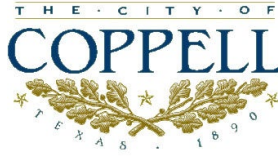


**City of Coppell Community Experiences Adult
Kickball League Rules & By-Laws**



ROSTERS

1. Rosters must be submitted online, prior to first game.
2. All players must be at least 16 years of age at the time they participate.
3. There will be no roster changes allowed after second (3rd) game.
4. Roster limit – 20 players. Players must have an official picture ID at all games.
5. Team managers will be responsible for updating all information concerning players.
6. **Teams**
 1. A minimum of eight (8) players must be present, with at least four (4) being female, or the game may be forfeited.
 2. A maximum of eleven (11) players can be on the field of play in any inning (5 male/5 female/1 of either gender)

GENERAL LEAGUE RULES

1. All players must have a picture ID in their possession should a protest occur concerning eligibility. Any player not having this is ineligible to play until proof is provided. Players playing under an assumed name or playing without being on the official roster will risk suspension from league play and games forfeited in which they are involved.
2. An official game will consist of **50 minutes, 7 innings, or the Run Rule**, whichever comes first for all games. In case of inclement weather or power failure, **four (4) innings** will constitute a completed game or **three and one-half (3 1/2) innings** if the home team is leading. **Incomplete games will be played over from the beginning. These rules apply to all post-season play including championship games.** Games will be played on regulation grass softball fields or similar field dimensions.
3. **Time limits:** No new innings will begin after 50 minutes, with the exception to break a tie. This includes post season games.
Note: “One Pitch” format will decide the winner; each batter will only see **one** pitch. The last out from the previous inning will start on Second Base.
4. **Run rule:** 15 runs after five (5) innings.
5. **Conduct – Player/manager suspension or ejection:**
 - a. Once a final decision is made, the captains/managers are expected to adhere by that decision.
 - b. Any situation an umpire deems unsportsmanlike may be cause for ejection.
 - c. Any player, manager, or coach ejected from a game will serve a one (1) game suspension. The game suspension will be the next played game by the player's, managers, or coach's team.

- d. Any player, manager, or coach ejected for a second time during the season will serve a three (3) game suspension. Should any player, manager, or coach be ejected for a third time, they will be suspended for the remainder of the season.
 - e. All players, manager, or coach ejected must leave the premises, including parking lots. Refusal to leave will constitute team forfeiture and/or extension of the penalty imposed.
 - f. The aforementioned suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions by the Parks and Recreation Department. Pre-game and post-game behavior, are also subject to suspensions.
 - g. The Community Experiences Department reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.
 - h. Physical assault on an official scorekeeper, umpire, or official softball representative will result in immediate removal of that player(s) from the league and possible suspension up to three (3) calendar years. Verbal threats to harm officials on or outside facilities of play will result in the player's immediate removal from the league and possible suspension up to one calendar year.
6. **Substitutions:** Players can substitute in and out of the kicking order, as long as they remain in the same position in the kicking order, and a male player is substituted for a male player, and a female for a female. Once you are in the kicking order, you can only substitute in and out of the same position in the kicking order. Players caught moving positions in the kicking order will be declared an out.
7. **Forfeits:**
- a. Please notify the league coordinator as early as possible, so the other teams and officials can be notified. Any team who forfeits three (3) games during a season will be removed from the league – No Refund.
 - b. Game time is forfeit time (all games). However, the clock will start upon umpires' direction and they have the authority to start a game late if they see necessary.
 - c. All Forfeits will count a 7-0 score.
8. Consumption of alcoholic beverages, the use of tobacco products, and the use of glass containers in all City of Coppell athletic properties, including parking lots, are prohibited by law.
9. In an effort to assist our Department staff and keep our facilities maintained, please make sure you and your teammates, clean up after your game. There are disposal cans located around the fields and in the parking lot.

UNIFORMS/EQUIPMENT

10. **Uniforms:** (provided by each team)
- a. There will be a **1 game** "grace period" for all teams to obtain their jerseys.
 - b. All players on each team must wear jerseys that are matching in color.
11. **Equipment:**
- a. All players must wear appropriate footwear. The use of sandals, metal spikes, boots, or open-toed shoes will not be allowed. Umpires will have the jurisdiction to dismiss any player felt to have shoes which are deemed unsafe for them or other players.

- b. All player attire is an extension of the player.
- c. Official game ball will be provided by the league. Balls are not to be used in between games, or at any other time. They are to be used for warm-up and official games only.

PRE-GAME

- 12. Lineup cards are to be turned into the official at least ten minutes prior to each scheduled game time. Lineups must include first name. All substitutes should be listed at bottom of lineup.
- 13. A team consists of no less than eight (8) players and a maximum of no more than twenty (20) players. A legal kicking line-up will consist of no less than eight (8) players and a maximum of no more than twenty (20) players of alternating sexes (male/female or female/male).
- 14. A kicking line-up with less than ten (10) players will be assessed an automatic out for every kicker down to eight (8) players.
 - a. Automatic outs are placed at the start of the line-up or kicking rotation.

PITCHING/CATCHING/FIELDING

- 15. Ball must be released underhand at an appropriate speed according to the official.
- 16. Strike Zone is a 12 inch direction from all sides of home plate including into the air and below the batter's knees.
- 17. Proper Field Position must be maintained by all fielders behind the baseline while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.
- 18. Outfielders must remain behind the coned, chalked or designated area decided by the umpire.
- 19. **NO HEADSHOTS** allowed; runner will be awarded the base in pursuit. However, if the headshot occurs due to ducking, diving, or sliding the runner will be called out.
- 20. Legal tag area will be from the shoulder and below.
 - a. If a ball is thrown and hits the ground then strikes the runner, the runner will be declared out.
- 21. Defensive alignment shall be: battery (pitcher/catcher) will have 1 male and 1 female; infield positions will have 2 females and 2 males; outfield will have 2 females and 2 males. Teams will be allowed 1 additional outfielder of either gender (male or female), for up to 11 defensive players.
- 22. Catcher cannot touch a pitched ball until the ball passes the kicker and no attempt to kick the ball was made.
- 23. Any player using excessive force in contacting any player will be immediately ejected.

KICKING/RUNNING

- 24. **Kicking Order** must be female/male or male/female alternation.

25. All kicks must be made by foot or leg, below the knee.
26. The kicker must allow the ball to pass the plate before he/she kicks the ball or will be called a strike.
27. Batter must kick the ball within the confines of the “kicking box”.
28. Leadoffs and stealing bases are not allowed. Players may run after a ball is caught in the air, but must tag up on their current base first.
29. **Bunting is not allowed**, and will be ruled as an out.
 - a. Bunting is defined as tapping the ball lightly, so that the ball rolls slowly in front of the infielders.
 - b. The ball must cross the designated arch line (20 feet). Balls that do not pass this arc will result in an “OUT”, if a defensive player gains control of the ball by picking it up before any part of it touches or crosses the arc then the kicker will be “OUT”.
30. **Batting the bench:** Teams will be allowed to “bat the bench”, which will allow any player present and on the roster to be in the active kicking line-up. However, teams should make sure they choose to kick with an even number of players to not be presented with an out.
31. **Pinch Runners:** A pinch runner will be allowed when the umpire has determined if a player is injured and a pinch runner is warranted. The pinch runner will be the last recorded out.
 - a. This runner should be gender specific
 - b. Once a pinch runner is used, the person going out of the game may not return back into the game.
32. **Strike/Ball Count:**
 - a. Teams will pitch to their own teams.
 - b. Pitchers are responsible for pitching the kickball into the kicking zone.□
 - c. Each kicker will have 3 pitches to get a hit/kick.
 - d. On the third pitch, a ball not pitched into the kicking zone, not kicked at all or not kicked in fair play, is an out.
 - e. The pitcher may not play defense and must make every possible attempt to avoid any kicked balls and/or defensive plays to be made.
 - f. If no attempt was made by the offensive pitcher to avoid the kicked ball and/or the defensive play, INTERFERENCE will be called, the batter will be out and all runners will return to their original base.
 - g. All legal kicks must be made from within the designated kicking zone at home plate.
 - h. All legal kicks must be made with any part of the leg below the knee.
33. When attempting to avoid a ball tag, runners may move no more than 4-feet out of their established path.

34. **Obstruction:** Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.
35. **Injuries:** Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions.

RAIN OUT PROCEDURES

36. The decision of field status will be made daily, by 3:00 pm. If the weather and/or field conditions change after 3:00 pm, the field coordinator or umpire will make the official call.
37. Please visit www.RainedOut.com and search for Coppel Athletics to sign up for email and text message league status updates. This will be the only way you will be contacted regarding inclement weather. Umpires will have the jurisdiction to cancel games at start times and during the course of play due to inclement weather or unsafe playing conditions.
38. Rainout make-up games could be scheduled on days other than the regular league night, including Saturdays. When possible, make-up games will be added to the end of the regular season schedule prior to the beginning of playoffs.

PROTESTS

1. **Protests cannot be made on the judgment calls of umpires.** Protests must be submitted to the scorekeeper prior to the end of the game for which it occurs. If protests are not submitted by the end of the game the protest become invalid. Umpires must be notified that the game is being protested in order to log the protest properly in the scorebook. A **\$60.00** fee must accompany the protest within 48 hours. If the protest is upheld, the fee will be returned, and game resumed from the point of infraction. Protest on eligibility of player(s) will be considered only if made by a participating team during that game.

TIE-BREAKER PROCEDURES

39. The winner of the league will be determined by the most games won.
 - a. If two teams are tied (*equal win/loss records*), the following steps will be used to break the tie:
 - i. Head to Head results between two teams tied.
 - ii. Run differential in Head to Head games.
 - iii. Total runs allowed during entire season.
 - iv. Total runs scored during entire season.
 - v. Coin toss.
40. If three or more teams are tied (*equal win/loss records*), the following steps will be used to break the tie.
 - a. Head to head results between teams tied. (NOTE: If an unequal number of games have been played between the 3 or more teams tied, then #3.a, #3.b., #3.c., and #3.d. below will not apply.) **Exception:** If a team has wins over all teams tied, that team shall be declared the winner.
 - b. Run differential in head to head games.
 - c. Total runs allowed in head to head games.
 - d. Total runs scored in head to head games.
 - e. Total runs allowed during entire season.
 - f. Total runs scored during entire season.
 - g. Coin toss.

LEAGUE AND TOURNAMENT PLAY

41. Each league will be comprised of regular season play and a single elimination post-season tournament to determine league champion. A single elimination tournament will then be played in order to determine the league champion. The season win/loss records will determine team seeding in the bracket. Game time will be followed by Rule 4, under General League Rules, above. League officials will declare the number of teams that advance to the playoffs.

AWARDS

42. Championship awards will be presented at the end of the season.

The City of Coppel Community Experiences Department reserves the right to add, delete or amend the rules/regulations/policies for the betterment of the program.