



City of Surprise
Parks & Recreation Department
Rules and Guidelines for Adult Women's Kickball

Team Managers are responsible for informing all team members of the contents of this manual.

PROGRAM INFORMATION

LEAGUE FORMAT: Teams will play double headers once per week, for 5 weeks. All teams will play in a single elimination tournament one week after the last game of the regular season. The League Coordinator will keep current standings and provide weekly updated via email.

AWARDS: Awards will be based on the number of teams registered in the league. Individual and team awards will be given to the League and Tournament Champions. (max 18 individual awards per team)

COMMUNICATIONS: Unavoidable game cancellations due to rain, irrigation emergencies, or unforeseen circumstances beyond our control will be canceled through the rainout hotline no later than 1 ½ hours before the first scheduled game of the day. In most cases, games will be made up at the end of the season. Decisions on rainout games can be obtained by calling 623.222.2238

GOOD OF THE LEAGUE RULE: The City of Surprise Parks & Recreation Department reserves the right to change any rules or regulations during the season that is in the best interest of the City of Surprise. If a change is made, all team managers affected by the change will be notified. In addition, the Parks and Recreation Department reserves the right to add additional rules and regulations when they will benefit the program.

LEAGUE POLICIES

ALCOHOL/SMOKING: The consumption of alcoholic beverages during a city league game is strictly prohibited at any time on or around the field of play or in the dugouts.

Consumption of alcoholic beverages in these restricted areas will result in players/spectators involved being EJECTED from the game and/or complex by staff. Offending team will automatically forfeit the current game. Player/spectator will be suspended for 1 or more games.

There is no smoking or vaping allowed in the restrooms, field of play or in the dugout area. Offenders will be asked to cease. Failure to comply may result in players/spectators involved being EJECTED from the game and/or complex by staff. Player/spectator will be suspended for 1 or more games.

CONDUCT: **The Field Supervisor and/or Umpire has the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unbecoming or detrimental to the game.** Any player assaulting an official or city employee will be automatically suspended from all City of Surprise Adult Sports Programs, and legal action may be taken. When a player is listed on the team's roster, it is understood that the team manager will notify them of all rules and regulations as well as the conduct regulations.

EJECTIONS: Players ejected from the game must leave the playing grounds immediately and have no contact with the umpires, staff or participants. Any player ejected from a City of Surprise game faces an automatic one-game suspension. Additional action also may be taken including, but not limited to, probation and total suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable length of time.

FORFEITS: Game time is forfeit time. A team must have a minimum of eight players to begin (coed - 4 female/4 male) and continue the game. Players must be on the field of play at game time. After a team's second forfeit they will be notified by phone and given a warning. If they should forfeit again during the season, they may be dropped from the league. **Teams should contact the league coordinator if they anticipate forfeiting their games.** No refund will be given to teams being dropped from the league. In the case of a tie in the league standings a team with a **forfeit** during the regular season will automatically take a lower tournament seed.

ILLEGAL PLAYER PROTEST: An illegal player protest is allowed at any time during a league or tournament game. The manager must ask the umpire for a roster check, city staff will check roster. The player in question must be listed on the official roster or COS add/drop form and must produce I.D. within 10 minutes. If determined illegal by the field supervisor, player will be disqualified and be counted as an out each time their name appears in the batting order. The team will not be allowed to substitute another player for the illegal player. **Team manager will serve a minimum of a 1 game suspension if found using an illegal player.**

PLAYING TIMES: Teams must be able to play at any of the scheduled game times.

SCOREKEEPING: The scorebook shall be possessed by the offensive/kicking team. At the conclusion of each ½ inning, the score book shall be turned over to the opposing team. All players must be listed for each game (first and last names). **Both teams are responsible for checking the score each ½ inning, and bringing any discrepancies to the attention of the umpire.**

Hint: It is easier to keep score if you list Men's names on the top half of the score sheet and women's names on the bottom half.

Please initial the final score on the umpire score sheet at the end of each game.

TEAM ROSTERS: All players must be at least 18 years of age prior to participating. The team roster must contain a minimum of 10 and no more than 18 players. The roster must be submitted at the time of registration. Players must be added and/or deleted from the original roster **prior to the start of the leagues 5th game.** Changes made to the original roster must be written on the appropriate drop/add form before the new player participates in a game. The original roster submitted during registration may not change more than 49% during the drop/add period.

TEAM MOVEMENT: A player may not appear on 2 rosters or play for 2 teams in the same division.

BORROWED PLAYERS (REGULAR SEASON ONLY. NO BORROWED PLAYERS ALLOWED IN TOURNAMENT)

- ❖ The field supervisor and umpire must be notified prior to utilizing the borrowed player(s). Furthermore, all borrowed players must appear on an official team roster and must be approved by the opposing team manager.
- ❖ A maximum of 2 players may be borrowed to bring the line-up to a maximum of 8-10 players. However, the team may only borrow player(s) to bring their line-up to an equal or lesser number than the team they are playing against.
- ❖ An add/drop form must be completed prior to a borrowed player's participation. Borrowed players not listed on an add/drop form will be considered "illegal players". (please see illegal player protest rule above)
- ❖ The borrowed player(s) must kick in the last one/two places in the line-up. Failure to place a borrowed player(s) in the last 2 spots will result in an automatic out each time their name appears in the line-up. The opposing team is responsible for notifying the umpire of this error. If the borrowed player(s) has already completed their kick, the penalty will go into effect the next time they kick. The borrowed player may still play defense.
- ❖ The borrowed player(s) must play catcher and/or right field. The opposing team must notify the umpire if the borrowed player(s) play a defensive position other than catcher or right field. The umpire shall call time out and move the player(s) into the assigned position(s) and play will continue.
- ❖ If the team's actual roster player(s) arrive, the team must immediately substitute their roster player(s) for the borrowed player(s).



LEAGUE RULES

EQUIPMENT: The City of Surprise Parks & Recreation Department Division will provide the official game ball. Uniforms are not provided/required, but designating two different team color T-shirts is highly recommended to distinguish infielders from base runners.

GAME LENGTH:

All games will be at least 55 minutes or 7 innings, whichever occurs first. No new inning may start after 55 minutes. Three outs by a team constitute a half-inning. 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. Games may end in a tie during regular season.

KICKING LINE-UP:

A minimum of 8 players is required in the kicking lineup. Team Managers have the option to kick their entire roster. The lineup will be a continuous order throughout the entire game.

INJURIES:

If a player leaves a game due to injury or illness and does not return, his/her spot on the official scorebook can be taken by a bench substitute. If a substitute is not available, all subsequent batters will move up in the lineup, and an automatic out will be recorded during that players next at bat only. If a player is ejected from the game and a substitute is not available, that position in the lineup is an automatic out each time it appears throughout the game. If an injury to a female creates an unbalanced ratio of more male players than female, an excess male player cannot replace the injured female in the kicking order nor in the defense. If injuries limit the players to 7 or less, the game shall be forfeited.

BLOOD RULE: A player, manager or umpire who is bleeding or has blood on his/her uniform shall be prohibited from further participation in a game. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked, it must be changed.

COURTESY RUNNERS: A courtesy runner may be used at any time during the game, but only once per inning. Exception 1: If a courtesy runner was used for a particular individual and that individual comes to bat a second time the same inning, he/she may use a courtesy runner again. The runner must be of the same sex. The courtesy runner must be the last out, last to cross the plate, or a player not in the defensive line-up. Exception 2: Injury. If a courtesy runner replaces an injured player, the injured player cannot return to the current game.

DEFENSIVE POSITIONS: No player is required to play a defensive position. You can play up to 10 defenders in the field. (4 outfielders + 4 infielders + pitcher + catcher = 10).

MINIMUM NUMBER OF PLAYERS:

Teams must have a minimum of eight players to begin and continue a game. An official game can never be played with fewer than 8 players. Any player arriving late to the game may be added to the bottom of the lineup.

RUN AHEAD RULE: 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 at the end of four innings.

STEEL CLEATS: Steel cleats are not permitted in any City of Surprise League.



CITY OF SURPRISE
PARKS AND RECREATION

LEAGUE RULES

KICKING: Kickers start with a 1-ball and 1-strike count. All kicks must occur at or behind home plate and within the kicker's box. If any portion of the kicker's plant foot is touching home plate or the kicker's box, the kick is legal. If the entire plant foot goes beyond home plate or the kicker's box, the kick will be illegal and called a strike. A legal kick can come from any part of the kicker's leg below the knee, but can only be touched once by the kicker. A kicker will remain at the plate until the ball is kicked into play, he/she receives 4 balls and is walked, or he/she receives 3 strikes and is out.

The strike zone is defined as home plate (18 inches) and less than 1 foot above the plate, and up to 1 foot to the side of the plate. All strike calls are at the discretion of the plate umpire. Bunting is allowed. Kickers are allowed one foul to waste.

A STRIKE IS: 1) A ball pitched legally through the strike zone that is not kicked. 2) An attempted kick that misses a legally pitched ball. 3) A foul ball by any kicker (see definition of foul balls below).

A BALL IS: A pitch outside the strike zone. An illegal pitch – a ball that is higher than one foot in the strike zone or released after the pitcher has left the defensive line. A ball entering the strike zone from the side. The ball must enter the front of the strike zone.

A FOUL IS: A kick landing out of bounds without returning on its own to fair territory before being touched or before passing 1st or 3rd base. A kick landing in bounds, but traveling out of bounds on its own at any time before being touched or before reaching first or third base. Any ball, in flight or on the ground that is touched over fair territory by a player before it goes out of bounds is automatically in play. A kicked ball touched or stopped by the kicker in foul territory after the initial kick. A kicked ball in flight over foul territory touched by a fielder and not caught. A fair kick that is made above the knee. A kick is made in front of home plate with the plant foot outside the kicker's box. A kick is made with both feet clearly behind the kicker's box. Kickers are allowed one foul to waste.

AN OUT IS: Kickers start with a 1-and-1 count and will be out when he/she receives 3 strikes. Any combination of two strikes and/or foul balls will be an out. A runner touched by the ball at any time while not on base. A force out at any base. Any bunted ball that is fair but does not cross the bunt line. Any kicked ball, fair or foul, that is caught before touching the ground. A runner advancing off the base before the ball is kicked. A player ejected from a game counts 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.

PITCHING, CATCHING AND DEFENSE BOUNDARIES:

No "bouncies" allowed. A pitch that bounces 1 foot or higher (umpire's discretion), at or through the plate, will be a ball. The ball must also touch the ground at least once before reaching home plate. The pitcher must release the ball by hand using a continuous underhand forward bowling motion. The pitching hand MUST be under the ball on the release of the pitch. The balls rotation MUST remain perpendicular to the ground at all times (no spinning rotation). One foot must be in contact with the pitching rubber when the ball is released. The pitcher must remain inside the pitcher's circle until the ball is kicked. If either requirement is not met, the umpire will rule the pitch a ball. If a kick is made after this infraction occurs and results in a tag or throw out, the umpire will rule the runner safe. There are no restrictions on speed of pitches to either a male or female kicker.

CATCHING: The catcher must remain behind the kicking box until the kicker makes contact with the ball. At no time can the catcher impede the progress of the kicker prior to the kick. Catcher interference will result in a ball being called.

DEFENDERS: Each team may play up to 10 defensive players in the field at once. (Pitcher, Catcher, 4 infielders and 4 outfielders) No fielder may cross the defensive line until the ball is kicked. No outfielder may cross the outer circle until the ball is kicked. If as a result of a player crossing a line too early they are able to tag or throw out a runner, the umpire will rule the runner safe.

BASE RUNNING: Leadoffs or stealing is not allowed. The runner must remain on the base until the ball is kicked. Violation of this rule will result in the runner being called out.

INTENTIONAL WALKS: Any players 'walked' will automatically get second base.

BASE RUNNER HIT BY BALL: A runner will be called out if they are hit or touched with a ball anywhere below the shoulders, while not on a base. Any upright runner hit above the shoulders with a thrown ball is declared safe and awarded an extra base.

o Any runner hit above the shoulders by a deflected ball will be declared safe, but will not be awarded an extra base.
o If a runner intentionally uses their head to block the ball (umpire discretion) they will be out. Umpires have discretion on any ball thrown hard when the defender is close to the runner or if malice is detected, regardless of what position the runner is in. A runner will be called out if they are hit anywhere with a ball kicked by the kicker (teammate) while off a base.

OVERTHROWS: Overthrow rule applies only if the ball travels out-of-play. Out-of-play occurs when the ball goes into a dugout, over the fence in foul territory, into a designated out-of-play area or contacts an object or area outside of the field, such as a tree, a body of water, a sidewalk, etc. Runner(s) advance to the base en route, plus one, when the overthrow occurs, not when the overthrow is called.

THE BASE LINE: The runner is required to stay in the base line when advancing to the next base. If the runner runs outside of the line, the runner will be called out. All decisions will be up to the discretion of the umpire.

TAGGING UP: The runner may start to advance to the next base as soon as the defender makes contact with the ball while it's in the air. The runner does not have to wait until the defender completes the catch.

INFIELD FLY: An infield fly occurs when there are runners on first and second base or if the bases are loaded with zero or one out in the inning. If there is a routine "pop-up" in the infield the kicker is automatically out. The base runners are free to advance at their own discretion. Tagging up is required if the ball is caught, it is not required if the ball is dropped by the defender.

COMMITMENT AND SCORING LINES: A commitment line will be placed 30 feet from home plate, perpendicular to the 3rd base line. Once a runner has crossed this line, they are committed to cross the scoring line. o If a runner tries to return to 3rd base after crossing the commitment line, they will be called out. The scoring line will be a line extended towards the backstop from home plate. Runners must cross this line behind home plate to score. Any part of the runner's foot must make contact with the ground behind the scoring line to be considered safe. If a runner tries to cross home plate or the batter's box, they will be called out.

BASE COACHES: Base coaches are required to stand at least 3 feet behind the foul lines at first and third.

SUBSTITUTIONS: All offensive substitutes must be reported to the official scorekeeper in order to acknowledge a player legally entering the game. Please refer to kicking Order section of the rules.

TIE GAMES: If the game ends in a tie, it will count as a tie in the standings. If there is a tie in the Final League Standings between 2 or more teams the following order will be followed for seeding purposes. *see forfeit stipulation

1. Head to Head play
2. Run Allowed
3. Runs Scored

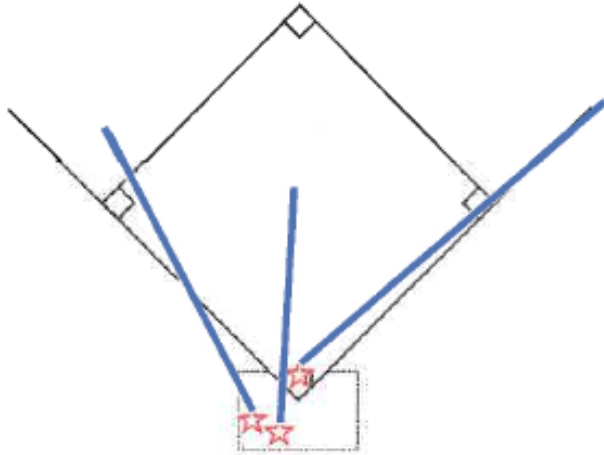
TIME LIMIT: Umpire will be the official timekeeper. It is the responsibility of the Team Managers to confirm the start time for their games. City of Surprise Adult Kickball games will have a 7 inning or 55-minute time limit, no new inning can begin after 55 minutes. **The next inning starts as soon as the last out in the previous inning is made.** Additional time *may* be added for games delayed by rain, injury or unforeseen circumstances. During regular season and tournament play the 55 minute time limit will be enforced, however if an inning starts before the 55 minute time limit that inning will be completed. The 55 minute time limit will NOT be enforced for the Tournament Championship game. However, the Run Ahead Rule will still be in effect in all situations.



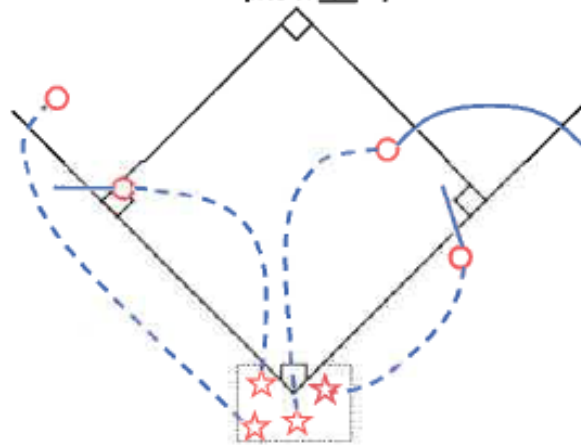
CITY OF SURPRISE
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APPENDIX B

Examples of Fair Grounders



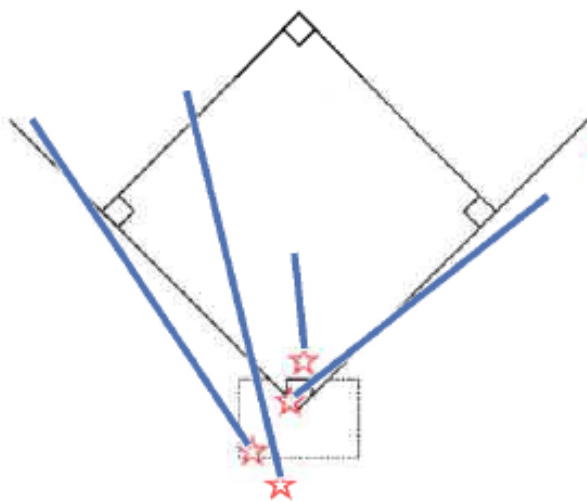
Examples of Fair Flys



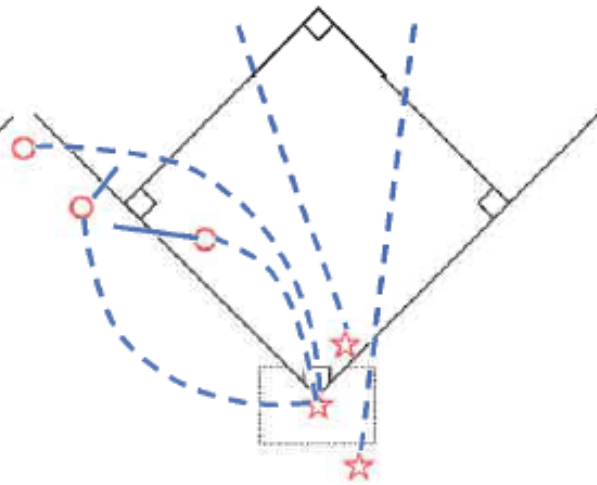
	Grounder (as the ball travels on the ground)
	Fly Ball (as the ball travels in the air)
	First contact made by kicker
	First contact a fly ball makes with the <u>ground</u>

(All examples provided here are based on a foul or fair being determined prior to a player making contact with the ball. If a ball makes contact with 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 Flys



CODE OF CONDUCT:

1. When registering your team, it is understood that you are participating in a RECREATION program. The intent of City of Surprise recreation leagues is for players to have fun and enjoy themselves. Participants are expected to demonstrate sportsmanship before, during and after all activities sponsored by the Parks & Recreation Department.

Should an official feel that player(s) are demonstrating unsportsmanlike conduct or their conduct is detrimental to others around them, they will be penalized for their misconduct. At no time shall any player verbally or physically abuse a City of Surprise staff, which included the officials. An official at any time may require a player(s) to sit out a designated number of innings. An official may issue a warning to the player(s), or eject player(s) right away depending on their discretion.

2. The officials will penalize unsportsmanlike conduct by a player, coach, substitute or team spectator. If there is a flagrant conduct violation, the officials will penalize the team by removing the offending player(s) from the game, and they will be ejected from the park. Any spectator or team follower may also be removed from the park. Failure to comply with official's direction to leave the field can result in forfeiture of the game. A player or team can also be dropped from the league if they become a problem. Coaches and players will be responsible for their team followers and must make every effort to control them.

3. The Code of Conduct attached to the end of these rules should be understood by all coaches/managers and players. It is the coach's responsibility to make sure that their players fully understand the consequences they will suffer if these rules are violated. When a player is listed on the roster, it will be understood that they will be informed, by the manager, of all rules and regulations as well as the Code of Conduct.

4. Players ejected from a game must leave the park immediately. Any player ejected faces an automatic one game suspension. Additional action may also be taken, including but not limited to, probation or total suspension. The Parks & Recreation Department reserves the right to determine the length of the probation and/or suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable amount of time.

5. Profanity will not be tolerated (this includes casual profanity). Guilty parties are subject to one warning, or possible immediate ejection from the game.

6. Any player ejected two times during a season may be suspended for the remainder of the season. Participants must control their actions at all times.

Manager's Name (Print) _____

Manager's Signature _____ Date _____