



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

*Team Managers and Assistant 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

- All players must be 18 years or older by the first day of scheduled league play.
- All players must sign the *Team Roster and Waiver Form* or *Roster Change Form* before beginning participation.
- Players may only play for one team per league/bracket.
  - Team Managers should check a player's eligibility before adding the player to their roster.
- Violation of the above rules may result in player ejection, suspension, and/or game forfeiture.

#### **Roster Verification**

A complete roster must include the following:

- First and last name
- Home address (including street number, street name, city, and zip code)
- Signature (electronic signatures will not be accepted)
- Phone number

The Adult Sports Office will spot check rosters using the following guidelines:

- Rosters of all teams accepted will be checked.
- Random selections from various rosters will be verified.
- Teams that submit falsified information will be dropped from league play.

#### **Roster Changes**

- Rosters are limited to 20 players. Individual awards will be given to 12 players only.
- *Team Roster and Waiver Forms* will be at the playing site through the third week of regular season league play.
  - During this time, roster changes can be made to the *Team Roster and Waiver Form*.
- After the third week of league play, Team Managers must submit the *Roster Change Form* to the Adult Sports Office to add or remove individuals from their team's roster.
- Rosters are frozen after the last regular season league game is played.
- No roster additions or changes will be allowed during playoffs.

#### 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.

### **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

## **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 \$15 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 \$15 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.

## **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.

## **PROTESTS**

- All protests must be made at the time of the infraction, prior to the next pitch.
- The Team Manager must notify the umpire and the Site Supervisor, who will resolve the issue on site.
- Protests may only be made for rule interpretations; an umpire'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 5:00pm the next business day. *Protest Forms* are available from the Site Supervisor.
  - A notation must be made on the scoresheet to show when the protest was made during game play.
- 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.

## **PLAYER ID CHALLENGE**

- Player ID challenges are allowed through the end of the third inning.
- The Team Manager must notify the official and the Site Supervisor.
- The game clock will not be stopped for any roster check.
- Challenged players will have 10 minutes to produce a photo ID. If the photo ID is not presented by the end of 10 minutes, the player will be declared illegal.
- Use of an illegal player may result in a two-game player suspension and forfeiture of the game.
- Adult Sports staff or game officials can challenge a player's eligibility at any time.

## Regular Season

- *Team Roster and Waiver Forms* will be at the playing site through the third week of regular season league play.
  - If a Player ID challenge is made during this time, the Site Supervisor will check the team's roster to determine the challenged player's eligibility.
- Player ID challenges that are made after the first three weeks cannot be verified on site.
  - The challenging Team Manager must submit a written protest to the Adult Sports Office no later than 5:00pm the next business day. *Protest Forms* are available from the Site Supervisor. The challenged player's full name and team must be included.
  - 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 player eligibility.

## Tournament

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

## OFFICIAL SCORE

- Home teams keep the official 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 score will stand once the score sheet is submitted to the Site Supervisor.
  - 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.

## 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.

**RAIN PROCEDURES**

If you have questions about weather conditions causing a game cancellation please call (480) 312-0227 or visit: <http://www.scottsdaleaz.gov/sports/kickball>

It is the responsibility of the Team Manager to be in contact with the Sports Staff when there may be a possibility of canceled games due to inclement weather. Rain-outs will be determined prior to 3 pm unless it is obvious games cannot be played.

If games have been canceled due to inclement weather, it is the Team Manager's responsibility to contact the Adult Sports Office for your newly rescheduled game time and date. All efforts will be made to reschedule games for the same day of the week as the regular games. However, if games must be rescheduled for a different night, they will be rescheduled by the following priority list:

1. Alternate night consistent with present schedule
2. Friday evenings
3. Saturday between 8 am and 5 pm
4. Sundays after 1 pm

If both teams are unable to agree on a time and date for the rescheduled game, the game will be recorded as a null game. The final standings will be determined by the highest winning percentage.

**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.
- Some out-of-play areas will be marked, but the umpire can rule any out-of-play at his/her discretion, especially for the safety of players and spectators.

**STARTING PLAY**

- Teams must have a minimum of 8 players (4 male/4 female) to start and finish a game.
- A maximum of 10 players (5 male) may play the field; females may exceed males.
- Teams may have up to 20 kickers (a maximum roster).

## **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.
- 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.
- 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 the conclusion of four innings.
- Games may end in a tie during the regular season.

## **COED PLAYER RATIOS**

### **Kicking Order**

- The kicking order must alternate male/female or female/male, except when women exceed men, but at no time may two males kick back-to-back. See Appendix A for examples.
- If additional players are not in the starting line-up, an unlimited substitution rule will apply.
- However, all substitutions must always be male-for-male, female-for-female or female-for-male, for both the defensive lineup and the kicking order.

### **Injuries**

- 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.
- To maintain 10 players on the field, a female must replace a female.
- If an injury to a female creates less than 10 players on the field, you may play with more males than females, but still only a maximum of 5 males.
- If injuries limit the players to 7 or less, the game shall be forfeited.

### **Defensive Positions**

- Male players in the infield, outfield or pitcher/catcher positions may not exceed the number of females in those positions, except when an injury to a female player creates a vacancy in the defense.
- However, the ratio rule still applies in all areas except where the vacancy occurs.
- At least one female is required in each defensive area, even where the vacancy occurs.

## **KICKING**

- 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.
- Kickers start with a 1-ball and 1-strike count.
- 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

- Bunting is defined as a lightly kicked ball due to a restrained or shortened kicking motion.
- Bunting is allowed in Competitive (C) leagues only. In the Competitive (C) leagues:
  - Bunted balls must pass out of the Competitive bunt zone (see Appendix C).
  - A bunted ball that fails to pass out of the Competitive bunt zone will be an out.
  - A bunted ball that is touched by a defender before passing out of the Competitive bunt zone will be a live ball.
- Bunting is not allowed in Recreational (D) leagues. In the Recreational (D) leagues:
  - Kicked balls must pass out of the Recreational bunt zone (see Appendix C).
  - A kicked ball that fails to pass out of the Recreational bunt zone will be a dead ball strike.
  - A kicked ball that is touched by a defender before passing out of the Recreational bunt zone will be a live ball.

### A Strike Is:

- A ball pitched legally through the strike zone that is not kicked.
- An attempted kick that misses a legally pitched ball.
- A kicked ball that fails to pass out of the Recreational bunt zone (Recreational leagues only).
- 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.

### An Out Is:

- Kickers start with a 1-and-1 count and will be out when he/she receives 3 strikes.
  - Female kickers
    - A strike and a foul ball in any order will be an out.
    - Three consecutive foul balls will be an out.
  - Male kickers
    - 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.
- A bunted ball that fails to pass out of the Competitive bunt zone (Competitive leagues only).

- 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**

### **Pitching**

- 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 ball's 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**

- 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.
- Sliding into a base is not allowed. The runner must remain on his/her feet when tagging a base. Violation of this rule will result in the runner being called out.

### **Intentional Walks**

- Any male players 'walked' will automatically get second base.
- If there are less than 2 outs, the next female kicker must kick.
- If there are 2 outs, the next female kicker has the option to kick or take first base.

### **Base Runner Hit by Ball**

- A runner will be called out if they are hit or touched with a ball 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.
  - Any runner hit above the shoulders by a deflected ball will be declared safe, but will not be awarded an extra base.

- 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.

### **Pop Flies and 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.
- 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 a base.

### **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.
  - 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 behind the base coaching line at first and third. Alcohol will not be permitted while on the field in any capacity.

## **FINAL STANDINGS AND TOURNAMENT PLAY**

If a tie exists between two or more teams at the end of regular season play, tie-breakers will be used to determine the final standings and seeding for the tournament bracket.

First tie-breaker	Team with best record in head-to-head games.
Second tie-breaker	Team with highest total points in head-to-head games.
Third tie-breaker	Team with the fewest forfeits.
Fourth tie-breaker	Team with highest total points in head-to-head games versus the next highest seeded team.

For tournament play, the top two teams in each division may move up one division (except the top division) and the bottom two teams may be moved down one division (except the bottom division).

## 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.

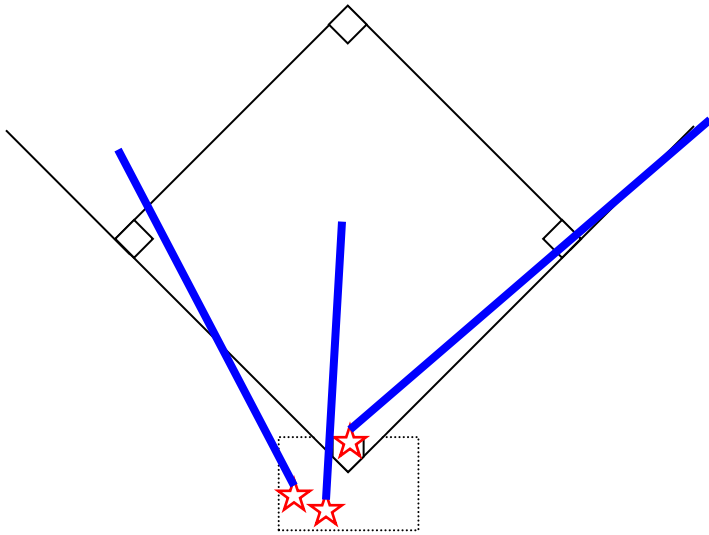
The batting lineup should look like this:

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

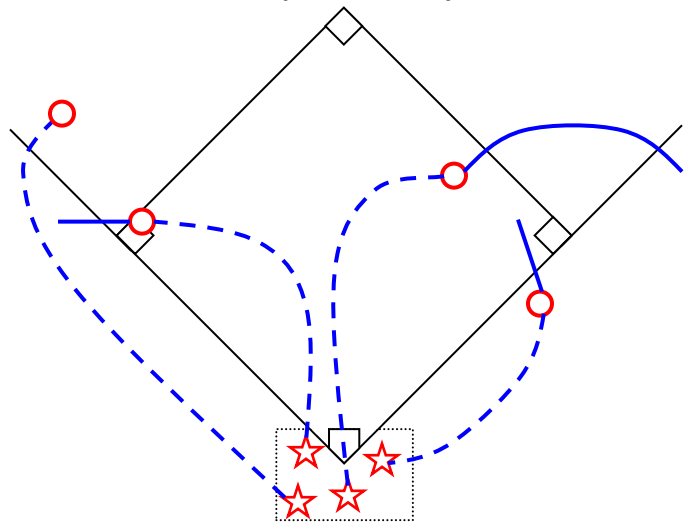
With only 4 female players, the defense can only have 4 females and 4 male players on the field.

# APPENDIX B

Examples of Fair Grounders



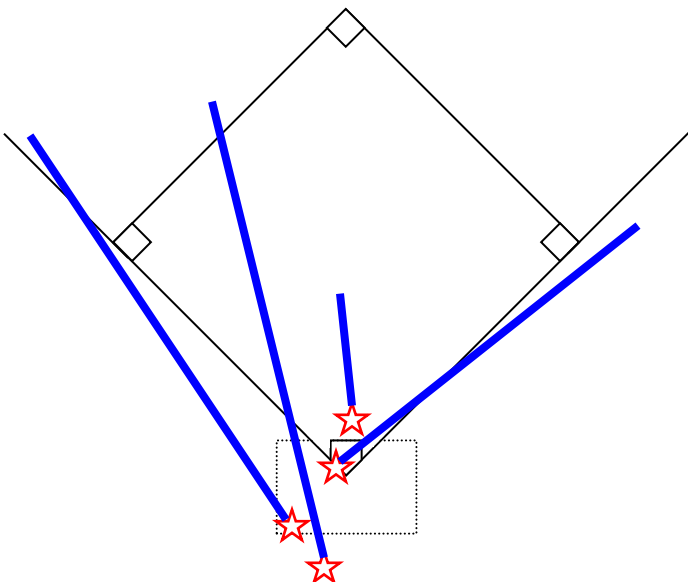
Examples of Fair Flys



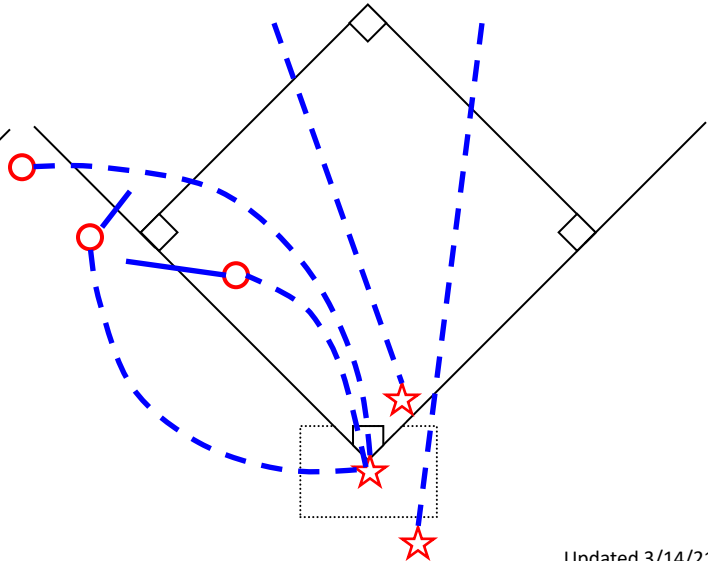
— **Grounder (as the ball travels on the ground)**  
- - - **Fly Ball (as the ball travels in the air)**  
★ **First contact made by kicker**  
○ **First contact a fly ball makes with the **ground****

(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, foul or fair is judged by the position of the ball, not the player.)

Examples of Foul Grounders



Examples of Foul Fly Balls



# APPENDIX C

