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Game Status Info-Line: 215-4636 (updated by 4pm daily)

## ADULT KICKBALL BY-LAWS LEAGUE & CITY TOURNAMENT

### I. LEAGUE RULES

KPRD Adult Co-Ed Kickball Leagues are governed by the rules set forth in this document.

### II. PLAYER ELIGIBILITY

- A. All players must be 17 years old as of April 1 of current year for Spring League and August 1 of current year for Fall League to participate in the Adult Co-Ed Kickball League. A photo ID will be required if there is a protest of a player's age or name. Players must be listed on the team roster before competing on a team.
- B. Players can play for only one team per night in the KPRD Co-Ed Kickball League. No player can be borrowed from one team to play for another team on the same league.
- C. Any player who has been proven ineligible will be suspended for the remainder of the season.

### III. TEAM COMPOSITION & REGISTRATION

- A. **Team Composition.** A minimum of twelve (12) players must be on the team roster in order for a team to enter the league. If the coach is a player, he/she will be included in this limit and his/her name must be listed with the other players' names to be eligible to play.
  1. **Moving Players.** In order for a player to move from one team to another, he/she must obtain a written release from his/her original team and that release must be delivered to the League Supervisor at the site before playing for the new team.
- B. **Rosters and Contracts.** Team rosters will be used to assist in controlling players playing on more than one team. The coach will turn in the team roster to the League Supervisor prior to the first scheduled league game.
  1. Additions to the team roster will not be accepted over the phone.

- C. Fees & Entry Deadlines.** League fees must be received by the KPRD Athletics Office. These fees cover the cost of officials, scorekeepers, and secondary insurance for each player. Teams withdrawing before the registration deadline will be charged a \$50 service fee. Teams withdrawing after the registration deadline will receive no refund.
1. Co-Ed Recreational Kickball League - \$275 per team – 8 game season

#### IV. SCHEDULES, STANDINGS

- A. League Schedules.** Games will be played in accordance with schedules set up by the KPRD Athletics Office with each team ideally scheduled to play 8 depending on the number of teams in each league. Schedules will be available one week after the conclusion of sign-ups. Leagues will make if there are at least 5 teams registered.
- B. Tournament Format.** The post-season tournament will be single elimination. The tournament bracket and schedule will be available shortly after the final regular seasons games have concluded. Awards will be given to the City Tournament Champion.
- C. Make Up Games.** Up to two games postponed during league play may be made up prior to the tournament if at all possible. Making up makeup games will likely not occur. Games will be considered complete if 4.5 or 5 innings have been played with the losing team completing 5 or more at-bats.
- D. Inclement Weather Info-Line.** In case of inclement weather or cancellations due to unforeseen circumstances, please call 215-INFO (4636) after 4pm on the day of the game. Updates will be posted on Twitter [@knoxathletics](https://twitter.com/knoxathletics) and [www.KnoxvilleAthletics.com](http://www.KnoxvilleAthletics.com)
- E. Schedules on Website.** All league schedules and tournament brackets can be accessed at [www.KnoxvilleAthletics.com](http://www.KnoxvilleAthletics.com)
- F. Standings.** League standings are based on the following information, in order of priority: W/L Record, Runs Allowed, Runs Scored, Coin Flip. For tournament seeding purposes, a head-to-head result will be used if teams have the same W/L Record.

#### V. GAME TIMING REGULATIONS

- A. Time Limit.** Each game shall consist of 9 innings or 55 minutes, whichever comes first. A new inning may not begin after 55 minutes.
- B. Grace Period.** A grace period of fifteen (15) minutes will be given for the first game of the day/night, but NO grace period for any games following the first game. Teams that

play games following the first game must be ready to play at their scheduled game times or forfeit.

**C. Team Forfeits.** A team must have at least 8 players present, with at least 4 females, before a game can start. If a team does not have eight eligible and contracted players of its own at the end of the grace period, that team will have a loss recorded in the league standings. If both teams do not have the minimum eight players, both teams will receive a loss in league standings. Teams may scrimmage during their allotted game time. A forfeit shall be recorded as 7-0 for league standings.

a. **Multiple Forfeits** – Teams with 2 forfeits, where they have not notified KPRD Athletics, will be removed from the league and disqualified from the City Tournament.

**D. Mercy Rule.** All games will be scheduled for nine innings, but if one team has a 20 run lead at the end of 5 innings, 15 run lead after 6 innings, or 10 run lead after 7 innings the game will be stopped. The team with the lead will be declared the winner. Teams may scrimmage or practice on the field as remaining time allows.

## VI. PLAYING RULES

**A. Lineup / Kicking Order.** Team captains shall turn in the kicking order before the games begin. Players arriving late may be added to the bottom of the kicking order.

**B. Check-In Sheet** – Each team will have a check-in list where players check their name based on the date of the game. This is used to confirm a player's participations.

**C. Defense.** A team may have up to 11 players on the field with at least 4 females. A team may have as few as 8 players on the field with at least 4 females.

a. An "infield fly" may be called when 2 runners are on base and the ball is kicked in the air in or near the infield area with less than 2 outs. This call is made at the umpire's discretion.

### **D. Pitching / Rolling**

a. The pitcher shall roll the ball at a reasonable speed and must keep at least one foot on or behind the pitcher's plate until the ball is kicked.

b. The pitch must pass within a 1-foot strike zone around and above the home plate.

c. The pitch must have bounced twice or be rolling on the ground when crossing the plate

d. No defensive player may cross the invisible line between 1<sup>st</sup> base and 3<sup>rd</sup> base prior to the ball being kicked

e. The catcher must remain behind the kicker and directly in or behind the kicking box until the kicker makes contact with the ball. The catcher may not stand in

front of the kicker, to the side of the kicking box, or so closely to the kicker as to interfere with his or her ability to kick, until contact is made with the ball.

**E. Offense.** All players present for a game may be placed in the kicking order.

**F. Kicking.**

- a. Each team must exchange kicking orders prior to the start of the game.
- b. There must be at least 4 females in the kicking order.
- c. There is no alternating gender requirement in the kicking order
- d. All players present must be included in the kicking lineup
- e. All kicks must go beyond the 15 foot line. (if ball is touched by defense before it crosses 15 foot line the ball is “foul”).
- f. A 3<sup>rd</sup> strike results in an “out”. A strike is called when:
  - i. The ball crosses the strike zone without being kicked
  - ii. The kicker swings at but misses the ball
  - iii. The ball is kicked foul
- g. Fouls are counted as strikes. A player with 2 strikes shall be called “out” if he/she fouls the ball.
  - i. The ball lands or is touched in foul territory
  - ii. The ball lands inside the foul line but rolls outside the foul line before reaching the 1<sup>st</sup> base or 3<sup>rd</sup> base lines. A ball that lands past the 1<sup>st</sup> or 3<sup>rd</sup> base lines but rolls into foul territory shall be considered fair.
  - iii. Contacts the ball behind home plate with any part of the body above the knee
  - iv. The kicker kicks the ball with any part of the foot planted outside the kicking box, including in front of home plate.
  - v. The kicker makes a “double-kick” (kick or contact the ball after the initial kick while still behind home plate)
- h. On the 4<sup>th</sup> “Ball” a player (male or female) will advance to 2<sup>nd</sup> base. A “ball” is called when:
  - i. The ball fails to pass through the 1-foot strike zone around home plate
  - ii. The ball bounces more than 1-foot above strike zone
  - iii. The ball bounces fewer than twice prior to crossing the strike zone

**G. Running.**

- a. Players may not steal bases.
- b. Players may not lead off. A player who leaves the base prior to the kick shall be called “out”.
- c. Sliding at 1<sup>st</sup> base is illegal. If a player slides into 1<sup>st</sup> base, he/she will be called “out”.
- d. A runner is out when:
  - i. The fielder catches a fly ball
  - ii. The kicker gets 3 strikes

- iii. The base is tagged on a forced run
- iv. The runner is tagged with or struck with the ball, except when struck in the head (unless sliding)
- v. The runner is off base when the ball is kicked

**H. Tagging or Throwing at a Runner.** A runner that is tagged or struck in the head shall be considered safe and advance to their intended base unless that player was sliding or intentionally placed their head in the path of the ball.

**I. Tie Games.** If the game is tied after the final inning, the game shall be recorded as a tie.

**J. Base Distance.** The distance between bases shall be 60 feet.

**K. First Base Safety.** A safety base will be used at first base. The runner shall use this base on their way from home if there will be a play at first.

**L. Kicker's Box.** The kicker must stay within the kicker's box which is a 10-foot extension of the foul lines from home plate.

**M. Fair Territory – Kicker's Box.** If the ball is kicked in the triangular area between the kicker's box and foul lines, it is considered a "fair" ball if the ball is fielded when inside the foul lines.

## **VII. OFFICIALS & GAME MANAGEMENT**

**A. Officials.** KPRD will schedule and pay for one official per game. The official will also keep score and time.

## **VIII. EQUIPMENT**

**A. Game Ball.** A game ball will be provided by KPRD.

**B. Team Jerseys.** Teams are encouraged to wear a team shirt or like-colored shirts with numbers.

**C. Cleats.** Steel cleats are prohibited.

**D. Jewelry.** Jewelry is prohibited.

## **IX. CONDUCT**

**A.** Sportsmanlike conduct is strongly emphasized and conduct detrimental to the league will be handled by the Athletic Coordinator. Suspension of players, coaches, and teams

are possible recourses in dealing with fighting and abuse of an official, player, or spectator.

**B.** Please see the attached documents which include the KPRD Verbal and Physical Abuse policy and other documents.

**C. Park Rules**

1. No pets
2. No weapons or explosives
3. No alcoholic beverages and/or drugs (includes parking areas) or tobacco products
4. No fighting, profanity, or loud threatening language
5. Warm up in designated grass areas between the fields
6. No vulgar or sexually suggestive wording on the uniforms
7. When lightening is in the area, EVERYONE is required to go to your cars and wait for the “all clear” to resume play or until games are postponed for the night

**X. ARBITRATION BOARD**

The Knoxville Parks and Recreation Department will rule on all protests and disputes regarding eligibility and misinterpretations of the rules. All decisions will be final. The protest must be filed with the League Supervisor or Head Referee. The issue may be resolved immediately. The protest must also be submitted in writing, along with a \$50 protest fee (cash only) to the KPRD Athletic Coordinator by 1pm the next day or Monday if the problem occurs on the weekend; otherwise, no action will be taken. Please note that eligibility protests must be presented prior to the end of the game. If the protest is upheld forfeitures could result. Tournament protests must be ruled on at the time of incident. The \$50 protest fee will be refunded if the protest is successful.

**XI. TOURNAMENT ELIGIBILITY**

- A.** A single-elimination tournament will be played following the regular season.
- B.** Teams may not pick-up players for the city tournament.
- C.** If teams are tied at the end of the last inning, the game shall continue using the following rule.
  - a. The person who made the last out will go to 2<sup>nd</sup> base to start the “extra inning”.

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