

# ADULT KICKBALL

Atoka Adult Kickball League  
Rules & Regulations



**Atoka Parks & Recreation**

Revised 7/13/2017



### **HIGHLIGHTED PARK RULES**

- General park rules for Nancy Lane park remain in effect for all Atoka Parks & Recreation programs.
- General park rules are located at the entrance of the park.

### **SPORTSMANSHIP**

**Atoka Parks & Recreation enforces a zero tolerance policy regarding unsportsmanlike conduct.**

- A. Umpires may or may not issue warnings for unsportsmanlike conduct, depending on the severity of the action.
- B. For repeated offenses or serious offenses, umpires may eject a player, players, spectators or an entire team.
- C. Serious offenses include, but are not limited to:
  - Intentional unwanted physical contact with opposing players. Player must make the umpires aware if he or she feels any contact as unwarranted.
  - Physical violence or threats of physical violence.
  - Intentionally causing or attempting to cause an injury to an opponent.
  - Taunting and/or using profanity.
- D. Ejected teams or teams that have less than the minimum number of players due to ejection will result in a forfeit.
  - Ejected players must leave the field and the park immediately, or they are at risk of additional disciplinary action. Ejected players not leaving the facilities also put his or her team at risk of forfeiting the game, if he or she does not leave the facilities when instructed.
  - An ejection constitutes removal from the park for the remainder of that evening's activities. I.E. a player ejected from the first game of a double header is also ejected from the second game of that same double header.
  - Ejected players must serve a mandatory one week suspension (1 double header, 2 games), which will be served at the next regularly scheduled games. In the event the next regularly scheduled games are canceled or the team has a bye week, the suspension will be served at the first week of play following the ejection.

**Teams are expected to police their fans, family, supporters or spectators.**

- A. At no time are fans to interject themselves in the game.
- B. At no time are fans to argue with the umpire or opposing teams.
- C. Any fans that are unruly, a source of controversy, or aggressive towards players, umpires, fans, etc. will be ejected from the ballpark.
- D. If they refuse to follow the rules, the team that they are obviously there to support will be forfeited from the game.

# Atoka Parks & Recreation

## Atoka Adult Kickball League

ENTRY FEE: \$200 – Team, or \$25 - Individual  
Number of Games: 12 Game Guaranteed, plus Tournament

League Contact:  
Cassi Yates – Program Coordinator  
[cyates@townofatoka.com](mailto:cyates@townofatoka.com)  
Office: 901-837-5313

### Adult Kickball Rules & Regulations

These rules shall govern play of the Atoka Kickball League. The Atoka Parks & Recreation staff reserve the right to make any decisions on any ruling not specifically addressed in these rules and regulations. Players and captains are required and responsible to know and understand all rules, regulations, policies, and procedures. Every player in the league, whose name appears on the roster form, is in agreement and will abide by these rules and regulations, will follow each policy and procedure, and will conduct themselves in the appropriate manner set forth in these rules, regulations, policies and procedures.

1. LEAGUE	BASES	PITCHING RUBBER	INNINGS+	TIME++	GAME+++
COED	60 feet	43 feet	5 innings	1 hour	3 innings

+A complete game consists of 5 innings.

++TIME takes precedence over innings. Once time has expired, the game will end upon completion of the current inning.

+++GAME refers to the number of innings required for a LEGAL GAME, which applies to suspended games (weather, lighting, etc.).

#### 2. ELIGIBILITY

- A. All teams are required to turn in a roster before they play any game of the regular season. No team will be allowed to participate until a roster sheet is filled out correctly and turned in to the Program Coordinator. Teams may add or delete players, as they see fit, until the third (3<sup>rd</sup>) played game. Once the third game has been played, no roster changes will be allowed.
- B. There is no maximum number of players a team may put on their roster.
- C. No players may participate on two different teams in the same season.
- D. Teams using illegal players will forfeit that game in question.

#### 3. PARKS & RECREATION STAFF

The Atoka Kickball League will be supervised and administered by the Town of Atoka Parks & Recreation Department. For any questions, comments, complaints, rule interpretations, or to settle a dispute, locate a staff member at the field or contact:

<b>Cliff Evans</b> , Parks & Recreation Director	901-837-5306	<a href="mailto:cevens@townofatoka.com">cevens@townofatoka.com</a>
<b>Cassi Yates</b> , Program Coordinator	901-837-5313	<a href="mailto:cyates@townofatoka.com">cyates@townofatoka.com</a>

- Parks & Recreation Staff are the sole authority on league matters.
- Parks & Recreation Staff will not officiate or override any calls made by the umpires.

#### 4. UMPIRES

- A. The umpires have authority over any and all aspects of a game. An umpire's authority begins 15 minutes before the start of the game and 15 minutes after the completion of the game.
- B. An umpire has jurisdiction in controlling player and spectator conduct and ensuring the good spirit of the game. Therefore, the official may eject a player, a non-playing coach or manager, or a spectator for constant or deliberate violations of the rules, indecent or abusive language, any unsportsmanlike behavior, gross unsportsmanlike conduct, etc.

#### 5. INCLEMENT WEATHER

- A. Games called due to weather or other uncontrolled circumstances deemed by the umpires or Parks & Recreation staff before three (3) **complete** innings will be disregarded. Rescheduled games will be re-started from the first inning. Games called after 3 complete innings will not be made up.
- B. **RAINOUT INFO:** Call the Atoka Parks & Recreation Weather Hotline @ 901-837-6808 for daily field conditions. The hotline is updated no later than 4:30 PM, Monday-Friday.
- C. It is the responsibility of the team Captain/Co-Captain to communicate any rainouts to his or her team. Makeup games will be communicated as quickly as possible through phone call or email. It is suggested to communicate the Rainout Info to your team so you don't have to call everyone on the team.

## 6. TEAMS

- A. There is no maximum number of players that can kick on offense; however, only eleven (11) players can play on defense at one time.
- B. Teams may make any defensive substitutions throughout the game, but the kicking lineup must always remain the same.
- C. Any team that **starts** a game with less than eleven (11) players does not have to "TAKE AN OUT" for missing players
- D. If a team starts a game and a player is lost, for whatever reason (injury, ejection, etc.), and the team does not have a substitute, then the team must "TAKE AN OUT" for that kicking position.
- E. No team may start a game with less than eight (8) players. A team failing to field at least eight (8) players within the five (5) minute grace period will forfeit that game. A forfeit shall count as a loss, which is recorded in the scorebook as 5-0
- F. Teams must have four (4) females in their lineup at all times (offense and defense).
- G. When on defense, teams must have a minimum of two (2) female infielders and two (2) female outfielders.
- H. If a player who is in the game is believed to not be on the roster, the game will continue. The team captain must email the Parks & Recreation Director within 24 hours of infraction. If a player is found to have played in a game and is not on the roster, it will be an automatic forfeit for using an illegal player.
- I. Coaches must have a line up sheet prepared for the other team at least ten minutes before game time.
- J. For each double header, each team will play one (1) game as the HOME TEAM and one (1) game as the VISITING TEAM. This will be determined by the team captains and umpire prior to the first game of the doubleheader.
- K. Each team is responsible for monitoring the score throughout gameplay. Captains are responsible for reporting final game scores to Parks & Recreation staff upon completion of games.

## 7. JEWELRY

- A. Umpire has the discretion to make any player take off jewelry/accessories that he/she feels unsafe.

## 8. UNIFORMS/EQUIPMENT

- A. Matching t-shirts or uniforms are highly recommended, but not a requirement.
- B. Metal spikes are **not allowed**.
- C. Game balls will be provided by the league.

## 9. GAME PLAY

- A. A regulation game lasts five innings or one hour, whichever comes first. The umpire will manage the official time.
- B. If a game is tied after 5 innings, teams will play one additional inning. If after this additional inning the game is still tied, teams will begin each additional half inning with a runner on 2<sup>nd</sup> base.
- C. The runner on 2<sup>nd</sup> base must be the player who made the last out in the previous inning. Kicking order will continue as normal. The game will continue on until a winner is decided.
- D. One game umpire will be provided.

## 10. BALL IN PLAY

- A. **No player may advance forward of the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal line (imaginary line) until the ball is kicked. Failure to abide by this rule results in a ball or the kicker may choose to accept his/her kick.**
- B. When the pitcher has control of the ball while standing on the pitching rubber, play is dead and time will be called. Runners in between bases will get to advance to that base with the possibility of being put OUT.
- C. If a base runner is hit by a kicked ball and is not on base, the runner is out and the play is dead. Base runners are not permitted to advance. If a base runner is hit by a kicked ball while on base, the play will resume as normal.
- D. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will be called OUT).
- E. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
- F. **INFIELD FLY RULE** – Must have a runner on 1<sup>st</sup>, 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> with less than 2 OUTS. If a pop up is kicked **and the infielder can make a play on it (by judgment of the umpire)**, the umpire will make the call, "INFIELD FLY. BATTER'S OUT". The kicker will be called out, and the runners may return to their bases without penalty of being put OUT; however, runners may advance at their own risk, with possibility of being put OUT.
- G. **Runners may "Tag Up" as soon as the fielder touches the ball, meaning if a fielder bobbles the catch, the runner may advance as soon as the fielder touches the ball, not when he/she actually catches the ball.**

## 11. PITCHING

- A. All pitches must be rolled underhanded and on the ground.
- B. The strike zone extends to one (1) foot on either side of Home Plate and one foot high.
- C. No bouncing pitches are allowed. A pitch that is higher than one foot at the plate, and is called as such, will result in a BALL being called.
- D. If the ball falls short of the plate and does not cross over, the result is a BALL being called.
- E. The pitcher must maintain one foot on the pitching rubber until the pitch is released. If the pitcher does not maintain contact with the rubber during the pitch, a BALL will be called.

## 12. KICKING

- A. The order of kicking must alternate male and female players to the best of a team's ability.
- B. Players may be added to the lineup, at the end of the lineup, until the kicking order has been completed one time. Once the kicking order has been completed (starting on the leadoff kicker's second at-kick), no new player may be added.
- C. If a player is not present to kick in their designated spot (for whatever reason), that player will be scratched from the lineup.
- D. All kicks must be made with the foot, any part of the leg below the knee: foot, ankle, calf.
- E. All kicks must be made behind Home Plate. Players may stand on the plate, but no part of his/her foot may be in front of the plate.
- F. A walk to a male kicker will result in a two (2) base award. **The next kicker (female) shall kick. With two outs, the female kicker has the option to walk or kick.**

### 13. BUNTING

- A. Teams are allowed to bunt only one time per inning.
- B. The bunting player does not have to be the same for multiple innings; meaning any player may bunt in any inning, as long as a previous batter has not already bunted that inning.
- C. If a player bunts and the team's bunt has already been used for that inning, it will be considered a foul ball.
- D. All bunt determinations will be made by the umpire.

### 14. BASERUNNING

- A. Neither leading off nor stealing is allowed. A runner off of his/her base when the ball is kicked shall be called OUT.
- B. Sliding is allowed.
- C. If a base runner advances in front of another runner or touches the runner in front of them, they will be called OUT.
- D. If a runner is hit below the shoulders, the runner will be called OUT. Even if the ball touches the fielder and ricochets off the defender and hits the runner, if below the shoulders, the runner is OUT, unless they are on base.
- E. Hitting a runner with the ball above the shoulder level is **not allowed**.
- F. Any runner hit above the shoulders as they are running to a base will be called SAFE. If a runner slides, this rule does not apply.
- G. **If a player hits another player above the shoulders, that player will be warned. If the incident occurs a second time, that player will be ejected.**
- H. If a runner intentionally uses his or her head to block the ball (trying to get a called Headshot), that runner will be called OUT.
- I. One extra base on an overthrow. A ball is considered an overthrow if it leaves the field of play or into the dugout on a throw to first or third base. If a ball is overthrown and stays in play, runners may advance due to the ball being live.
- J. If an overthrow hits a player who is inside or outside of the dugout, who is not a fielder, then the ball is DEAD.

### 15. COURTESY RUNNER RULE

- A. One (1) courtesy runner may be used each half inning. Anyone can be a courtesy runner as long as a male runs for a male/female runs for a female.
- B. Courtesy runner is in the game when he or she touches the base.
- C. If anyone wishes to have a courtesy runner, he or she must declare to the umpire his or her wish to do so.
- D. INJURY: the only exception to the above rule is in cases of injury. Anyone who is injured may request a courtesy runner at any time, without penalty.
- E. In the event a courtesy runner is on base when his or her at-kick comes up, he or she will be declared OUT on base, but may take his or her at-kick.

### 16. STRIKES, BALLS, AND FOULS

- A. Three strikes is an OUT. A Strike is:
  - a. A pitch within the strike zone either not kicked or missed by the kicker.
  - b. A kick occurring in front of Home Plate (**all kicks occurring in front of Home Plate that are caught by a fielder is recorded as an OUT**).
- B. A count of four (4) balls advances the kicker to 1<sup>st</sup> Base. A Ball is:
  - a. A pitch outside the strike zone.
  - b. A ball falling short of Home Plate and does not cross over the plate.
  - c. A bouncing ball that is higher than one foot as it crosses Home Plate.
  - d. Any fielder advancing forward of the 1<sup>st</sup> – 3<sup>rd</sup> line before the ball is kicked.
  - e. Any catcher advancing forward of Home Plate before the kicker kicks the ball.
- C. Four fouls equals an OUT. A Foul is:
  - a. Any kick landing Out of Bounds.
  - b. A kick landing in bounds but traveling out of bounds on its own before reaching 1<sup>st</sup> or 3<sup>rd</sup> base (any ball touched by an in bounds fielder while it is in bounds is automatically in play even if the ball is heading foul).

### 17. TIE BREAKER RULE FOR LEAGUE STANDINGS

LEAGUE STANDINGS: League play will determine seeding for the tournament. The tiebreaker for teams with identical records will be as run difference:

$$\text{Runs Scored} - \text{Runs Allowed} = \text{Run Difference}$$

### 18. ALCOHOL AND TOBACCO PRODUCTS

- A. There designated smoking areas at Nancy Lane park at both entrances to the park. Please use the designated smoking areas when smoking.
- B. Per the General Park Rules, no alcohol is allowed in the park. Any player, spectator, manager, etc. found to be under the influence of drugs and/or alcohol will be asked to leave the premises. Failure to comply can result in team penalties and/or Atoka police.

### 19. INFIELD PRACTICE

- A. **NO INFIELD PRACTICE PRIOR TO ANY GAME.** The home team will take the field when instructed by the umpire.
- B. A maximum of one minute is allowed between half innings.

### 20. RAINOUT AND OTHER GAME RESCHEDULING

- A. Rainouts and other postponed or suspended games will be rescheduled by Atoka Parks & Recreation. Coaches will be notified by email and/or phone of make-up schedule and dates.
- B. All games must be played as scheduled or forfeited.

## 21. CONDUCT

- A. No profanity or misconduct toward staff, other players, umpires and/or spectators is tolerated.
- B. No trash talking.
- C. Misconduct will result in ejection from game and facility, and could result in more suspension as deemed appropriate by the Atoka Parks & Recreation staff.
- D. Alcoholic beverages are not allowed on park property. This means parking lots, open grass areas and inside complex.
- E. Anyone who consumes within the park complex will be asked to leave park property. Atoka Parks & Recreation and Atoka Police Department will deal with violators who resist accordingly.
- F. Anyone, in the judgment of the umpire or Athletic Staff, appears to be under the influence of drugs or alcohol, will be ejected from the game and town facilities.

## Infield/Outfield Positions

These positions are not required if below 11 players are playing.





