KYLE PARKS & RECREATION DEPARTMENT
ADULT KICKBALL LEAGUE
OFFICIAL RULES

REVISED 5.6.14

~Indicates rule changes since last season~

Mission Statement – to provide a safe and friendly recreational opportunity for all

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. The Kyle PARD reserves the right to amend, edit or adjust any and all rules of the league at any time to protect the best interest of the players, teams and league.

The Kyle Parks & Recreation Department reserves the right to limit or refuse participation to person(s) that do not demonstrate adherence to Players Contract, that contribute to the degradation of the league or display unsportsmanlike behavior to other teams, players and league officials.

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 (Players and Coaches) in this league must be on a roster before playing, practicing or being on the field participating in any capacity.
4. A Players Committee consisting of 1 player from each team will be formed to review concerns and recommend actions.

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. Uniforms will be the option of each team, however, if uniform is worn, they shall all be matching uniforms and it is recommended that the shirt have the player's name and/or number on the back to identify that the player is on the team's roster.
4. 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. 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 five (5) teams in a division. The League has a maximum number of 32 teams for Women's and 32 teams for Co-Ed. In the event that more than 32 teams submit forms, the first 32 teams meeting the criteria of Rule 3.8.(a) – (f) below will be accepted.
3. In the event that more than twelve (12) teams register for a division, the division may be split into two sub-divisions.
    a. Competitive Division –
        i. Made up of teams that wish to play at a higher, more competitive level; and may be
        ii. Teams that have a majority of players that finished 1st, 2nd or 3rd in the same Division (Women's or Co-E) during any of the previous three seasons (Winter, Spring or Summer)
    b. Recreational Division –
        i. Made up of all teams if the amount of teams per season registered are not enough to divide into two sub-divisions.
        ii. Made up of teams that wish to play at a recreational level; and may be

iii. Teams that are newly formed and/or that the majority of the players have not finished 1st, 2nd or 3rd in the same Division (Women's or Co-E) during any of the previous three seasons (Winter, Spring or Summer)

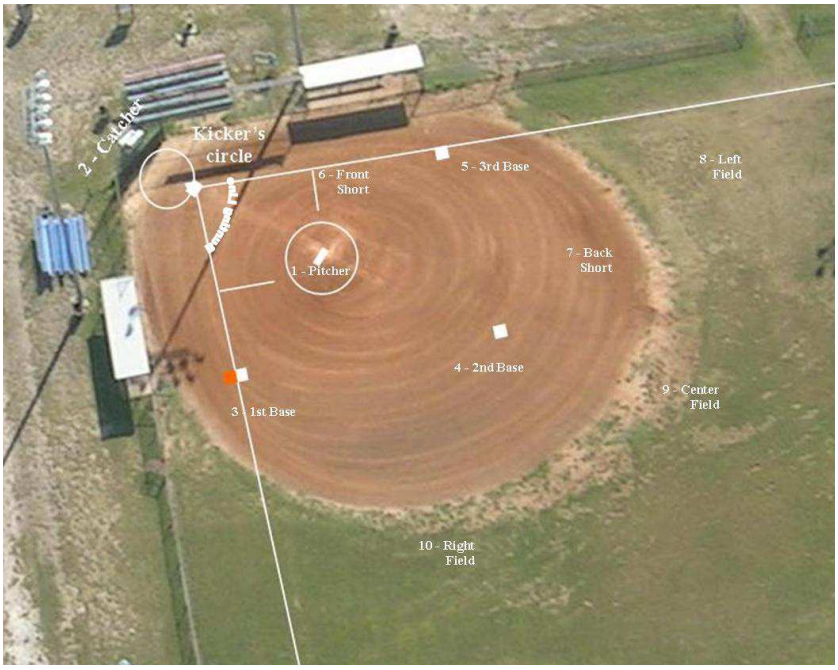
c. Number of teams in each sub-division will be determined by PARD Office.

4. A team shall consist of a minimum of ten (10) players but no more than sixteen (16) players.
5. **All players must be at least eighteen (18) years of age** the day the team players their first game of the season. Liability issues do not allow exceptions.
6. All players must be on a roster before participating in any team practices, scrimmages, games or tournaments. To be placed on a roster, the team must have submitted the Team Form and paid the team fee before team registration deadline. The participant must have submitted the Participant's Form which includes the participant's information, participant contract and release of liability.
7. "Legal Players" are players that have completed and submitted their forms and are listed on the team's roster.
8. If a non-legal player plays on a team, that team is at risk of forfeiting game(s) that player played. This action may come from a protest from any other team or PARD official.
9. Registration & Fees
    a. All registration fees must be paid and receipted in the Kyle PARD office.
    b. Team Registration Forms must be received prior to Team Registration Deadline set and published by the PARD Office. These forms must be complete with at least 10 players.
    c. The participants listed on Team Registration Form must submit a Participant Registration Form.
    d. Fees will be per team, not player.
    e. Only teams with complete Team Registration Forms and complete fees submitted on or before the Team Registration & Payment Deadline will be in the league.
    f. The League reserves the right to accept or reject any team from joining the league due to fees, contracts, behavior in previous seasons or other reasons that would not ensure the safety and enjoyment of all participating in the league.
    g. There will be no refunds or credits after league has officially started. This official start date may be before games played. The official start date will be posted prior to Team Registration Deadline.
    h. Season shortened and games not played due to weather or other non-preventable conditions will not result in partial refunds or credits.
10. 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.
11. 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.
12. Add/Drop Procedure must be through the Kyle PARD.
13. Players may not transfer to other teams within the same League (Women's or Co-Ed) after the season begins unless released by team manager/head coach and approved by PARD.
14. Players that consistently break the terms of the Player Contract may be expelled from the League.
15. 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.
16. A majority of the team must be present at game time or the team will have to forfeit the game. A majority is 6 members listed on the team's roster.
17. All players added after the season begins, will have to follow the add/drop procedure in order to play.
18. No new player may be added, under any circumstances, after 5:00pm the day of the 11th regular season game. Final team rosters at beginning of 11th regular season game will be the official team roster for end of season tournament.
19. Teams must play their tournament games with only the legal players on the roster of their 11th and 12th regular season game.
20. Blood Rule – any player or person on the playing field or in the dugout with an open sore, cut or injury with visible blood will need to leave the playing field and/or dugout immediately. Due to the risk of blood borne infections, visible blood on person or clothing will not be permitted on the playing field or in the dugout. If wound is covered and the clothing is cleaned (with hydrogen peroxide or bleach) and free of blood stains, the player or participant may return to the dugout and/or playing field.

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, except for Rule 14.5.c.
3. Pitcher's circle as described in Kickball Official Rules of the Game 2008, with revisions, as published on www.kickball.com.

4. A 9’ diameter Kicker’s circle will be marked.
5. A 3’ Bunting Line will be marked.
6. Each team is responsible for keeping the park clean by cleaning up the dugout after every game and maintenance of the field.
7. 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.
8. When games are played on shared fields, such as Gregg-Clarke Park’s Sports Complex, and two or more games are being played at the same time, it is very possible that a live ball will enter another games’ field. When this happens:
    a. All efforts need to be made to not interfere with a live ball from another field;
    b. If a player from another field touches a live ball, the base runner will be awarded 2-bases from the point she was when the ball was first touched by that player;
    c. Play will not be stopped on one field if a ball from another field enters that field until a dead ball situation unless, in the umpire’s judgment, the errant ball caused an unfair situation. In this case, the umpire shall declare an immediate “dead-ball” and award the play accordingly.
9. No Player or Coach shall intentionally remove or alter the marked lines on the playing field. This includes the kicker’s circle, 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.
10. See “Illustration 1” below for field markings (not to scale).



(Illustration 1)

RULE 5: THE GAME:

1. For games played on Fields # 1 – 4 at Gregg-Clarke Park’s Sports Complex, no alcohol is permitted inside the walking trail. This rule goes for all players, spectators and guests during games. Teams may have to forfeit their games if this rule is violated by their spectators, players or coaches.
2. No alcohol, in any form, will be permitted on the playing field, in the dugout, or consumed by any player before or during their scheduled game. Violation of the “No Alcohol” rule will result in forfeiture of game. The “before” includes double-headers and tournament. Legal consumption of alcohol may be enjoyed <u>after</u> the team’s last game of day.
3. 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 (except Rule 2:3)

iii. If uniform is worn, the shirt must have a name and/or number that matches the line up turned in at pre-game.
   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
4. 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
5. The Official kickball used in all Women's Division Games and Tournaments shall be the 8 ½" yellow Mikasa or WAKA Approved Kickball.
6. 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.
7. The home team:
   a. shall be listed on League Line-Up
   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
8. 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 45 minutes have elapsed. The Head Umpire shall keep official time.
9. Any changes in schedules initiated by teams must be completely approved and rescheduled through the PARD office by 5:00pm the day before the scheduled game in question. The process for changing posted game schedules is to first contact the PARD office and they will assist with the request. Both teams must agree before changes made, except changes initiated by PARD.
10. Officials shall notify each team at the 45 minute mark.
11. 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.
12. 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.
13. 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 delay a game at any time due to time limit expiration, darkness, rain, or other reasons which put players or spectators in danger.
   c. In the event that rain, weather or other reason to delay the game, the umpire may suspend the game. A delayed game will be resumed or restarted at another date as scheduled by the League. Any game resumed on a date other than the original schedule will be started after the last completed inning. The kicking order will resume with the top of the order on the line up card submitted at the resumed/restarted game. All scores will remain 'as is' through the last completed inning. A restarted game will be scheduled to complete all 6 innings unless delayed again, at which time the "4 innings=complete game" will be used. If the League ends the season with no chance of finishing the game, the game will be considered a tie for purposes of seeding.
   d. 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.
   e. 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. If the scratched player is listed in the top 10 on the line up, they must be replaced with a player of the same sex from players listed on the line up in positions 11-16, with a legal "pick up" player of the same sex or the space will be considered "vacant" and the team may be subject to taking an out each time that 'vacant' position is up to kick.
    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 POSTITIONS:

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, 13 or 15 players, the first and last on the line up will be allowed to be the same sex.

b. When a lineup has 12, 14 or 16 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 2 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 with outs as needed.
e. Open spots on line up to keep the alternating sex must be given an out.

2. DEFENSIVE POSITIONS:
   a. 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.
   b. No outfielder may be positioned closer to home plate than any infielder until the ball is kicked.
   Note: Co-Ed Teams –
   c. 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)
   d. In situations that have 6 of one sex and 4 of the other, all positions must be alternating male and female or the position must be vacant. You may not have more than 2 of the same sex in the outfield or more than 4 of the same sex in the infield.

3. COACHES**:**
   May enter fair territory when:
   a. After the last out of a half inning and prior to the umpire starting the next half inning
   b. During a charged time out by either team
   c. To assist an injured player after the ball has been declared dead
   d. 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 11: 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 and the ball is not touched by the kicker while in the box.
    c. A foul ball is not caught
    d. While in the circle, the kicker is touched with a kicked ball – resulting in a "double kick".
    e. The offensive team causes interference
    f. 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.
    g. A pitched ball, not kicked by the kicker, is touched by the catcher
    h. 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 12: PITCHING:

1. The pitcher may take two steps prior to release of the ball (ex. A bowling movement). 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 with their palm faced up toward home plate. The top of the ball must be released below the waist. A violation of this will be a ball called.
   Note: Competitive Sub-Divisions (When sub-divisions are created): 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 twice in fair territory and any part of the ball enters 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 circle.
       Note: For Competitive Sub-Division (When sub-divisions are created): When a legal pitch first touches the ground at least once in fair territory and any part of the ball enters 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 circle.
    b. When a legally pitched ball is kicked at and missed by the kicker.
    c. For each foul ball not caught.
3. A foul ball is called by the umpire:
    a. When a legally kicked ball is in, on or over foul territory when touched by a defensive player.
    b. The kicker's attacking leg misses the ball and the ball hits her other leg and the ball does not remain in fair territory.
    c. When the legally pitched ball touches the kicker when the kicker is still in the kickers box and the ball does not remain in fair territory.
    d. Exception – when kicker has 2 strikes and a "foul ball" is ruled, the kicker receives a "courtesy" and the kicker is permitted another pitch. However, the next "foul ball", dead ball or strike during this at-kick results in an out.

4. 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.
5. 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.
6. 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.
7. Intentional Walks:
    a. A team may intentionally walk a player rather than pitching four (4) balls by simply telling the umpire that the kicker in the box is walked.
    b. A pitched ball that does not cross over or roll within the kickers box, or an illegal pitch, more than once during an "at-kick", preventing the kicker an opportunity to kick.
    c. Intentional walk to a female player allows kicker/runner advancement to 1st base.
    d. Intentional walk to a male player allows kicker/runner advancement to 2nd base.
    e. Other base-runners move to other bases only if forced to move. (ex: a base runner on second when a male kicker is intentionally walked will only move to third base)

RULE 13: KICKING:

1. The kicker shall take position in the kicker's circle with 20 seconds after the umpire has called "Kicker Up". The kicker shall not leave the kicker's circle once the pitcher has begun his/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. A "courtesy" kick will be granted on the first foul ball kicked with 2 strikes. The kicker will be out if the kicked ball goes foul after the courtesy.
    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. When touched by the kicked ball, before the ball touches a defensive player, and the kicker is completely out of the kickers circle.
    f. He/She does not enter the kicker's circle within 20 seconds of the umpire calling "kicker up".
    g. 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.
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 14: 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. A kicker-runner may over-run first base and may return to first base without risk of being out if the runner returns to first base without making an attempt to advance to second base. Turning in or out after over-running first base, or returning to first base in fair territory does not affect the play. If, however, in the judgment of the umpire, an attempt was made to advance to second base, the runner is at risk of being tagged out.
4. Once a player has touched home plate, or entered the dugout, he/she may not return to touch any other base.
5. 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 he ball or fielder.
6. 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.
7. LEADOFFS or STEALING are not allowed. Penalty is an out.
8. 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 form its proper place on his/her person to assist her.
    c. A live ball becomes a blocked ball.
9. If obstruction occurs, it shall be the judgment of the umpire to award the base runner/runners the base(s) they are entitled to.
10. Ground Rule Double Rule will be in effect.
11. 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.
12. 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/belly on the front, while off a base. ***Exception***:
        i. This rule will be applied when the runner is in the normal "standing" position. If the runner bends, slides or falls and the position of the runner falls below the "standing" position, the runner is at risk of being out if hit. It will be the judgment of the umpire as to where the ball hit the runner if the runner was in "standing" position.
        ii. Arms are not considered back or waist. Any part of the arm may be touched with the ball and the runner is considered out.
    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. If properly appealed, 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. If properly appealed, 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 ball is kicked.

13. 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.
14. Being touched by a live ball while off base results in an out.
15. 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. ***Exception***: This rule will be applied when the head is in the normal "standing" position. If the runner bends, slides or falls and the position of the head falls below the "standing" position, the runner is at risk of being out if hit in the head.

RULE 15: 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 16: 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 16.1.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. Protest may be initiated by any player, team, official or PARD
    g. The PARD Office will review the submissions of evidence presented.
    h. 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 16.1.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 and/or league administrator 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 17: Player's Committee, Complaints, and Appeals:

1. **Player's Committee:** The Player's Committee consists of 1 player from each team and 1 staff member. There will be two divisions of the Player's Committee; one committee from the Women's Division and one committee from the Co-Ed Division. This Committee will be formed each season to review concerns and recommend actions.
    a. The Women's Committee will review concerns/complaints from the Co-Ed Division and will recommend actions. The Women's Committee will meet as needed on the nights of their scheduled games.
    b. The Co-Ed Division will review concerns/complaints from the Women's Division and recommend actions. The Co-Ed Division will meet as needed on the nights of their scheduled games.
2. **Complaints:** All complaints against players and/or coaches must come from the Coach/Manager from their respective team. Umpires and staff can also submit complaints. Complaints must be received by email or faxed within 2 working days of the incident. If the complaint is a conduct offense, the complaint will be sent to the Player's Committee for review and recommendation.
    a. **Conduct Complaints**: All recommendations from the Player's Committee will be made on a case by case basis. Examples of conduct complaints and recommendations from Player's Committee:
        i. Threats to Umpires/Coaches/Players (Threats = physical or verbal acts of harm) Recommendations:
        -1st offense: Suspended for season
        -2nd offense: Suspended for 1 year or league completely
        ii. Excessive arguing/badgering recommendations:
        -1st offense: Suspended for 2 games (to include being a pick up player)
        -2nd offense: Suspended for season
        -3rd offense: Suspended for 1 year or league completely
        iii. Disorderly conduct
        Recommendations:
        -1st offense: Suspended for 2 games
        -2nd offense: Whole team suspended for 1 game

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. No "pick up" players may be used during the tournament.
4. All regular season games not completed before the tournament will result in split points, or ties.
5. No protest permitted for Rule 17.1.a after the last out of the game. Any protest for this issue must be made before or during the game with the tournament official. All results are final after the last out of the game.
6. Seeding into the tournament will be based on regular season's final standings. Each win is worth 2 points and each tie is worth 1 point. The teams will be seeded based on the total number of points. 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
7. Each game will be 40 minutes long, finish the inning as needed, or 6 innings whichever comes first. If the home team is ahead after time has expired, the game will end after the visiting team has completed its top-half of the inning. Plate umpire will keep official game time unless time is kept by tournament officials.
8. **Coin flip for home/visitors will take place 30 minutes before scheduled game time at the tournament check-in/headquarters located behind Field # 4 in the future concession stand. At the coin flip, line ups shall be turned in as well.** The option for the call of heads or tails will be given to the highest seeded team. In the event that both teams do not show up 30 minutes prior to their scheduled game, the home/visitor option will be awarded to the team representative that is present. The exception to this rule will be when teams are playing back-to-back. The Coin flip will take place at conclusion of game and moving dugouts are not required – the winning team can remain in current dugout or move to 3rd base if they win the flip. During this time rosters will be checked by the league administrator or their designee. No players may be added to this roster once it is signed by the league administrator or their designee.
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".
    a. 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.
    b. During these PITB extra innings, all kickers will start with a 1 Ball and 1 Strike count
11. Run Rule 5.10.d. of 10 runs after 3 innings and 8 runs after 4 innings will be in effect.
12. Home Team will be determined before each game with a coin flip.
13. "If Game" occurs when the undefeated team in the winner's bracket looses to the once-defeated team in the loser's bracket in the Championship Game. The "If Game" will be played by these rules:
    a. Home Team will be the team that was the visitors during the previous Championship Game – teams reverse Home-Visitors for this game eliminating the need to flip;
    b. Game will start when umpires call "Play Ball", approx 5 minutes at conclusion of previous game;
    c. Game shortened to 4 innings or 45 minutes, which ever comes first;
    d. All innings played in "If Game" will use the base runners as described in Rule 18.10.a. and pitch count as described in Rule 18.10.b. of "Progressive International Tie Breaker". The first inning base runner will be the last person listed on the line up.
14. Awards will be determined by the League Committee before the season starts based on number of teams. Awards not picked up after 30 days from end of season will not be handed out.
15. 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.