

# MANITOWOC PARKS & RECREATION DEPARTMENT

## RULES AND REGULATIONS:

### ADULT LEAGUE KICKBALL – Updated 8/28/07

<b>I</b>	<b>Player Eligibility</b>	<p>Couples League players must be 16 years of age or older.</p> <p>Players in any league may only play on one team per night. Players must be registered with the Parks &amp; Recreation Department before participating in play. Registration includes payment of fee and player's signature and information on the team roster. There will be no limit to team membership. Teams may register players any time during the season, with the approval of the Parks &amp; Recreation Department.</p>
<b>II</b>	<b>Fees</b>	<p>Fee is established by the Parks &amp; Recreation Department with Recreation Board approval. Fee must be paid at registration in order for a team to be eligible for participation. Tax and diamond improvements are included in the fee. An unlimited number of residents and non-residents may be on a team's roster.</p>
<b>III</b>	<b>Leagues</b>	<p>Couples League:                      Wednesdays.</p>
	<b>Divisions</b>	<p>Ability level divisions will be created as registration numbers necessitate.</p>
<b>IV</b>	<b>Forfeits</b>	<p>Game time is forfeit time; there is no "grace period." Game time is when the umpire declares "play ball". A team shall have at least 8 players to start the game. There must be at least as many females as males in the lineup. A team may not continue with less than 8 players. Players added after the start of the game must kick last in the order.</p> <p>Teams using ineligible players will forfeit all games in which the player played. Teams that repeatedly use ineligible players will be dropped from the league. There are no fee refunds.</p> <p>Violating player conduct rules may also be cause for team forfeit.</p>
<b>V</b>	<b>Player Additions or Changes</b>	<p>Players may change teams or be added to an existing roster at any time during the season with the approval of the Parks &amp; Recreation Department. A release form must be filled out and turned in at least seven days prior to any team changes.</p>
<b>VI</b>	<b>Protests</b>	<p>Only protests based on rule interpretation or player eligibility will be considered.</p> <p>The umpire must be notified immediately of the team's intention to protest. A completed protest form must be submitted to the Parks &amp; Recreation Department office with a \$5.00 protest fee within 24 hours after the completion of the game.</p>
<b>VII</b>	<b>Player Conduct</b>	<p>Managers are responsible for ensuring that all players know and abide by these rules and regulations. Managers will be held responsible for the actions of their players. Teams or players not abiding by these rules or other policies and regulations established by the Parks &amp; Recreation Department will be dropped from the league. No refund will be made. Disciplinary decisions on player conduct violations may be appealed by the team manager. Appeals must be made with Recreation Supervisor within 24 hours of the manager's notification of the disciplinary decision.</p>
	<b>A.</b>	<p>In the case of a dispute, the manager or captain shall be the only person to talk to the official.</p>
	<b>B.</b>	<p>Any unsportsmanlike tactic, profanity or derogatory remarks by a player or manager may result in eviction from the game and field. In addition, an ejected player will be suspended from one game. Flagrant or continuous violations will result in suspension or elimination from play for the remainder of the season.</p>
	<b>C.</b>	<p>The Umpire is the official representative of the Parks &amp; Recreation Department and is not expected to tolerate abuse. The Department will support the Umpire in all judgement calls.</p>
<b>VIII</b>	<b>Canceled and Postponed Games</b>	<p>The Parks &amp; Recreation Department reserves the right to postpone or cancel any games as deemed necessary by Department personnel. In the event of rain or wet conditions, the Department will decide at <b>4:00 p.m.</b> if the fields are suitable for play. <b>After 4:00 p.m.</b>, cancellation or postponement decisions will be made by the Umpire when he/she arrives at the field.</p>
	<b>A.</b>	<p>Cancellation information will be made available by broadcast on radio stations WOMT and WCUB, on the Cancellation and Information Hot Line at 683-4370, and on the Cancellation HotPage, part of the Department's web page at <a href="http://www.manitowoc.org/parkandrec">www.manitowoc.org/parkandrec</a>.</p>
<b>IX</b>	<b>Rules of Play</b>	<p>These rules adopted by the Manitowoc Parks &amp; Recreation Department with the assistance of Team Managers present at the annual managers' meeting will govern league play:</p>

- A. Lineups** -- A team may begin a game with eight (8) players. A team must have at least as many females as males in its lineup. A team may not continue play with less than eight (8) players in its lineup. Line-ups shall not allow consecutive male kickers. A team may add players, to get to ten (10), at any point in the game. Players beyond ten (10) may only be added to the end of the lineup if the team has not gone through the order yet. Once the team has gone through the order, any new players beyond ten (10) may only be added as substitutes.
- B. Kicking the Roster** -- A team may choose to put as many of its players in the lineup as it likes beyond the required full roster of 10. A team may not use less than 10 players if ten or more are available. Players that arrive late may be inserted into the last position in the lineup provided the team has not gone through the order yet. Free substitution shall be applied to these players (See Rule C). A team may also carry substitutes as long as there are at least 10 players in the declared lineup (See Rule C for more on substitution).
- C. Free Substitution** -- Any ten players in the declared lineup may play any of the defensive positions at any time in the game without notifying the scorekeeper of changes. Players may leave and reenter the game on defense freely. However, substitutions will not be allowed mid-inning unless there is a good reason for the substitution. The umpire's judgement will determine the "goodness" of the reason. Examples may include player injury or pitching change.
- Substitutes** – Applies when Kicking the Roster and Free Substitution are not employed. A starter (someone in the declared lineup) may be replaced by a substitute and then may re-enter the game. However, they must re-enter in the same spot in the order that they originally were in. Substitutes may not re-enter once they are removed, unless a player has been injured and all substitutes have played. In the event of an injury when all substitutes have played, the opposing team's manager shall select which substitute will re-enter the game and the injured player may not re-enter to play.
- D. Ground Rules** -- Ground rules will be outlined by the Umpire prior to the start of the game.  
**Out of play** - when a kicked ball, either fair or foul is legally caught on the fly while fielder's feet are still within the established playing area, the batter is out, even though momentum may cause the player to leave the field of play. The ball is declared dead and each and every runner is advanced one base after the catch. This will be the case regardless if the ball is carried into the dead ball area intentionally or unintentionally.
- E. Time Limit** -- In all leagues, no new inning shall begin after **60 minutes** of playing time has elapsed, except in the case of a tie\*. In the event there is less than **60 minutes** elapsed on the time limit when the previous inning is completed, the game should be continued into the next inning. The umpire will announce the official time at the beginning of the game. The score keeper will record this time. The umpire will give a fifteen minute warning call to signify the approach of the time limit. If seven innings are completed and the game is not tied or the 15-run rule is in effect, before the **60 minute** time limit expires, the game is over.
- \* If the margin of victory is 5 runs or less when the Time Limit expires, the game shall continue until the margin is greater than five and an inning would normally be complete, or there have been seven innings played. (Examples: After the time limit, 1. the visiting team goes ahead by six in the top of an inning, the home team kicks. If they do not bring the margin to five or less, the game is over. 2. at any point the home team goes up by six, the game is over. 3. seven innings (6 ½ if the home team is ahead) have been completed, the game is over regardless of the margin, unless the game is tied.)**
- F. Run Rule** -- A 15-run lead by the home after 4 ½ innings, or anytime after will constitute a complete game in all leagues. If the home team is losing they will have the opportunity to bat if they are still behind by 15 runs at the end of the inning the game will be over.
- G. Metal Cleats/Steel Toed Shoes/Boots** – will be prohibited during Manitowoc Parks & Recreation Department league play. Players found wearing metal cleats **or steel toed shoes/boots** will be immediately ejected from the game. A second violation by the same individual will mean suspension from further league play for the remainder of the season.
- H. Outfield & Pitching Lines** – **Outfielders are required to stay behind the grass line separating the infield from the outfield until the kicker makes contact with the ball.** Infielders are required to stay behind the pitching line which runs directly from first to third base until the kicker makes contact with the ball. The catcher must remain behind home plate until the ball is kicked, and may not position himself/herself in a position to interfere with the kicker's ability to kick the ball. In the event a fielder violates one of these position rules, the offense will be awarded the result of the play or a walk, whichever provides the better offensive situation to the team.

I.	<b>Courtesy Runner --</b> In all Leagues a courtesy runner will be allowed. Only one courtesy runner will be allowed per inning. The courtesy runner will be the last player of the same sex to make an out. (If it is the first inning and no outs have been made, the courtesy runner will be the player in the last position of the batting order.
J.	<b>Strikes &amp; Balls --</b> Each kicker will be allowed two strikes or three balls. A foul ball on the second strike results in the out. A third ball results in a walk. A strike is any pitch that passes the front edge of home plate extended on each side by one foot and bounces no more than one foot in the air (measured at the bottom of the ball) when crossing the front of the plate extended, and is not kicked. A strike is also any ball that is kicked into foul territory in the air or bounces into foul territory, without being touched by a fielder, before passing first or third base. Kickers must make contact with the ball behind the front edge of the home plate extended or the kick will be considered foul and a strike.
K.	<b>Walks –</b> When a walk is awarded to any male player for three balls on the first three pitches, the following female kicker will have the option of accepting a walk or kicking.
L.	<b>Base running --</b> Under no circumstances is a runner permitted to lead-off or steal a base. He/She may leave his/her base only when a pitched ball has been kicked, or results in a walk. The runner shall be called out if he/she leaves the base before the ball is kicked or a walk has been declared. A runner may never touch the ball in play (unless hit while standing on base) or he/she will be called out.
M.	<b>Beating –</b> Beating a baserunner is allowed. However, a runner may not be hit on the head or neck, unless sliding, and will be awarded the base they are going to. A runner who intentionally lets the ball hit him/her in the head or neck shall be called out.
N.	<b>Pitcher in Control –</b> Play is dead when the pitcher has the ball on the <b>near the pitching rubber (within the softball circle)</b> and the baserunners' progress has been checked.
O.	<b>Pitching Rotation –</b> A pitching rotation must be established by each team that alternates female and male pitchers by inning.
P.	<b>No Kicking on Defense –</b> A player may not kick the ball on defense under any circumstance. The runner will be awarded one base as a result of the penalty.