



St. Petersburg Parks & Recreation Department

Kickball League Rules

Current USA softball rule will govern kickball play except as modified herein:

ROSTERS

Each manager is responsible for the integrity of his/her roster. Maximum of 20 players. If the manager intends to play, he/she must be listed on the team roster as a player as well as the manager. The "Official City Roster" is to be filled out completely in pen, legible and turned into the score keeper prior to the first scheduled game time. **Play will not begin until the rosters are turned in, but the game clock will start.** Players are not legal until they have signed the roster. Illegal players will result in game forfeit for each game played in and player suspension. All roster changes must be made by the end of the **sixth** played game. Roster changes can be made by adding and deleting from the official team roster with the scorekeeper. If adding to the roster, the new player must sign the roster prior to playing. A player must be removed from one roster before they can be added to another, if playing in same league and may only change one time. Changes to the roster may be made at the league director's discretion after the fifth game played.

WE STRONGLY SUGGEST having at least 15 players or more on your roster to allow for unforeseen circumstances (i.e. – injuries, players quitting, scheduling conflicts, etc.). You may have "back up" players on your roster, up to the 20 available roster spaces. These players must sign the roster before the rosters close at the end of the **sixth played game**.

PROCEDURE FOR PROTESTING PLAYER NOT ON TEAM ROSTER: A check in the amount of \$50.00 payable to the City of St. Petersburg must be submitted to the score keeper at the **time of protest**. Manager may request player picture ID through score keeper and umpire. Player must provide picture ID which will be compared with the lineup and roster to make sure the player is not playing under another person's name. If ID and player's name match, the game is continued. If no picture ID, the game is forfeited. The score keeper will circle the player(s) in question and indicate in the remarks section the reason for the protest. The Athletic Office will check the records and determine the outcome.

If protest is upheld, the check will be returned. If protest is not upheld, the check will not be returned. All protests need to be made before the end of the second inning for kickball.

FORFEITS

Any team forfeiting three times within the ten-game schedule may be removed from the program and will lose their right to priority registration. **No refunds will be given.** If you know before your scheduled game time that you will not be able to field a team, call the Athletic Office at (727) 892-5224 so we can notify the other team and umpires. The sooner you call the better. Any team forfeiting during the season will be eliminated from all league tie breakers.

PICK UP PLAYERS

To minimize forfeits and maximize play we will have a pickup player rule. This rule is as followed: If you are short players (less than eight), you may pick up a player from your specific league. This player must be a legal player and have signed their team's roster. You must let scorekeeper know **immediately**. There will be a 2-run penalty per player picked up. You may only pick up a max of four players. You may pick up to get to ten players. These runs will be reported on score card after the completion of the inning. **If you do not report the players prior to the start of the game, you will be penalized four runs per player.** If you have a player show up late, this player may play, and you can keep the pickup player till you reach your tenth player. Once the ten players from your team shows up, the pickup player must leave the game and that player takes their spot. Pick up players are not allowed in playoffs. If any team is abusing this rule, the league director may forfeit your privilege to use the pickup player rule.

GAME PROCEDURE

Lineup is due to the **scorekeeper ten minutes prior to scheduled game time**. **If you are consistently late turning in line up, you may be subject to a forfeit.** The players **first and last name** are required on the lineup. Please print legible so scorekeeper can read the names. Play will not begin until both lineups have been given to the scorekeeper, but the game

clock may start. Umpire time is the official time. Time will begin with first pitch. No new innings will begin after the 45-minute mark. No grace period, team must be ready to play at scheduled game time. Please circle the acting manager's name on the lineup.

GAME BALL: The City will provide game balls for all games. The city ball **MUST** be always used.

NUMBER OF PLAYERS: A team must have a minimum of eight players to start and finish a game, four of each sex. Players arriving after the lineup is given to the umpire must be listed behind the players in the original lineup and cannot kick until their spot is reached in the order. A late arrival may not take the field defensively after a pitch has been rolled in that half of the inning. All roster players may kick if there is an alternating kicking order (at no time can two men or two women kick consecutively in the order).

SHORT-HANDED RULE: A game may begin with nine players, but when and if another player arrives (of the correct sex missing), that player must be inserted into the lineup at the ninth or tenth batting position (depending on the vacant spot by alternating sexes). If a team plays short-handed with either three in the infield or outfield, at least one of the three must be a male player and at least one of the three must be a female player. Whenever a team is playing with only nine players, an out will be taken when the vacant (ninth or tenth) position in the batting order appears.

COMPRESSED LINEUP: A team may continue a game with one less player than it started with **ONLY WHEN A PLAYER IS HURT WHILE PLAYING IN THE GAME** (no other roster player of the same sex is available to substitute). If the player is a base runner, he/she shall be declared out. The player must come out of the game **IMMEDIATELY** in order to "compress" the lineup, eliminating that player's turn with no out charged. If the injured player does not come out of the game immediately but decides to come out of the game later due to the injury, an out will be charged. Players leaving the game cannot return to that game's lineup.

EXCEPTION: A player who has left the game under the blood rule may return to the game if the lineup was not compressed. Should the player's turn come up and they are not ready to play, an out will be given. Teams may not compress the line up if a player is ejected.

TIME LIMIT: Time limit shall be six innings or 45 minutes (umpire's time is the official time). A game that is called by the umpire after three complete innings of play shall be considered a regulation game. All tied games will continue until the tie is broken using the tie breaker rule (person in lineup preceding the lead off kicker of that half inning will be placed at second base). This will continue until the tie is broken and a winner is declared. The championship game of tournament will not have a time limit.

RUN RULE: Run rule shall be in effect as follows: If the home team is leading by ten or more runs after three and a half innings of play.

OFFENSIVE PITCHING: The offense will provide their own pitcher. The pitcher stands on the pitching rubber and rolls the ball to the kicker. Each kicker receives a maximum of three pitches, no exceptions. If a kicker does not put the ball in play within three pitches, they are out. There are no walks. Offensive pitchers cannot "coach". It is up to the first base and third base coaches to give direction to the runners. Offensive pitchers are not required to kick if they are not playing a defensive position. If they play a defensive position at any point in the game, they **MUST** kick and remain in the kicking rotation.

KICKING: Each line up should maintain an alternating gender kicking order. (at no time can two men or two women kick consecutively in the order). A team may start with eight and have a lineup of twenty players (the roster limit).

DEFENSIVE POSITIONS & RULES: Ten players (five male & five female) with the following positioning requirements: Two males and two females in both the infield and the outfield, one male and one female as pitcher or catcher. If a team plays short-handed with either three in the infield or outfield, at least one of the three must be a male player and at least one of the three must be a female player. Teams must always maintain the male/female pitcher/catcher.

All outfielders are required to stay on the outfield grass until the ball is kicked (after one warning, failure to do so will result in the kicker being awarded first base). If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The kicker is awarded first base and all runners are awarded one base, whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the kicker reaches first base, and all runners advance at least one base, the ball shall continue to be in play with runners being liable to be put out. Illegal outfield position can never be an advantage for the defense.

Infield players may not cross the baseline between first and second, and second and third, until the ball is kicked.

If they do the ball will be dead. After one warning, failure to do so will result in the kicker being awarded first base.

The catcher must stand in the area behind home plate. The catcher may not enter fair territory until the ball is kicked. The catcher may not interfere with the kicker. This will also result in a dead ball.

The pitcher must stay within the circle and behind the pitching rubber until the ball is kicked. They may not interfere with the offensive pitcher.

Balls thrown at the base runner must be below the shoulders. Any runner hit above the shoulders (even unintentionally) will be awarded two bases beyond what they would have held before they were hit. Any player intentionally throwing at a runner's head will be ejected.

Defensive kicking is allowed. If a player plays any position in the field, then they MUST kick and remain in the kicking rotation.

There will be two bases at first and two bases at home. Fielders will play the inside bases. A runner is out if the catcher tags home while in possession of the ball before the runner tags the second home plate. The runner is not out if the defensive player tags the second home plate.

LEAGUE TIE BREAKER RULE

If teams have a tie record at end of season, the tie breaker rule will be in effect: If tie for any of the top four seeds -record head-to-head, if still tie greater number of runs scored against each other, if still tie it will be averring all over run differential (runs for/runs against). Any team with a forfeit is eliminated from all league tie breakers. They may still be part of playoffs. Playoff Championship game with have no time limit.

MISC RULES

- If a player plays any position in the field, they MUST kick and remain in the kicking rotation.
- Kickers must stand behind home plate. All kicks must be made by the foot.
- All kicks must occur at or behind home plate and behind the "kicking line". A kick in front of home plate or in front of the kicking line is no good and will result in an out.
- **Bunting is allowed for male and female. The bunt must pass the bunt chalk line. If the ball does not pass this line, it is a dead ball.** The fielders must stay behind the baseline, until the ball is kicked
- There will be two bases at first and two bases at home. Runners will run to the outside bases to avoid collisions. The runner will be out when there is a play being made at first base and the runner touches only the white bag.
- There will be a mark on the third base line which is the "point of no return" for runners trying to score.
- No leading off a base, wait until the ball is kicked. **No stealing.**
- TAG UPs will be allowed: A tag up is when a kicked ball is caught in the air by a defensive player, a runner may advance to the next base after the ball is caught.
- Overthrows: Runners may advance to the next base on any overthrows.
- No infield field rule.
- Runners must stay in the base path. Running out of the base path is an out. Fielders impeding the runners' path to the base shall result in the runner being awarded the base.
- SLIDING is permitted. You may only overrun first base. If you overrun any other base, you are in fair play.

One courtesy runner per inning will be allowed. A courtesy runner can only be used after a runner has reached base. They must be a player on the roster. Only same sex courtesy runners will be allowed. If a courtesy runner is on base when their kicking turn comes up, they will be declared out on base, but may take their kicking turn.

Each team is allowed three outs per inning. An out consists of:

- a. a kicker not putting the ball in play within three pitches.
- b. a runner touched by the ball any time while not on base, including a thrown ball below the shoulders.
- c. any kicked ball, fair or foul, that is caught in the air.
- d. a ball tag on a base to which the runner is forced to run.

The ball is considered dead, and the play ended when:

- a. the pitcher has the ball within the fourteen-foot pitching circle.
- b. a time out is called.

- c. a runner or other offensive player intentionally touches or stops the ball.
- d. a ball is popped during play.

OTHER IMPORTANT INFORMATION

- Minimum age is 18.
- For league information concerning rules, schedules, rosters, and standings, please visit our adult sports website at www.stpeteparksrec.org/sports.
- Fighting before, during or after the game and on or off the field, will not be tolerated and will be dealt with severely.
- All players must wear closed toed athletic shoes. Metal spikes and steel toes **are not** permitted in league play.
- A team trophy will be awarded to the first and second place team in each league.
- Foul language and verbal/physical abuse directed at a player or umpire will be just cause for player suspension.
- The League director reserves the right to move teams within the various league held on the same night.
- All players must always have ID with them.
- Team uniforms are not required for kickball.
- All bases are at 65' distance
- **IF YOUR TEAM REGISTRATION IS NOT PAID BY THE THIRD WEEK, RAIN OR SHINE, THAT GAME AND EACH ONE AFTER UNTIL PAID WILL BE A FORFEIT**

RAIN OUTS

We will attempt to makeup all rain outs at the end of the schedule. It is the team MANAGER's responsibility to contact the Athletic office for times and dates of rain outs. For any games not made up prior to the start of the next program, a refund (per game) will be submitted, and the team will receive a credit for the upcoming season or the City will mail out a check for the amount due if the team is not returning. Any game discontinued by the umpire due to weather or other conditions will be considered a completed game if three or more complete innings have been played.

Sign up for FREE automated texts or emails to be sent to you (and your players) when a rain out occurs.
Rainout Line: Sign up at www.stpeteparksrec.org/adultleagues or call 727-877-2236.

UNSPORTSMANLIKE CONDUCT

Players, coaches, managers, or other team members (**this includes spectators**) will not make disparaging or insulting remarks to or about opposing players, officials or spectators or commit other acts that could be considered unsportsmanlike conduct. Penalty could result in player ejection, removal of spectator and if needed, forfeit of game.

Any use of cursing/swearing/profanity of any kind during league play may result in immediate ejection from the game. THIS is your warning:

UNSPORTSMANLIKE BEHAVIOR WILL NOT BE TOLERATED AND WILL BE SUBJECT TO PENALTY AT THE UMPIRE'S OR LEAGUE DIRECTOR'S DISCRETION.

PROFANITY RULE: If a player uses profanity in an excessive or loud outburst, regardless of who it is directed at (including themselves) an out may be given to that team. All Profanity Rule violations will be determined by the umpire's discretion. If the violation occurs with the batting team, the next batter up will be out. If this occurs with the defensive team, the first batter the next inning is out. Any intentional violations of this rule for any reason, can result in a forfeit or ejection.

EJECTED PLAYER: An ejected participant must leave the grounds immediately and have no contact with the umpires or participants in the game. Failure to comply may result in forfeit. Once ejected from a game, a two-week suspension will follow. The two-week suspension includes all sports and all nights for two weeks of scheduled games. This ejection could carry over into the following season if applicable. If the player ejected is not a legal player on the roster (all players must SIGN the roster), the coach will also be suspended for two games.

ALCOHOL AT THE BALL FIELDS

It is **ILLEGAL** to have alcohol on City owned property. City Ordinance Section 21-38A. Any team found with alcohol in the dugout could result in forfeiting the game. Players, coaches, team affiliates may not leave the dugout during the game to drink alcohol. Team and/or player penalty will be at the umpire's and/or city representative's discretion.

(Revised 03-21)

If any team is found drinking alcohol in the park, to include the surrounding parking lots, any City representative may forfeit a future game. If a team has TWO forfeits due to drinking alcohol, they will be removed from priority registration. This includes but is not limited to spectators, players, coaches, managers, any team affiliates.

PUBLIC RESTROOMS

facilities are centrally located on Woodlawn Sports Complex. Anyone caught outside and not using the restrooms will receive an immediate ejection and a two-game suspension.

If you have any questions, concerns, compliments or just want to talk kickball, please call (727) 892-5224.
Thank you for your continued support of the kickball program in the City of St. Petersburg.