including inside the kicker's box) that contacts the kicker a second time.
- A kicked ball in foul territory that contacts a baserunner.

ILLEGAL PITCHES

- A pitch made without one foot in contact with the pitching rubber.

REPLAY

- Teams cannot agree on a call (non-officiated games only).
- The catcher impedes the progress of the kicker prior to the kick.
- The offensive pitcher accidentally interferes with the defense or contacts a live ball in a protective reflex.

OUTS

- A kicker that kicks the ball in foul territory on the third pitch.
- A kicker called for an illegal kick on the third pitch.
- A kick in fair territory that contacts the kicker a second time.
- A kicked ball that does not cross the bunt line.
- An illegal pitch called on the third pitch.
- The offensive pitcher deliberately interferes with the defense or contacts a live ball.
- Any kicked ball, fair or foul, that is caught before touching the ground.
- A force out at any base.
- A baserunner that runs outside the base line to avoid a tag.
- A baserunner that tags the white base when the orange base is available.
- A baserunner that leaves his/her feet when tagging a base.
- A baserunner leaving the base before the ball is kicked.
- A baserunner that does not tag up after a caught fly ball is touched.
- A baserunner hit or touched with the ball while not in contact with a base. (see exceptions)
- A baserunner that attempts to return to third base after crossing the commitment line.
- A baserunner that crosses through the kicker's box.

FOULS

- Fair or foul is determined by the position of the ball when passing first or third base or when touched by a player, base coach, or umpire. See Appendix B for examples.
- Any kick that is touched in or over fair territory by a player or umpire before traveling into foul territory is a fair ball.
- A kick that touched the ground in foul territory without returning on its own to fair territory before being contacted or passing first or third base will be called a foul.
- A kick that touched the ground in fair territory but travels into and stays in foul territory on its own before being contacted or passing first or third base will be called a foul.
- A kick in flight that first touches the ground in foul territory after passing first or third base will be called a foul.
- A kick in flight over foul territory that it contacted but not caught will be called a foul.

STANDINGS AND TOURNAMENT SEEDING

Below is the list of tiebreakers that will be used to determine league standings and seeding for tournament brackets.

1	Winning Percentage
2	Head-to-Head
3	Head-to-Head Differentials
4	Common Opponents
5	Total Points Differential
6	Lowest Number of Forfeits

When creating tournament brackets, the League Coordinator reserves the right to move teams up or down a division to promote more balanced tournament play.

APPENDIX A

EXAMPLE A

Team A has 12 players show for a game (7 female and 5 male). The batting lineup should look like this:

- | | |
|----------|---------------|
| 1. Bob | 7. Tom |
| 2. Carol | 8. Katie |
| 3. Ted | 9. Paul |
| 4. Alice | 10. Stephanie |
| 5. Dick | 11. Kristin |
| 6. Jane | 12. Sybil |

EXAMPLE B

Team B has 10 players for a game (4 female and 6 male). The 2 additional male players must:

- Be listed in the 'sub' box of the lineup for another male player.
- Alternate at bats with the listed player.
- Alternate on defense with the listed player.

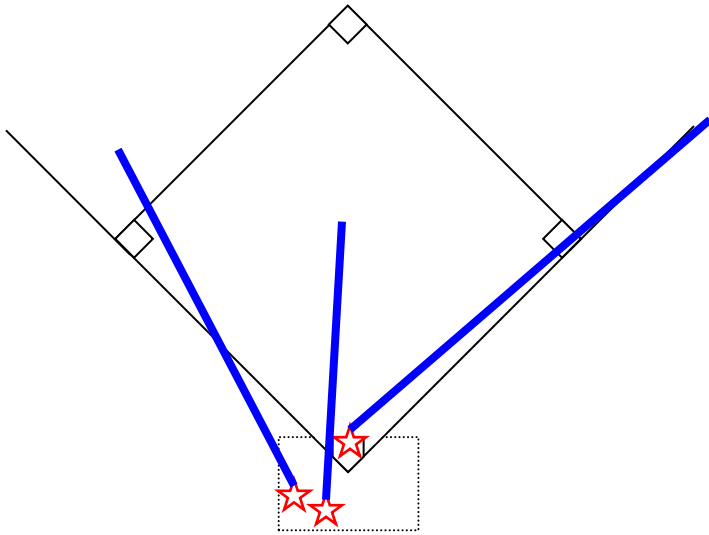
The batting lineup should look like this:

- | | |
|-----------------|----------|
| 1. Bob/sub Ken | 5. Dick |
| 2. Carol | 6. Jane |
| 3. Ted/sub-Mike | 7. Tom |
| 4. Alice | 8. Katie |

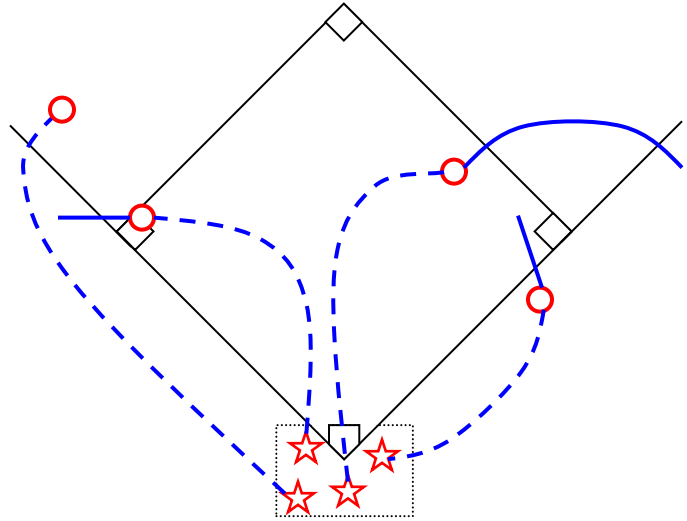
With only 4 female players, the defense can only have 4 females and 4 male players on the field.

APPENDIX B

Examples of Fair Grounders



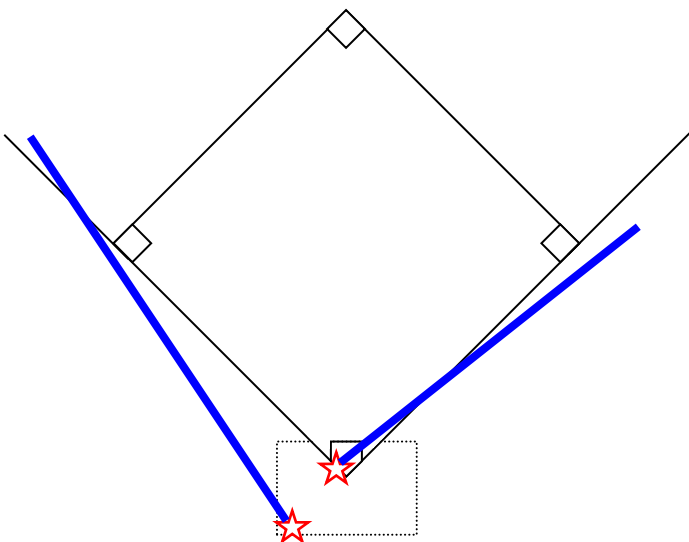
Examples of Fair Flies



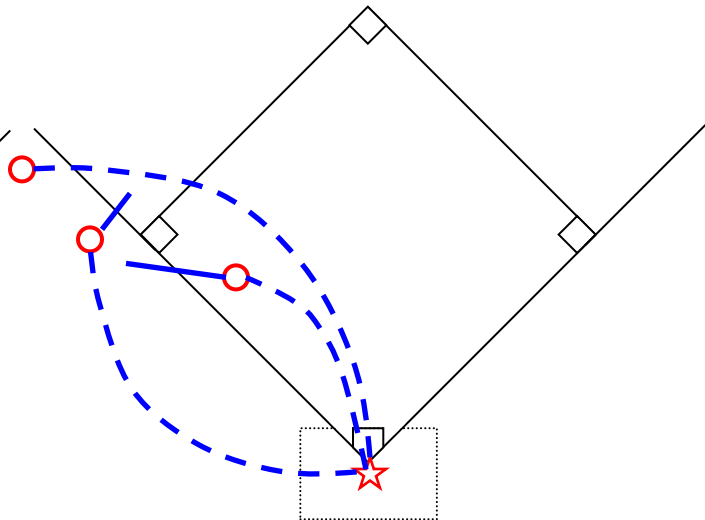
- **Grounder (the ball travels on the ground)**
- - - **Fly Ball (the ball travels in the air)**
- ★ **First contact made by kicker**
- **First contact a fly ball makes with the ground**

All examples provided here are based on a foul or fair being determined prior to a player contacting the ball.
 If a ball contacts a player near a foul line and prior to one of these examples occurring, fair or foul is judged by the position of the ball, not the player.

Examples of Foul Grounders



Examples of Foul Fly Balls



APPENDIX C

