



SOUTH OF THE RIVER RECREATORS

Adult Co-Rec Kickball League Rules – Summer 2008



(Updated 3 / 14 / 08)

MANAGERS' DUTIES

1. Make sure you have a full team and at least one reserve for every game.
2. The manager must handle all disputes. Do not let your players face suspension by allowing them to argue a call.
3. You are responsible for taking charge of your team's and your spectator's conduct. Abusive language, improper drinking, litter, and other irresponsible acts will not be tolerated.
4. Any schedule information, changes, make-up, or other league information will be e-mailed or mailed to you. Make sure we have your current address (and/or e-mail address) for the current season. It is your responsibility to pass this information on to your players.
5. **Know the rules. Tell your players the rules.** This will help the game run smoothly and help your team concentrate on playing.
6. Report any unsportsmanlike conduct from your team or another team to the league director by 4:30 pm the day following your scheduled game. (Call 952-224-3421)
7. The **winning** Team Manager is responsible for reporting the official score to the League Supervisor by calling **952-224-3421** and leaving the score and the winning team's name on Voice Mail – by 12:00 NOON on the day following the game or e-mail to: cdill@ci.savage.mn.us . Please do this consistently so your League Standings can be kept up to date!

SPORTSMANSHIP

South of the River Recreators (SORR) is interested in ensuring that a high level of sportsmanship be maintained in this sports program, directed by Savage Parks & Recreation Departments. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted:

1. For any player, coach, or manager reported and investigated for an unsportsmanlike act (profanity, verbal abuse, tantrum behavior, or other unsportsmanlike conduct), action will be taken depending upon the severity of the act.
 - a. Game(s) suspension will result for profanity, tantrum behavior, verbal abuse, etc., for that game plus at least the next game.
 - (1) A suspended player may not be present at any site where league games are in progress.
 - a. Violation will result in an extended period of suspension.
2. Any player, coach, or manager reported and investigated for a second time during the year, from any sport, for unsportsmanlike conduct, shall be prohibited from participating in the remaining season and play-off games.
3. An individual retains the right to a hearing when the action to be taken is *expulsion* from participation in the league.
 - a. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
 - b. Present at the hearing will be the player, his/her manager, the League Director, and representatives from the surrounding SORR communities.

ELIGIBILITY

1. To be eligible players must live or work full time in the South of the River Communities of Apple Valley, Burnsville, Eagan, Farmington, Lakeville, Prior Lake, Rosemount and Savage.
2. Teams having more than five players from outside of the South of the River Communities will be considered to be a non-resident team.
3. Minimum age for players is 18 years of age.

ROSTERS

1. The minimum number of players that may be on the roster is 11; maximum is 20.
2. Roster changes may be made through the final regular season game but are due on the evening of your 1st scheduled game, or a forfeit will result for all games until it is submitted. New players cannot be added going into the playoffs, but can be added throughout the regular season as long as they sign the official roster form.
3. After your roster is submitted, a copy will be sent to the Team Manager. To add players, simply have them fill out the info and sign the back page of this copy, and fax the updated roster to Chris at 952-224-3430; or mail it to: Chris Dill; Savage Parks & Rec. Dept; 13770 Dakota Avenue; Savage, MN 55378. A new copy will then be sent to the Team Manager. Do this as many times as it takes to have a completed roster for your team. Players that are not listed on your roster, or on the Draft List, are not eligible to play!

PLAYING RULES

Kickball Overview

For those who have never played kickball or have forgotten the beautiful act of kicking a big yellow playground ball on an asphalt playground, kickball is actually very similar to softball and baseball. The object is to advance more runners across home plate than the opposing team. We will not be playing on asphalt though!!!

Playing Field and Equipment

Similar to baseball and softball, the kickball infield consists of home plate and three bases; first, second and third. The pitcher's mound will be 50 feet from home. The distance between home plate and first base, first base and second base, second base and third base, and between third base and home plate will be 70 feet, thus forming a symmetrical square. Bases and home plate will be provided at the field (if a double-first-base is present, runners must use the outside portion of the base). Equipment consists of one bright yellow heavy-duty 8.5-inch kickball. Savage Parks and Recreation will provide one game ball to each registered team manager for use during the season; it may be kept after the season is over. Additional equipment, such as cleats or any protective equipment, must be provided by the participants. Metal cleats, steel toed shoes or boots are not allowed.

All participants must respect and obey all rules and regulations pertaining to the respective field used for play (i.e., Savage Community Park) during the game.

Self-Officiated League

All games will be self-officiated by a designated team manager from each team. The team manager must ensure that:

1. all team players present must kick
2. all team players must kick in a consistent kicking order – a suggested “kicking order” would be a listing of all males together and all females together and then alternating between one male and one female, and going down each list, and then back up to the top of each list when all on that list have kicked.
3. the designated team manager is the only person who can dispute calls; however, close calls on the bases are to be made by the base coaches, if present. Remember – all ties go to the runner! And, any dispute that cannot be settled or agreed upon becomes a “do over”!!!
4. any unsportsmanlike conduct from your team or another team is reported to the league director by 4:30 pm on the day following your scheduled game. (Call 952-224-3421)

Teams

Each team must register at least 11 players on the roster with a maximum of 20.

1. If fielding the minimum of 8 players (4 male/4 female or 3 male/5 female), it is recommended that the team place three players in the outfield and the remaining five in the infield (1st base, 2nd base, 3rd base, pitcher and catcher), equally representing each in the outfield and infield.

2. When fielding, the maximum of 10 players (5 male/5 female), 4 players must play in the outfield while the remaining six will play the infield (1st base, 2nd base, 3rd base, shortstop, pitcher and catcher).
3. A team failing to field at least 8 players within five minutes after the scheduled game time will forfeit the game. A forfeit shall count as a loss.
4. Females and males must be equally represented in both the infield and outfield.
5. Legal combinations of men/women are as follows: 5 men/5 women, 5 men/4 women, 4 men/5 women, 4 men/4 women, or 3 men/5 women, 4 men/6 women . All other combinations are illegal. NOTE – if a combination of players that is not listed above is discussed and agreed upon by both Team Managers prior to the start of that game, the team can then play with that combination. However, also note that if this agreement does take place, this game cannot be protested on these grounds at the conclusion if either Team Manager then changes his/her mind or does not like the outcome of the game – **NO EXCEPTIONS!**
6. Each team must have at least 3 men kicking in a game in order to maintain the male-female alternating kicking order. If a team cannot field at least three men (with five women) or at least four women (with four men), that team will forfeit the game. Teams will have a 5-minute grace period before a forfeit is declared. (NOTE: 5 men & 3 women is not a legal combination.)
7. All players playing the field must be in the kicking order. Any players that are not playing the field must still be in the kicking order and must remain so during the course of the entire game. If you have kicked at least once, you must stay in that same kicking order unless you are injured.
8. During play, the team manager may request a maximum of 2 timeouts that cannot exceed 1 minute each.

Game Play

1. Regulation games last 7 full innings or 55 minutes, whichever comes first. In the event of a tie score at the end of the game, the game will be marked as such. (No extra innings will be played)
2. If both teams scheduled to play each other forfeit the game, the game will be marked as a 0-0 tie. Each team will get one point for the tie but will not receive any runs to determine tie-breakers at the end of the season.
3. A game that is called off by **BOTH** team managers (or the Field Supervisor, if present at the site) due to inclement weather or another reason, after 3 full innings of play, shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. If a regulation game that is called off after three full innings ends in a tie, it will be marked as such.
4. A game that is called off by **BOTH** team managers before 3 full innings of play shall not be considered a regulation game and will be rescheduled or resumed at the point the game was stopped, if possible.
5. There will be a 15-run rule in effect per team per inning. When a team scores 15 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team.

Ball in Play

1. Only the Pitcher may advance forward of the 1st – 3rd base diagonal line before the ball is kicked; all other infielders must wait to advance past this line until the ball has been kicked. The Pitcher can advance as soon as he/she releases the ball. If any other defensive player advances too soon, a ball will be called.
2. When the pitcher or another player has control of the ball near the pitching rubber, the play ends.
3. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out)
4. 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.
5. There is no in-field fly rule.
6. Outfielders must play “in the grass” until after the ball has been kicked.
7. The Catcher must stand behind the kicker until the ball is kicked. He/she cannot interfere with the runner while fielding the ball.

Pitching

1. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
2. No bouncing pitches are allowed. A pitch that bounces higher than one foot at the plate is a ball.
3. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
4. Only the Pitcher can advance past the imaginary diagonal line from 1st base to 3rd base before the ball has been kicked (all other players cannot go past this line until the ball is kicked). The Pitcher can advance upon the release of the pitch.
5. The pitcher must pitch from the mound. One “wind-up” step is allowed.
6. Fast pitches and pitching with spin will not be allowed. The ball must be rolled slow and flat.
7. Pitchers may only be replaced twice per inning.
8. Each kicker will start with a 1 ball and 1 strike count.

Kicking

1. The order of the kicking shall be alternating male and female players.
2. No player may kick more than once until the entire team rotation per gender has had a chance to kick. However, to preserve the male-female alternating kicking order it may be necessary to have one gender kick more than once. (see page 2 – Self-Officiated: Rules #1 & #2)
3. All kicks must be made with the foot.
4. All kicks must occur behind home plate.
5. Bunting is allowed provided that the ball travels in front of the plate into playable territory. A ball failing to move forward of the plate will be called a strike.
 - A) The Pitcher may advance forward of the 1st-3rd base diagonal line after he/she releases the pitch; all other players must wait to advance until the ball has been kicked or a ball will be called.
6. As in Co-Rec softball, if a team “intentionally walks” a male player, he will advance to 2nd base. The next kicking female player has the option of kicking, or taking 1st base. An “intentional walk” will be indicated as such by the Pitcher and no pitches will be necessary; the player will simply be told of the “intentional walk” and advance to his/her base (Men to 2nd base; Women to 1st base).
7. The Catcher must stand behind the kicker until the ball has been kicked and the player has started to run.

Base Running

1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running. If a double-first-base is available, the runner will use the outside base (orange) and the fielder will use the inside base (white). When rounding 1st and heading for 2nd base, the runner may use the inside base if the 1st baseman is playing away from the base or in the field at the time. (Please use common sense here – the idea is to prevent injuries and collisions!)
2. As in softball/baseball, players can over-run 1st base if they turn towards the right after crossing the base. If the runner rounds the base to the left and heads towards 2nd base, he/she can be thrown out.
3. The play ends when all runners have reached a base and a defensive player has control of the ball in the infield.
4. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is kicked will be called out.
5. Sliding is allowed.
6. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
7. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are running or sliding to a base will be safe. *If a player intentionally throws at the head of another player, he/she will be warned. If the incident occurs a second time by any member of the same team, that team will forfeit the game.* **If the runner intentionally uses their head to block the ball, the runner is out.**

8. After a kicked ball is caught, runners must tag their originating base before running to the next base.
9. All ties will go to the runner. The 1st and 3rd base coaches will make the final call in close plays – and their decision is FINAL! However, if a decision cannot be made, or is in dispute and cannot be settled, it will become a “do-over.” (NOTE: Please do not abuse this rule – it should only be used when a decision is impossible to make or agree upon.)
10. One extra base is awarded on an overthrow (a ball that is thrown to first or third base that is not caught or fails to hit the runner) and goes outside of the fenced in area. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout, if the fields are not fenced in. If the ball remains in play, the runner can continue to advance, but may be thrown out by the defensive team.
11. “Pinch Runners” can be used for those players that cannot run the bases, if that player makes it safely to base. The “pinch runner” assigned will be the same sex players who made the last out.

Strikes

Each kicker will start with a 1 ball and 1 strike count. Therefore, count of 2 strikes is an out. A strike constitutes:

1. A pitch within the strike zone either not kicked, or missed by the kicker.
2. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out.)

Balls

Each kicker will start with a 1 ball and 1 strike count. Therefore, count of 3 balls advances the kicker to first base.

A ball is:

1. A pitch outside the strike zone (the strike zone is 1 foot on either side of home plate).
2. A ball falling short of the plate that does not cross over the plate.
3. A bouncing ball that is higher than 12 inches as it crosses home plate.
4. Any fielder besides the pitcher advancing forward of the 1st – 3rd base diagonal line before the ball is kicked.
5. The catcher advancing forward of home plate before the kicker has kicked the ball.

Foul balls

A foul ball is:

1. A kick landing out of bounds.
2. A kick landing in bounds but traveling out of bounds before passing first or third base (any ball touched by an in bounds fielder while it is in bounds is automatically in play even if the ball is heading out of bounds).

Count

Each kicker starts with a 1 ball 1 strike count. Each kicker will be allowed a 3 ball - 2 strike count with one courtesy foul. (One foul ball is allowed after the 1st strike; after that, the foul ball becomes the 2nd strike and batter is out.)

Outs

A count of three (3) outs by a team completes the team’s half of the inning. An out is:

1. A count of 2 strikes with one courtesy foul.
2. A runner touched by the ball at ANY time while not on base (except when over-running 1st base).
3. Any kicked ball (fair or foul) that is caught.
4. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
5. A runner off of their base when the ball is kicked.
6. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

Designated Runner / Player Positions

In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player. If he/she is not replaced, it will become an automatic out when that player's "at bat" comes up.

The pitcher may only be replaced twice per inning, however switching other player positions during the course of the inning is allowed.

BEHAVIOR

1. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his or her conduct. Respect yourself and others.
2. Casual profanity is prohibited. Be aware that many team players bring children to the game, and they are listening!
3. No beer drinking on the field, on the bench, or in the dugout during your game. Please save your beer for after your game. Alcohol is allowed in the Park – but if beer drinking during the game becomes a problem, drinking will be banned in this league so **PLEASE DO NOT ABUSE THE PRIVILEGE!** Glass containers are not allowed in the Parks!!!
4. No smoking on the field, on the bench, or in the dugout – ever!

LATE ARRIVAL AND FORFEITS

1. A team must have 8 players to start a game; no team shall start short of 8 players.
2. A team not ready to play at game time will be given a five (5) minute grace period.
3. At five (5) minutes, the game is forfeited.
4. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the team you are scheduled to play and the league director as soon as possible, to inform both of your intent to forfeit. Forfeits will not be made up.

EQUIPMENT AND APPAREL

1. Metal spikes, steel tipped shoes and/or boots are not allowed.
2. One official Game ball will be provided to each team, by the league.
3. Uniforms are not required to participate in the league, but matching t-shirts are recommended.

INCLEMENT WEATHER

1. **Managers** should call the Savage Parks and Recreation HOTLINE Number, 952-882-2688 after 4:30 p.m. to learn whether or not games will be played that evening if the weather is questionable. Managers should then contact their team. **Please do not have your players call this number prior to 4:30 PM, as the decision will be made at 4:30 PM, and the message will be updated at that time.**
2. **If the weather worsens after 4:30 PM, the decision as to whether or not to cancel is left up to the opposing team managers. Contact your opponents and make this decision – in order to play, both teams must agree to play. If one of the two managers refuses to play due to safety concerns, the game must be re-scheduled. If you do cancel a game due to the weather, you must inform the league director at 952-224-3421. Every attempt will be made to make it up, if time permits. (If it is an “extra rainy” season, try to play the game, if at all possible, unless the safety of players is of concern.)**
3. **Games must be cancelled or stopped immediately if lightning is seen during a game.**
4. **If make-ups cannot be scheduled due to time constraints, cancelled games will be recorded as a TIE.**
5. **If there is a Field Supervisor at your field, he/she has the authority to stop games for safety reasons or to protect the fields, and will make cancellation decisions as needed.**

STANDINGS AND AWARDS

1. Final standings are based on:
 - a. Points earned. (Win = 2 points, Tie = 1 point, Loss = 0 points)
 - b. If tied, head-to-head record.
 - c. If tied, run differential from head-to-head games.
 - d. If tied, overall run differential.
 - e. If still tied, a coin flip will determine places.
2. League Champions in each League will receive a \$30.00 gift certificate and League Champion t-shirts for team members; League Runners-Up will receive a \$20.00 gift certificate; Play-Off Champions in all Divisions will receive a \$25.00 gift certificate, Runners-Up will receive a \$20.00 gift certificate.

SORR (The “South of the River Recreators” Group) has the right to change or add rules for the betterment of all participants, as needed. All changes can be made during the season but will be communicated to all Team Managers, prior to implementation.