



City of Arlington Parks and Recreation
Adult Sport Rules: Kickball

General Information

- **Game Schedules** are available at www.teamsideline/arlington.com
- **Contact:** 817-459-5463
- Sports Rainout Line 817-459-6697; updated by 3:30pm each day
 - If games have been canceled due to weather problems, it is your responsibility to contact the Sports Office for your newly rescheduled game time and date. All efforts will be made to reschedule games for the same day of the week as your regular games. No refunds will be made except when leagues are filled or are cancelled by the Parks & Recreation Department, nor will refunds be given once schedules are posted or after registration day. Be prepared to play rain-out games whenever or wherever scheduled.
- The City of Arlington Parks and Recreation Department reserves the right to add, delete or amend the rules and regulations at any time for the betterment of the program and reserves the right to approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities and reserves the right to remove teams from play for failure to complete financial obligations, failure to notify League administrators of intent to forfeit games, un-sportsmanship actions displayed during play, roster violations, and/or any other actions deemed detrimental to the league and reserves the right to combine or open leagues to allow more teams to register and to avoid canceling leagues.
- The Parks and Recreation Department routinely takes photos and/or video of participants and visitors in our programs and facilities for promotional purposes. Please be aware that by participating or utilizing our facility, you are granting the City of Arlington and its agents the right to use and publish your image or your minor children's image, and that no monetary remuneration will be given.

Eligibility & Rosters

- It is the team captain's responsibility to submit a completed roster, and all players must sign the roster to play.
- Players must be 18 years of age or older prior to the start of league play and all players must carry a current picture I.D. with them during league games to be considered an eligible player. Minors are subject to approval with a Minor Consent Form.
- Players will not be allowed to play on more than one team in the same league during a season. If a player's name is found on two teams, the player shall belong to the team they play for first.
- Rosters must be turned into the Athletic Office or to the scorekeeper prior to the first game. If rosters are not turned in prior to the start of the first game, the result will be a forfeit of the first league game and all future games until a roster is submitted. All information on the roster form must be complete for the player listed to be considered part of the team.
- Roster changes will be allowed until the 3rd game of play. After that, no roster changes will be allowed. Any team caught playing an individual who is not on their roster will forfeit all games in which the illegal player played if the opposing team protests.
- Teams who have won their division 3 consecutive seasons must move to the next level of play if available.
- All league teams will be allowed to have a maximum number of 20 players.
- For Coed, males may not exceed the number of females on the field/court, but females may exceed males.

Equipment & Uniforms

- Referees may ban any equipment that they deem as unsafe or illegal and jewelry may not be worn at any time during the game.
- Players must wear shoes that are designed for their sports and playing surface. For indoor courts, no turf shoes or other black-soled shoes will be allowed. Players may not play in slides, metal cleats, barefooted or in socks
- If two teams playing each other have the same jersey color game, the Home Team will be responsible for changing colors.
- The City of Arlington Parks & Recreation will provide the official game ball unless both captains and officials agree on a game ball
- No electronic devices are allowed on the field/court of play (headphones, tablets, go pro, etc.)

Awards

- League awards will be given out to first place teams

Conduct & Discipline

- **Removal:** At the discretion of the officials or staff, a player or coach may be removed from the game for minor infractions. Note: Removals will require the player/coach to leave the facility/park, but no additional team penalties, or suspensions will be issued.
- **Ejections:** At the discretion of the referee or staff, a player, coach, or spectator may be ejected from the game for any unsportsmanlike conduct (to include the consumption of alcohol). Note: Players, coaches or spectators who have been ejected or suspended must leave the facility and grounds immediately and not return to any Arlington Adult League until the completion of the suspension.



- **Protests** based upon player eligibility will be allowed before the game and rules interpretations will be allowed during the game
 - **Player Eligibility Protests** must be executed in the following manner: Notify the official verbally before the game begins that the match/game is under protest. The match will not be played, player eligibility will be verified at that time for all players on both teams and a result will be determined. If all players are eligible, the team that protested will receive a loss. If any player is found to be an illegal/ineligible player, that team will receive a loss. If both teams have ineligible players, it will be ruled a double forfeit.
 - **Rule Interpretations Protest** must be executed in the following manner: Notify the scorekeeper immediately after the play/call to make a note on the score sheet as to what rule interpretation is being protested. Notify the officials that the game is being played under protest and the game will continue. The League Administrator or his/her designee will rule on all protests after the game.

Game Structure

- **Standings and Playoffs:** Playoffs will be awarded to the top teams depending on the number of teams in that league. If the league has less than 4 teams, the top 2 teams advance; if 3-5 teams, top 3 teams advance; if 6+ teams, top 4 advance
- **Tiebreakers:** All tie breaker situations will be resolved in the following manner:
 - Winning percentage
 - Head-to-head
 - Head-to-head Differential
 - Total Points/Runs For
 - Total Points/Runs Against
 - Total Points/Runs Differential
- **Forfeits:** If a team forfeits two league games during the season the team will be dropped from the league with no refund of entry fees. All teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original night will not apply to the number of forfeits.
- **Blood Rule:** a player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time (official's judgment), the individual will not have to leave the game. Uniform rule violations will not be enforced if a uniform change is required. The official shall stop the game and allow treatment if injured person would affect the continuation of play. The official will immediately call a coach or other authorized person to assist the injured player. The rules of the game regarding substitutions, re-entry, and short-handed player will apply, if necessary.

Playing Rules

- **Rosters & Lineups** must be legibly filled out listing each player in batting order and be turned into the scorekeeper at least two minutes prior to scheduled game time (line-ups must indicate last name, first name and the jersey number).
- **Start Time:** All games will start at scheduled game time and if team(s) are not ready to play at the scheduled game time it will be a forfeit. No timeouts may be used prior to the start of the official game. At Game time coach must deliver line-up and game balls to the Umpire. If the team is still short players (must have at least 6), the team shorthanded will then become the visiting team and the game will begin. The game will be forfeited at 40 minutes remaining if the shorthanded has not acquired a legal number of players
- **Game Time:** 7 Innings or 45 minutes with a running clock and the game clock will begin at the completion of the pre-game meeting. Any inning that has started when time expires shall be completed. No inning shall begin after 45 minutes time has expired except in the case of a tie. A new inning begins after the final out of the previous inning. The scoreboard shall be considered the official clock. In the event the scoreboard is inoperable, the watch of either umpire will be considered the official clock. Managers are urged to synchronize watches with the scoreboard or umpire's watch before the beginning of the game. Teams must have a minimum of 6 players (3 male/3 female) to start and finish a game.
- **Extra Innings:** All leagues will play an extra inning of 1 pitch with no foul. The extra inning will start with a runner at 2nd base who will be determined by the last kicker of the previous inning. This will continue until a winner is determined
- **Dugout:** The home team will be the first team listed on the schedule and will occupy the first base dugout
- **Pitching, Catching & Defense Boundaries**
 - Each team will pitch to their own kickers. Teams will get 2 pitches. The pitcher must release the ball by hand while in contact with the pitching rubber. The Pitcher will not interfere with the defensive team. If the pitcher hinders play a foul ball will be called.
 - The catcher must field behind the kicker and cannot cross home plate or the kicker until the ball is kicked.



- No fielder may cross the 1st base – 3rd base line until the ball is kicked, however, a player may play the pitcher position behind the pitching rubber. No outfielder may play on the infield until the ball is kicked. If because of a player crossing a line too early, they can tag or throw out a runner, the umpire may rule the runner safe.
- **Kicking:** Each Kicker will have two attempts to kick the ball fair.
 - All kicks must occur at or behind home plate. If any portion of the kicker's plant foot is touching home plate, the kick is legal. If the entire plant foot goes beyond home plate, the kick will be illegal and called a strike. Balls and strikes will not be called since each team supplies their own pitcher. Kickers will have two attempts to kick the ball in fair territory. Second foul ball after attempt will be an out.
 - Teams may kick all available kickers at game time. The kicking order must alternate male/female or female/male, except when women exceed men, but at no time can two males kick back-to-back. If additional players are not in the starting lineup, an unlimited substitution rule will apply. However, all substitutions must always be male for male, female for female or female for male, for both the defensive lineup and the kicking. Teams must kick all the way through the lineup.
- **Foul**
 - A kick landing out of bounds without returning on its own to fair territory before being touched or before passing the foul lines.
 - A kick landing in bounds but traveling out of bounds on its own at any time before being touched or before reaching first or third base.
 - A kicked ball touched or stopped by the kicker in foul territory after the initial kick.
 - A kicked ball in flight over foul territory touched by a fielder and not caught.
 - If a pitcher hinders a defensive players ability to make a play.
 - Males must kick the ball past the 1st-3rd base line. Females must kick the ball to the pitcher's mound. Kicks must be a full extension kick. "Scoot kicking (bunting) is not allowed" Any kick that does not reach the respective line will be considered a foul ball once it comes to a complete stop. If the ball is fielded before it reaches this line, it is in play and considered fair. Bunting is illegal despite having a gender line any attempt to non-kick the ball will be a strike at the umpire's discretion.
- **Base Running**
 - Leadoffs or stealing is not allowed. The runner must remain on the base until the ball is kicked.
 - A runner will be called out if they are hit or touched with a ball below the shoulders, while not on a base. Any upright runner hit below the shoulders with a thrown ball is declared safe and awarded an extra base. If a runner intentionally uses their head to block the ball (umpire discretion) they will be out. Umpires have discretion on any ball thrown hard when the defender is close to the runner or if malice is detected, regardless of what position the runner is in. The result will be runner safe and awarded an additional base and aggressive player removed from the defensive play.
 - A runner will be called out if they are hit anywhere with a ball kicked by the kicker (teammate).
 - Overthrow rule applies only if the ball travels out of play. Out of play occurs when the ball goes into a dugout, over the fence in foul territory, into a designated out of play area or contacts an object or area outside of the field, such as a tree, a body of water, a sidewalk, etc. Runner(s) advance to the base enroute, plus one, when the overthrow occurs, not when the overthrow is called. All other overthrows are live balls
 - Runners cannot slide into bases.
 - Infield fly (only called when dropped on purpose) – (Is a dead ball and an automatic out). The play is dead when called.
 - American Disability Act Rule: This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1990. As a result of the player's disability, the player can play either offense or defense. A courtesy runner will be used for this player once the player has reached first base. The courtesy runner shall be any player on the roster. The same rule applies as in a courtesy runner.
- **Rosters:** Teams must have a minimum of 10 players (5 men & 5 women) on their official team roster.