



**KYLE PARKS & RECREATION DEPARTMENT
ADULT KICKBALL LEAGUE
OFFICIAL RULES**



REVISED 2-16-10

~Indicates rule changes since last season~

All rules established, revised and updated by the World Adult Kickball Association shall apply to the Kyle PARD Adult Kickball League. The League will use currently adopted ASA Slowpitch Softball Rules for specific rule interpretations, terms and definitions not mentioned in WAKA published rules. Below are either alterations, exceptions, points of emphasis or specially adopted rules for the K.A.K.L. and supersede WAKA published rules.

RULE 1: LEAGUE:

1. The Adult Kickball League is a recreational program under the direction of the Kyle Parks and Recreation Department. The Adult Kickball League is fully organized by the staff of the Kyle PARD. All decisions made by the Kyle PARD concerning the league are final.
2. All funds paid to and expenses incurred by the Adult Kickball League do so under the Recreation Fund established and approved by the Kyle City Council.
3. All participants in this league must have a signed player contract, release waiver and receipt of fees before playing, practicing or being on the field participating in any capacity.

RULE 2: UNIFORMS & EQUIPMENT:

1. The shoe shall be considered official if it is of athletic design, contains a nonmetal protective toe, and does not contain metal or sharp cleats or any other studs which, in the umpire's judgment could cause injury.
2. Nothing shall be added to the shoe to gain an unfair advantage.
3. Every player that has paid their registration fees on or before the scheduled coaches/managers meeting will be provided a t-shirt by Kyle PARD. Uniforms may include shorts and socks. Wearing caps or visors during a league game is optional.
4. Each player that received a game t-shirt must wear the issued t-shirt uniform to be considered a legal player.
5. For personal injury reasons, **NO JEWELRY AND HARD HAIR ACCESSORIES** permitted during games.

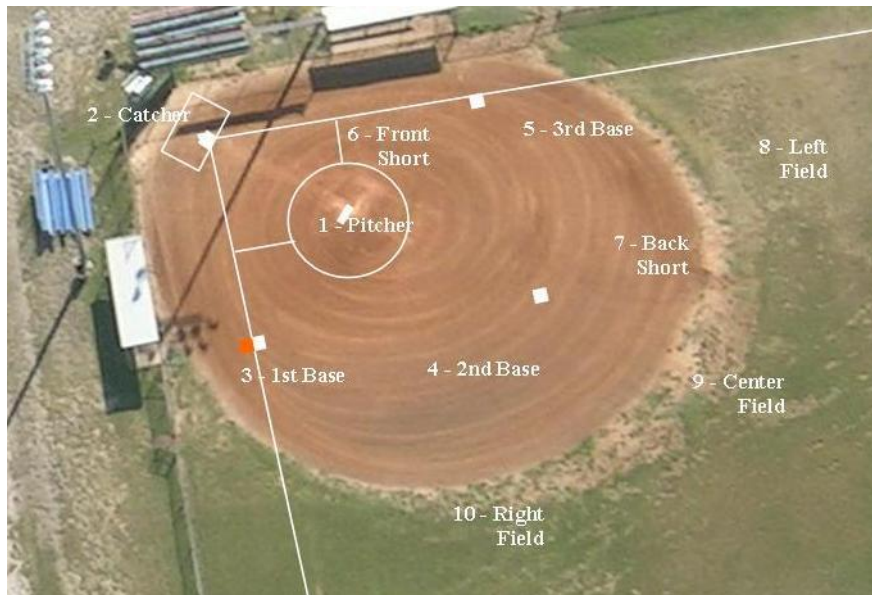
RULE 3: PLAYERS AND TEAMS:

1. There are two (2) divisions in the Kyle Adult Kickball League: Women's Division and Co-Ed Division. Co-Ed teams may choose to have their "Home" games and majority of their season's games on either Wednesday or Friday nights, but 'cross-over' games are necessary to ensure adequate scheduling. The Co-Ed Division will consist of teams made up with no fewer than five (5) men and no fewer than five (5) women.
2. A season may begin with a minimum of four (4) teams in a division. A maximum of twelve (12) teams will be permitted in the Wednesday Co-Ed division, a maximum of twelve (12) teams will be permitted in the Thursday Women's division and a maximum of twelve (12) teams will be permitted in the Friday Co-Ed division. This may change as additional fields become available to schedule games.
3. A team shall consist of a minimum of ten (10) players but no more than fourteen (14) players.
4. All players must be at least eighteen (18) years of age the day the team plays their first game of the season. Liability issues do not allow exceptions.
5. All players must have completed and signed the registration form, player/coach contract and release of liability form before participating in any team practices, scrimmages, games or tournaments.
6. "Legal Players" are players that have completed and submitted their forms, paid their fees and are listed on the team's roster.
7. Registration & Players Fees
 - a. All registration fees must be paid and receipted in the Kyle PARD office to receive a shirt, play in a tournament or receive an award.
 - b. These fees shall be collected before the 4th game of regular season.

- c. Players joining the league after the regular season games have started will be required to pay registration fees.
 - d. Game shirts will be ordered prior to season and any player joining after shirt order date is at risk of not receiving a shirt.
 - e. After the team has the minimum number of players (players 1-10) paid in full, they may pick up additional players until they reach the maximum of 14 players. This payment chart for late players (players 11-14) is based on the date/game that they first played a game or on team roster:
 - i. Games/Week 1-4 – 100% of Registration fees (at risk of not receiving shirt)
 - ii. Games/Week 5-6 – 75% of Registration fees (at risk of not receiving shirt)
 - iii. Games/Week 7-8 – 50% of Registration fees (at risk of not receiving shirt)
8. A team shall have no more than three (3) coaches during games. The coaches are positioned in the dugout, as a first base coach, and as a third base coach.
 9. Coaches shall be, except for “pick up players”, ejected for playing a player not listed on the official team roster at the start of the season unless the player was added via the official add/drop procedure.
 10. Add/Drop Procedure must be through the Kyle PARD.
 11. Players may not transfer teams after the season begins.
 12. Each team may start nine (9) players but will receive an automatic out for the 10th player when up to kick. The “vacant” out will be enforced after the previous play has finished, a dead ball is called or when the “vacant” kicker is due to be in the kicker’s box.
 13. A majority of the team must be present at game time or the team will have to forfeit the game. The team is free to scrimmage during their assigned game time.
 14. No players can be added to the roster after the team’s 4th game of the season has been played unless the team is short of the maximum 14 players; an existing player quits or is injured.
 15. All players added after the season begins, will have to follow the add/drop procedure in order to play. See rule 7 and 10 above.
 16. No new player may be added, under any circumstances, after the 9th regular season game has been played. Final team rosters at beginning of 9th regular season game will be the official team roster for end of season tournament.
 17. Teams must play their tournament games with only the legal players on the roster of their 9th and 10th regular season game.

RULE 4: THE PLAYING FIELD:

1. Base distance is 60 ft. Pitchers Plate is 40 ft from Home Plate.
2. First base will be considered as one base regardless of size or color.
3. Pitcher’s circle and Kicker’s box as described in Kickball Official Rules of the Game 2008, with revisions, as published on www.kickball.com.
4. Each team is responsible for keeping the park clean by cleaning up the dugout after every game and maintenance of the field.
5. A “Hot Line” will be drawn at a 90 degree angle from 1st and 3rd Base Line 30 ft from Home Plate. Until the ball is kicked, no fielder may be on or across the “Hot Line”. Penalty of Obstruction if defensive player crosses line before ball is kicked.
6. No Player or Coach shall intentionally remove or alter the marked lines on the playing field. This includes the kicker’s box, pitching circle, hot line or foul lines.
 - a. A strike shall be called if an offensive player or coach intentionally removes or alters marked lines.
 - b. A ball shall be called if a defensive player or coach intentionally removes or alters marked lines.
7. See “Illustration 1” below for field markings.



(Illustration 1)

RULE 5: THE GAME:

1. No alcohol, in any form, will be permitted on the playing field, in the dugout, or consumed by any player during their scheduled game. Violation of the “No Alcohol” rule will result in forfeiture of game.
2. Pre-Game meeting with Umpire and Head Coach/Manager will determine:
 - a. Team Line Up
 - i. Line up exchanged with each team’s representative
 1. Umpire receives original copy
 2. Opposing team receives a copy
 - ii. Line up shall include player’s first name, last name and shirt number
 - b. Introduction of “Designated Coach/Manager or Player” to Umpire
 - c. Confirmation that all players on the line ups are legal players on the team’s roster
3. The “Designated Coach/Manager or Player” introduced at Pre-Game meeting will be:
 - a. Allowed on the field of play during a game to request a time-out
 - b. Allowed discuss a play/call with an umpire during a granted time-out
 - c. Allowed to make substitution or line-up changes once the game has started
 - d. Required to control the behavior of players in the dug-out, on the field and fans behind the fence
4. The Official kickball used in all Women’s Division Games and Tournaments shall be the 8 ½” yellow Mikasa or WAKA Approved Kickball.
5. The Official kickball used in all Co-Ed Division Games and Tournaments shall be the 10” red WAKA Kickball. No other ball is approved for use in KAKL kickball games. Proper air pressure is the responsibility of the Home Team.
6. The home team:
 - a. shall be listed first on the schedule
 - b. shall supply the game balls when not supplied by league or umpire. The game ball shall be approved by the Head Umpire and agreed upon by the Visiting Team Head Coach prior to game
 - c. shall be the last or second to kick
 - d. shall occupy the third base dugout
 - e. shall supply score keeper and report the final scores to the League/PARD office
 - f. shall keep official game book.
7. There will be a 60 minute or 6 inning game limit, whichever comes first. If an inning has started prior to the expiration of the time limit it will be completed. An inning begins as soon as the last out of the previous inning is made. No new inning shall start after 55 minutes have elapsed. The Head Umpire shall keep official time.
8. Officials shall notify each team at the 45 minute mark.
9. At the discretion of the Head Umpire, an official's time out for an injured player, prolonged conference, or protest shall not count as part of the time limit.

10. The winner of the game will be the team that scores the most runs in a regulation game. The score of a regulation game shall be the score at the end game.
11. A regulation game shall consist of six innings unless shortened due to the following:
 - a. A game shorted by the umpire will be considered “complete” if four or more full innings are played.
 - b. The umpire is empowered to call a game at any time due to time limit expiration, darkness, rain, or other reasons which put players or spectators in danger.
 - c. A tie game will be declared if the score is equal when the game is called:
 - i. after four or more complete innings
 - ii. In a tie game each team will be given a half win and half loss on their standings.
 - d. There will be a run rule in affect.
 - i. If a team is ahead by 15 or more runs after the third inning the game will be called. (If Home Team is ahead, the Visitors shall complete 3 full innings)
 - ii. If a team is ahead by 10 or more runs after the fourth inning the game will be called. (If Home Team is ahead, the Visitors shall complete 4 full innings)
 - iii. If a team is ahead by 8 or more runs after the fifth inning the game will be called. (If Home Team is ahead, the Visitors shall complete 5 full innings)

RULE 6: SUBSTITUTES:

1. A Defensive substitute from the dugout:
 - a. Shall only be made between innings, unless substituting for an injured/ill player.
 - b. The 10 players on the field may be moved around into any defensive position desired
 - c. The pitcher at the beginning of the inning may be replaced by any other defensive player on the field at the time of play. Pitcher “warm-up” will be permitted as described in Rule 13.5
2. All players that show up shall be on the kicking line up.
3. There are no Offensive Substitutions permitted as the kicking line up includes all the players. Exception for injured or ill players that make it safely to base:
 - a. An offensive player becomes injured or ill while safely on base, they may be replaced by a player of the same sex. This replacement player must be the previous player to have kicked before the injured/ill player and not already on base; or
 - b. When a legal player of the injured/ill players team of the same sex is not listed on the lineup is available, they may replace the injured/ill player.
 - c. For (a) and (b) above - Injured or ill offensive player may be replaced once during the game without risk of being scratched for the remainder of the game. During the same game, if the same offensive player becomes injured or ill and is replaced, they are scratched for the rest of the game.
 - d. For (a) and (b) above - If the umpire determines that the injury or illness is faked, or an attempt to replace base runners is made that is unsportsmanlike, that base runner will be called out.
4. Pick Up Players
 - a. A team short of the required players at start of game may “pick up” players registered on other teams to fill in the vacancies. Required number of players is 5 of one sex for Co-Ed Teams and 10 on Women’s Teams.
 - b. Once a team has reached their required players to start the game, no other “pick up” players may be added to the line up. Required number of players is 5 of one sex for Co-Ed Teams and 10 on Women’s Teams.
 - c. A player being “picked up” at game time and not listed on the team’s official roster may play:
 1. Offense – any allowable position on the line up.
 2. Defense - in the outfield only.
 - d. Those “pick up” players must be players of the current league, with all forms and fees submitted to the League Secretary and in good standings with the League.
 - e. Because there are only three (3) outfield positions, *see illustration 1*, there can not be more than three (3) “pick up” players on any team.
 - f. Once the team using “pick-up” players has reached the required number of players from their official roster, the “pick-up” players will be removed and replaced by the teams’ legal, registered players. The legal, registered player assumes the position on the offensive line-up card.

5. Co-Ed Teams must make substitutions for female players with other female players, and male players must be substituted with other male players.

RULE 7: PLAYER and COACH POSITIONS:

1. OFFENSIVE:

- a. Each team will submit a line up including 10 players.
- b. Each player that is present will be included in the kicking order. Example: If 8 are present, you have 8 in your batting order. If 13 are present, you have 13 in your batting order.
- c. When a team drops below 10 kickers, they must take an out each time that open spot comes up to kick. Players arrive after the game has started will be placed at the bottom of the kicking order.
- d. If you start the game with more than 10 kickers, and for any reason one of the players does not kick when it is their turn on the line up, that player must either
 - i. take an out for that turn; or
 - ii. be scratched from the line up for that game.

NOTE: Co-Ed Teams only – Your kicking line up must alternate a male and a female player. The exceptions will be:

- a. When a line up is submitted that has 11 or 13 players. The first and last on the line up will be allowed to be the same sex.
- b. When a line up has 12 or 14 and not an even number of same sex (i.e.: 7 of one and 5 of the other or 8 of one and 6 of the other), alternation of men and women must be made until the last of the line up.
- c. In exceptions (a) and (b) above, at no time shall there be more than 3 of any one sex be on the kicking lineup without a member of the opposite sex alternating.
- d. When a team is playing short, the open spot must maintain this alternation.

2. DEFENSIVE POSITIONS:

There will be 10 playing positions. They are 1) pitcher, 2) catcher, 3) 1st base, 4) 2nd base, 5) 3rd base, 6) front short, 7) back short, 8) left field, 9) center field, 10) right field.

Note: Co-Ed Teams –

- a. Shall use these defensive position numbers to make sure that all positions are alternating male and female players. Co-Ed Teams shall have all “odd” or all “even” number positions be played by one sex or another. (Playing example – Co-Ed Team “A” wants to have a male pitcher. All males playing defense while a male is pitching must field the “odd” number defensive positions: 1st Base, 3rd Base, Back Short and Center Field)
- b. In situations that have 6 of one sex and 4 of the other, the first eight (8) positions will be alternating male and female while the remaining two (2) outfield positions will not be altered. (Playing example – Team “A” has 6 males and 4 females for the night. The pitcher, 1st base, 3rd base and back short shall be of the same sex; the catcher, 2nd base, front short and left field shall be of the opposite sex; and Center field and Right field will be the remaining two players)

3. COACHES:

- a. May enter fair territory when:
 - 1) After the last out of a half inning and prior to the umpire starting the next half inning
 - 2) During a charged time out by either team
 - 3) To assist an injured player after the ball has been declared dead
 - 4) At no time shall a base coach touch a player during live play.

RULE 8: SCORING:

1. One run shall be scored each time a kicker becomes a runner and touches first base, second base, third base, and home plate.
2. A run shall not be scored by a runner who advances to home in which the third out of an inning is made as a result of:
 - a. the kicker/runner being put out before touching first base
 - b. any runner being forced out
 - c. a preceding runner being put out on an appeal play.

RULE 9: TIME OUTS:

1. Each team is allowed 2 one minute time outs per game. During the time outs, coaches and players on both teams may confer without penalty.
2. Once the umpire has called “play ball”, a time out may be charged if a team’s conference delays resumption of play.
3. Time outs may be called by either the offensive or defensive team.
4. A team will not be charged a time out when making a legal substitution.

RULE 10: OFFENSIVE INTERFERENCE & DEFENSIVE OBSTRUCTION:

1. Offensive Interference –
 - a. Equipment or the act of an offensive player, coach, umpire or spectator that denies a reasonable opportunity to play the ball.
 - b. The act may be intentional or unintentional and the ball must have been playable.
 - c. Dead Ball is immediately called and out may be given to interfering player or kicker-runner, as determined by the umpire making the call.
 - d. If both players' actions are appropriate to the situation and contact could not be avoided, it is inadvertent contact and neither interference nor obstruction.
2. Defensive Obstruction –
 - a. The act of a defensive team member that hinders or impedes a kicker's attempt to make contact with a pitched ball, or;
 - b. The act of a defensive team member that impedes the progress of a runner or kicker-runner who is legally running the bases, unless the fielder is in possession of the ball.
 - c. The pitcher may not leave the circle, the catcher may not cross the back of the kicker’s box and the defense can not cross the “hot line” before the ball is kicked. Any defensive player crossing solid or imaginary lines before the ball is kicked will be penalized under the obstruction rule.
 - d. The offensive player can not be called out while legally between the bases where obstruction occurred. Advancing to any additional bases will be the judgment of umpire making the call.
 - e. Delayed Dead Ball will be called by the umpire and all actions will be made when ball becomes dead.
 - f. The act may be intentional or unintentional.

RULE 12: STARTING PLAY/LIVE BALL/DEAD BALL:

1. The defensive team shall take the field. To start the game the pitcher will be allowed 5 warm-up pitches (only in the first inning). The umpire will begin by saying “play ball”.
2. The ball becomes dead and not in play when:
 - a. The ball is illegally kicked
 - b. A kicker makes no attempt to kick at a pitch
 - c. A foul ball is not caught
 - d. The offensive team causes interference
 - e. A blocked ball is declared dead. A “blocked ball” is one that is trapped under the foot by using the bottom of the shoe to block or trap the ball.
 - f. A pitched ball, not kicked by the kicker, is touched by the catcher
 - g. A no pitch is declared
3. The ball becomes dead when an umpire calls “time: The umpire shall call time when:
 - a. In his/her judgment conditions justify call time
 - b. An injury/illness occurs
 - c. A coach requests a time out
 - d. At the completion of each play and the pitcher gains possession of the ball. Only a runner off-base and IN FORWARD MOTION may attempt to proceed to the next base once the ball is controlled by the pitcher. Runners that have stopped must return to their prior base.

RULE 13: PITCHING:

1. The pitcher shall take position on the pitchers plate. At least one foot must be on the pitchers plate in order for the pitch to be considered legal. He/She must deliver the ball with one hand, releasing the ball below his/her waist toward home plate. The top of the ball must be released below the waist. A violation of this will be a ball called.
2. A strike is called by the umpire:

- a. When a legal pitch first touches the ground at least once in fair territory and any part of the ball enter any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The ball must clear the kicker's box.
 - b. When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits her other leg.
 - c. For each foul ball not caught.
 - d. When the legally pitched ball touches the kicker below the knee when the kicker is still in the kickers box. This is considered a foul ball.
3. A ball is called by the umpire:
- a. For each pitched ball which does not enter the strike zone and is not struck at by the kicker.
 - b. When a pitched ball bounces over home plate at a height such that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
 - c. For each pitched ball which does not first touch in fair territory and is not struck at by the kicker
 - d. For each illegal pitch.
 - e. For each pitched ball which does not clear the kicker's circle.
4. A no pitch shall be declared when:
- a. The pitcher pitches during a suspension of play.
 - b. The ball slips from the pitcher's hand during his/her swing back.
 - c. The pitcher pitches a quick return pitch.
 - d. The pitcher pitches before the umpire calls for the pitch.
5. If a new pitcher comes in after the game begins they will be awarded three warm up pitches. If a pitcher decides to walk a player intentionally, he/she may do so by notifying the umpire.
6. A team may intentionally walk a player by awarding them 1st base rather than pitching four (4) balls.

RULE 14: KICKING:

1. The kicker shall take position in the kicker's box with 20 seconds after the umpire has called "Kicker Up". The kicker shall not leave the kicker's box once the pitcher has begun her windup. Each player shall become a kicker in the order in which her name appears on the line up. The kicking order shall be the same and followed throughout the game.
2. The ball must be kicked, bunted or touched by using any part of the top, front or side of the foot, shoe or lower leg. Any ball first being touched by the bottom of the foot will be considered "blocked" or trapped. (Refer to Rule 12.2.e)
3. The kicker is out when:
 - a. A third strike is called.
 - b. He/She leaves the kicker's box during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the box and does NOT attempt to kick the ball he/she will have either a ball or strike called against him/her.
 - c. He/She attempts to bunt on the third strike and the ball goes foul two times.
 - d. Each player is allowed one (1) courtesy foul after the second strike is received. After strike two (2), and after two (2) more foul balls, the kicker is out.
 - e. He/She does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
 - f. He/She interferes with the catcher's ability to make a play.
4. The kicker becomes a runner when:
 - a. Ball four is called.
 - b. An infielder interferes with the pitch.
5. A legally kicked ball is fair when:
 - a. Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
 - b. It is on or over fair territory when bounding past the infield.
 - c. It first touches the white part of first, second, or third base.
 - d. It first touches on fair territory beyond first or third base.
6. The kicker/runner is out when:
 - a. He/She interferes with the catcher's ability to make a play.
 - b. He/She touches his/her own kicked fair ball, while he/she is in fair territory, before it touches a fielder.

- c. He/She is declared out for interference while running to first base.
 - d. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
 - e. While running to first, he/she is tagged or hit with the ball before reaching first base.
 - f. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
 - g. When he/she leaves the playing field. He/She cannot return back to a base.
7. The Infield Fly Rule will be in effect with these modifications:
- a. Co-Ed games – Any fly ball as determined by the umpire to be within the base lines and high enough to be routinely caught by an infielder;
 - b. Women games – Any fly ball as determined by the umpire to be within the pitcher’s arch and high enough to be routinely caught by an infielder.

RULE 15: RUNNING THE BASES:

1. Runners must touch the bases in legal order; first, second, third and home. If a player must return to touch a missed base he/she must do so by touching the bases in reverse order.
2. Two runners may not occupy the same base.
3. Once a player has touched home plate, or entered the dugout, he/she may not return to touch any other base.
4. Runners are entitled to advance when:
 - a. A caught fly ball is first touched.
 - b. A ball is overthrown into fair or foul territory and is not blocked.
 - c. A fair ball is legally kicked and not blocked.
 - d. A fair kicked ball or a live thrown ball strikes the umpire.
 - e. A fair ball strikes a runner while touching a base, providing he/she does not intentionally interfere with the ball or fielder.
5. The runner may leave the base when the ball is kicked. He/She must return to that base immediately after each pitch not kicked fair by the kicker. If he/she fails to stay on the base until the ball is kicked he/she becomes in jeopardy of being called out.
6. LEADOFFS or STEALING are not allowed. Penalty is an out.
7. A runner may advance bases when:
 - a. Forced to vacate a base because the kicker was awarded a base on balls.
 - b. A fielder contacts or catches a fair kicked ball or live thrown ball using any part of his/her uniform detached from its proper place on his/her person to assist her.
 - c. A live ball becomes a blocked ball.
8. If obstruction occurs, the base runner/runners shall be awarded one base.
9. Ground Rule Double and In Field Fly Rule will be in effect.
10. A runner must return to his/her base when:
 - a. A foul ball is illegally caught.
 - b. A kicker or runner is called out for interference. The other runners must return to the last base reached at the time of the interference.
 - c. An illegal kick is declared by the umpire.
11. The runner is out when:
 - a. In running to any base, he/she runs outside the base path, in regular or reversed order, to avoid being tagged or hit by a fielder.
 - b. He/She is touched with a live ball, while not in contact with the base.
 - c. He/She is legally hit with a thrown ball, below the neck on the back or below the waist on the front, while off a base.
 - d. He/She is forced out, by a fielder having possession of the ball while standing on the base.
 - e. He/She passes a runner in front of him/her.
 - f. He/She leaves her base to advance before a caught fly ball has been first touched by a fielder, provided the ball is returned to and legally held on that base or a fielder legally hits or tags the runner before he/she returns to his/her base.
 - g. He/She fails to touch the intervening base or bases in regular or reverse order and the ball is legally held on that base.
 - h. He/She interferes with a fielder.
 - i. He/She is touched by a fair kicked ball and is off the base.
 - j. He/She intentionally interferes with a live ball.
 - k. A coach physically assists him/her.
 - l. He/She leaves the base before the pitch crosses home plate.

12. Legal tag is one which the ball is thrown and it hits the runner on the back below the neck or on the front below the waist.
13. Being touched by a live ball while off base results in an out.
14. The runner is NOT out when:
 - a. He/She runs outside the base path to avoid interfering with a fielder fielding a kicked ball or that does not have possession of a ball.
 - b. He/She is touched with a ball that is not a live ball.
 - c. He/She is hit in the head with a thrown ball while off base. They will be safe to the base they were heading to at time of throw.

RULE 16: Rain-Outs/Weather Delays/ Make-Ups

1. All Rain-Outs must be made up at the earliest Make Up Date scheduled by League
2. Rain-Outs will be posted as soon as it is determined, please check League-Lineup
3. Make-Up games will be scheduled at the next open night, starting with Wednesdays, Thursdays, Fridays and Sundays.
4. Weather Delays once a game has started will be determined by the Plate Umpire. Any game that has completed 4 full innings and called by weather will be considered a complete game.
5. All games must be made up and completed prior to End of Season Tournament. If necessary, the scheduled tournament will be moved and/or rescheduled to accommodate all make ups
6. Any team failing to appear and play a scheduled make up game will forfeit that game.
7. Any requests and changes for make up games must come through the League and must include at least 1 league approved umpire.

RULE 17: Protesting A Game:

1. A game may be protested, after the game has started, under these conditions only:
 - a. Verification of Roster for Legal Players
 - b. Game results and final scores
2. For protests under Rule 17.1.a.:
 - a. The umpire will not stop or forfeit the game because of roster questions or concerns.
 - b. The game will be played under all other league rules and results will be submitted as if no protest is being made.
 - c. The actual line up turned in by the protesting team or game umpire must be submitted to PARD Office, along with written reason for protest, no later than two (2) working days after game being protested.
 - d. Any protest made must be resolved prior to end of regular season and before End of Season Tournament.
 - e. If PARD Office does not have adequate time to review protest before end of season, the game results stand as played.
 - f. The PARD Office will review the submissions of evidence presented.
 - g. The PARD Office will make final ruling on any protest – which could lead to forfeiture of game, team suspension or expulsion from league.
3. For protests under Rule 17.1.b.:
 - a. Game results are defined as which team won and which team lost.
 - b. The Home Team is responsible for submission of game results immediately after game (Rule 5:6.e.)
 - c. The game umpire may also submit game results.
 - d. Protest involving game results will be settled by confirming the results submitted by the Home Team. It is the responsibility of the Visiting Team to make sure the scores are correct during the game, checking with the umpire, and double checking after game. Visiting teams may submit game results to PARD Office as well.
 - e. Final scores are important to breaking ties in league standings, and must be submitted with game results. Protest involving final scores will be settled the same way as game results.

RULE 18: End of Season Tournament:

1. All Teams will be scheduled to play in the End of Season Tournament.
2. Teams must play their tournament games with only the legal players on the roster of their last 2 regular season games.
3. Legal players that have not paid their season fees will not be eligible to play in tournament.

4. Players are to wear the League-issued shirt for the team they are playing for. Every shirt shall have a number on the back matching the number on the line up and team roster.
5. No “pick up” players may be used during the tournament.
6. All regular season games not completed before the tournament will result in split points, or ties.
7. Seeding into the tournament will be based on season’s final standings. When a tie exists:
 - a. First tie breaker is head-to-head games;
 - b. Second tie breaker is most offensive runs scored during those head-to-head games;
 - c. Third tie breaker is fewest defensive runs allowed during those head-to-head games;
 - d. Forth and final tie breaker is a coin flip
8. Each game will be 6 innings or 60 minutes long, using same timing rules as regular season.
9. Each Team shall be ready to play 30 minutes before scheduled game time. Each team shall be warmed up and ready to play when umpire calls for “Coaches”.
10. Tie at end of regulation will be played out in “Progressive International Tie Breaker”. The first extra inning, the offensive player that kicked last during the previous inning starts off on second base for each team. The second extra inning, the last 2 offensive kickers start out on 2nd and 3rd Base for each team. The third and all subsequent extra innings, the last 3 offensive kickers start out on each base for each team until a team has won.
11. Run Rule 5.10.d. of 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings will be in effect.
12. Home Team will be determined before each game with a coin flip.
13. Awards will be determined by the League Committee before the season starts based on number of teams.
14. When rain-outs or poor field conditions occur during the End of Season Tournament, the PARD League Office and/or Tournament Director will schedule make up games as follows:
 - a. Shorten game time/innings; or
 - b. Re-arrange game times for same weekend as scheduled; or
 - c. Play games during the following week as field schedule permits; or
 - d. Play games on the following weekend as field schedule permits; or
 - e. Call off tournament and present awards/trophies based on season standings with remaining teams in un-finished tournament.

