



## Official Adult Co-Ed Kickball Rules

1309 E. Martin Luther King Blvd. Bryan, TX 77803

979-209-5528 (OFFICE) 979-209-5524 (FAX) 979-209-5204 (WEATHER HOTLINE)

### I. DEFINITION and RULES

**City of Bryan Parks & Recreation Department (PARC)** – is the organization responsible for organizing all aspects of the adult coed kickball program. This includes, but is not limited to, registration, conducting meetings, league schedules/standings/awards, and providing quality service to the league.

**PARC Staff** – is responsible for the organizing of league registrations and the maintenance of league schedules and updating league rosters when applicable, and providing quality service to the league.

**Umpires** – are contracted out through the PARC. Umpires are responsible for conducting PARC kickball games from the time of “pre-game” through the last out. Umpires are also responsible for providing quality service to the league.

**Game Time** – the official time listed on the PARC League schedule (located at [www.teamsideline.com/bryantx](http://www.teamsideline.com/bryantx)) is forfeit time. PARC reserves the right to schedule games as deemed necessary. Teams must be ready to play Monday – Friday for make-ups and for the double elimination playoff bracket.

**Roster** – on the official roster there will be a spot to include the team’s manager, assistant manager, and all players first and last names along with their signatures, phone numbers, e-mails, and shirt sizes. It is required to have all information filled out and turned in to the PARC Office where these will be kept on file and updated as needed throughout the season.

**Adult Kickball Team** – a team consists of no less than eight (8) players and no more than sixteen (16) players. Players are listed on the team roster. Teams are registered through the PARC office and pay the league registration fee.

**Team Managers** – are completely responsible for registering their team. This includes but not limited to: attending managers meetings, receiving schedules, updating their team’s rosters as needed, turning in game line-ups, personal/player/fan behavior at all times including from “pre-game” through the last out, handling protests, and awards pick-up. Team managers are the liaison between their players and PARC staff as well as between their players and umpires. They are to play the game according to the rules set by the PARC league.

**Stealing** – there will be no stealing in the Bryan PARC kickball league.

**Rainout Games** – field closures will be determined by 4pm. The weather hotline (979-209-5204) will be updated by 4:15pm and e-mails will be sent out to managers as well. If games are rescheduled those will be sent out by e-mail to team managers as well.

**Jewelry** – The City of Bryan strongly recommends the removal of all jewelry before playing any athletic activity. A player may be asked to remove any jewelry deemed to be a safety issue. Failure to remove any jewelry once requested by the umpire will result in a game forfeiture.

## **II. SUPERVISOR AND ADMINISTRATION**

- A. In all matters not covered in these rules and regulations, the PARD Athletics Supervisor will handle all matters concerning rules, eligibility, conduct, behavior, etc.
- B. Umpires will be appointed by the Bryan PARD.
- C. All umpires appointed shall have complete charge of the game as outlined in the rules and regulations.
- D. For this league we will have one (1) umpire per field.

## **III. ELIGIBILITY OF PLAYERS/TEAM ROSTERS**

- A. All team registration is done by the team manager and rosters are turned in during the process. A roster can have adjustments made before and during the regular season. All teams must follow the proper registration procedure to be eligible for league play.
- B. All league teams will have a roster on record with the Bryan PARD. If a roster is illegal, protests may result in a forfeit.
- C. League rosters may carry a maximum of sixteen (16) players.
- D. All players must be eighteen (18) years or older.
- E. A player may participate on only one (1) Co-Ed division team. Any player on more than one (1) Co-Ed division team is an illegal player.
- F. A player, who has been suspended from league play for any reason and who has not been reinstated, shall be considered an ineligible player.
- G. Teams can add players to their roster before a game as long as they do not play for another team.
- H. Once a player participates in a game they are locked into that team roster for the remainder of the season.

## **IV. GAME ATTIRE/EQUIPMENT**

- A. Game balls will be provided by the Bryan PARD and will be brought to the field by the umpire.
- B. Players must wear shirts, pants or shorts, and shoes at all times. Athletic footwear is recommended. No boots, metal cleats, or hard football cleats can be worn in league play.

## **V. FORFEITS**

- A. Game time is forfeit time. Game time is listed for your team on the current schedule.
- B. Games will begin at either 6:30pm, 7:30pm, 8:30pm, or 9:30pm. Times may vary depending on the number of teams registered.
- C. A team must have no-less than eight (8) players. Those combinations are listed under the Team Lineup rule.
- D. No forfeit shall be declared earlier than the scheduled game time aside from the following two (2) exceptions:
  - 1.) Team suspension from the league.
  - 2.) Advance notification to the Bryan PARD office by a team manager that his/her team is unable to play as scheduled. This must be completed by 4:00pm.

## **VI. TEAM LINEUP'S**

- A. Ten (10) players, six (6) males and four (4) females constitute a legal co-ed lineup. Other legal co-ed lineups can consist of five (5) males and five (5) females or four (4) males and six (6) females. All substitutions should be gender specific.
- B. The kicking lineup must alternate males and females throughout.
- C. A team can kick with a minimum of eight (8) kickers and a maximum of twelve (12) kickers only if there are no more than six (6) males and six (6) females in the kicking lineup.
- D. If a team has the minimum of eight (8) players to start the game the **short-handed rule** can apply. The following combinations are allowed: five (5) males and three (3) females, four (4) males and four (4) females, or three (3) males and (5) females.
- E. "Ghost outs" will be utilized for lineups of fewer than ten (10) batters. "Ghost outs" will be placed in **the lowest possible position in the lineup**.
- F. A courtesy runner is now allowed for both a male and female player once per each half inning.

## **VII. GAME LENGTH**

- A. Games will have a fifty (50) minute time limit.
- B. When an inning has started, the inning must be completed unless the home team is at kick and leading in the number of runs scored.
- C. In the event of rain, fog, darkness, etc. four and one-half (4 ½) or five (5) innings of play in regular season play will be deemed a finished game. In tournament play, games called will resume at the exact point where they left off.
- D. In the event of excessive inclement weather, all options will be used to complete the season. This includes games being played on different nights of the week from your regular night of play and weekends.
- E. When a game is tied after time has expired the "Progressive International Tiebreaker" rule will go into effect and another inning will be played. The last batter to complete his/her turn at bat the previous inning will start as the runner on second base. Should another inning need to be played the last two (2) batters from the previous inning will start on second and third base and if

a third inning is needed then the last three (3) batters from the previous inning will start on first, second, and third base. This format will continue until we have a winner.

### **VIII. RUN RULE**

- A. In all leagues the “run rule” is as follows: twenty (20) runs ahead after three (3) innings, fifteen (15) runs ahead after four (4) innings, and ten (10) runs ahead after five (5) innings.
- B. Games will be declared over in any of the above scenarios.
- C. The home team will get to bat in the bottom of the inning if they are the trailing team.

### **IX. PITCHING AND CATCHING**

- A. The pitcher must start with one foot on the pitching rubber for a legal pitch.
- B. The pitcher must deliver the ball with one hand, releasing the top of the ball below his/her waist toward home plate. A violation of this will be called an illegal pitch and the ball is still live to kick. If no kick occurs then the pitch is called a ball.
- C. The pitcher must have one foot on the pitching rubber until the ball leaves their hand. A violation of this will be an illegal pitch and the ball is still live to kick. If no kick occurs then the pitch is called a ball.
- D. Strike zone will be home plate to include 15” on both sides of the plate. The strike zone is completely up to the judgement of the umpire and may not be appealed.
- E. A strike is called when a legal pitch crosses the plate of 15” on either side of the plate, at a height such that the top of the ball is not higher than the bottom of the kicker’s knee.
- F. A ball is called when a pitched ball bounces over the strike zone 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.
- G. A ball is called for each illegal pitch or when the ball does not cross a part of the strike zone.
- H. The catcher cannot touch a pitched ball until the ball passes the kicker and no attempt on kicking the ball was made or after the ball has been kicked. If the catcher interferes with the kicker then obstruction will be called and the kicker is awarded a ball.

### **X. KICKING AND RUNNING THE BASES**

- A. The kicker must allow the ball to pass the plate before he/she kicks the ball or will be called out.
- B. A kicked foul ball with two (2) strikes will result in strike three (3) and the player is out.
- C. A male only walks two bases if following a female kicker. The next kicker, female, must kick if there are no outs or one out. When there are two outs, the next female kicker has the option to kick or walk.
- D. Leadoffs and stealing are not allowed.
- E. If a player attempting to advance towards a base while running in an upright position and is struck with the ball from a throw above the waist, they will be awarded the base.
- F. If a player intentionally interferes with the play of the ball or tries to catch the ball in any way, that runner will be declared out and any runner who the fielding team would have had a chance to get out will be out.

## **XI. LEGAL TAG AREA**

- A. The legal tag area will be from the shoulder and below. If the ball is thrown, it must be thrown at a height below the waistline of the intended runner.
- B. If a ball is thrown and hits the ground, then strikes the runner, the runner is still declared out.
- C. If a player is hit above the waist while running in an upright position, then they are awarded the base the player was running to.
- D. If a player attempts to duck, jump, or slide, then the player assumes the risk of being hit on any part of the body and could be judged out.

## **XII. PLAYER CONDUCT**

- A. Managers are held responsible for the conduct of their players, coaches, and spectators.
- B. Profanity, vulgarity, unsportsmanlike behavior, or misconduct of any kind that is detrimental to the game of kickball and its purpose will not be tolerated. Bryan PARD staff, umpires, or any other league staff will remove the offending parties from the park and police could be called.
- C. If the disruptive person(s) is a spectator, the umpire will give ONE (1) WARNING to the disruptive person(s) and the team manager. Should the situation continue, the umpire has the right to forfeit the game and take other appropriate action deemed necessary, such as, remove the person(s) from the park and call the police.
- D. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
- E. If a player(s) is ejected the team can provide a legal substitution or a "Ghost out" will be placed in the ejected player(s) position in the lineup.
- F. The ejected player(s) must leave the facility and if these player(s) do not cooperate then the team(s) will forfeit the game.**
- G. Any ejected player(s) must serve an automatic two (2) game suspension before eligible to return.**
- H. The consumption or possession of alcoholic beverages and/or illegal substances by players/coaches or spectators may be cause for immediate removal of the park.
- I. If a player/coach is caught consuming and/or possessing alcohol during a game (inside or outside the dugout area) the player/coach will be ejected from the game.

## **XIII. PROTESTS**

- A. Judgement calls can NOT be protested.
- B. Any protests related to the misinterpretation of a playing rule must be done before the next pitch.
- C. Any protests related to player eligibility must be done during the inning the player starts or enters the game.
- D. The manager must notify the umpire immediately of his or her intent to protest the game.
- E. Each protest does have \$20.00 administrative fee with it. The fee will be returned if that protest is approved by the league administrator.

#### **XIV. SCOREKEEPING AND SCHEDULING**

- A. The official scorekeeper is the responsibility of the home team. If the score is in doubt the umpire will compare scorebooks and resolve any discrepancies.
- B. After the schedule has been created by the Bryan PARD no refunds will be given.
- C. All games will be played at the Bryan Regional Athletic Complex (BRAC) located at 5440 N. Texas Avenue, Bryan, Texas 77803.
- D. Schedules and standings can be viewed at [www.teamsideline.com/bryantx](http://www.teamsideline.com/bryantx).
- E. Team managers will receive regular communication from the PARD via this site as well as by e-mail. Managers are encouraged to sign up for text message alerts on the homepage.

**\*\*Texas Amateur Athletic Federation (TAAF) Kickball rules will apply except for the following rules in this document.**