



ADULT COED KICKBALL

Fort Lewis College Durango Softball Complex

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2019 Summer Season Manual

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League Information

DATE: June 3rd through August 8th

LOCATION: FLC Durango Softball Complex

DIVISIONS:

AKB1: Mondays
AKB2: Thursdays

AGE: 14+, Players under 18 must have a guardian sign the roster form giving permission for the minor to play.

FOR RAIN OUT ALERTS: Text DGOKickball to 84483

GAME TIMES:

Mondays or Thursdays
6:10, 7:15, 8:20, 9:25 pm

REGISTRATION:

Early Bird: \$280 per team
After May 13th: \$320 per team
Deadline: May 22nd, 2019

League Format

REGULAR SEASON: 7 games in round robin play.

SCHEDULES: Determined by total number of team registrations. Prior to league play, schedules will be emailed to team captains and available online at durangogov.org/adultleague. Team captain's responsibility to distribute to their team.

DIVISION PLACEMENT: Teams may automatically be placed one division higher or lower than their 1st choice.

ROSTERS: All players must sign the team roster/waiver before participating, rosters will be onsite. **Players may only play on one team in the entire league.** Any player must have participated in a minimum of two games to be eligible for league tournament play.

DIVISION TOURNAMENT: Single elimination.

TOURNAMENT BRACKETS: Teams are seeded based upon regular season league records. Ties will be broken by a head to head record. Tournaments will begin the following week after regular season schedules are completed. Teams should be prepared to play on any given night to complete a tournament.

*Teams with 2 regular season forfeits will be ineligible for the division tournament. To become eligible for the tournament, the team captain must contact the Adult Sports Supervisor to receive approval and pay a \$50 forfeit fee, prior to the last regular season game and completed tournament brackets.

League Rules

This league is governed by the current Durango Parks and Recreation rules and highlights of the DP&R Amateur Softball Association (ASA) Coed rules.

GAME PROCEDURES: Only the Team Captain shall be responsible for all interactions with officials and staff.

TIME LIMIT: 60 Minutes. Time starts on coin flip. 75 Minutes for Tournament Play.

INNINGS: 9 inning game.

If inning is in progress after time limit: If Home team is kicking and ahead: Game over.

If Visiting team is kicking and behind: Inning will be completed.

EXTRA INNINGS (Tiebreaker): 1 Extra Inning. Player who last kicked will be placed on 2nd base.

If tied after the extra inning, the game is declared a tie.

HOME TEAM: League play: A coin toss will determine Home and Visitor.

Tournament play: Higher seed will be the home team.

PREGAME WARM UPS: Must occur in outfield, no practice allowed on the infield.

LINE UPS: Turn in to scorekeeper 10 minutes prior to game time regardless of the number of players present.

Must include first and last names and indicate the acting team captain. Subs can be added upon arrival.

RUN RULE: After 3 Innings: winning by 20 or more

After 4 Innings: winning by 15 or more

After 5 Innings: winning by 10 or more

PITCH COUNT: Each kicker receives 2 pitches.

2 strikes (including foul balls) = Out

FORFEITS: Game time is forfeit time. If you know your team will be forfeiting a game, please contact the Adult Sports Supervisor ahead of time. If forfeit occurs, the team may practice on the field without umpires until 10 minutes before the next game time unless it is the last game of the night or the field is needed for a make up game.

COED PLAYERS ON THE FIELD:

< 6 Players = Forfeit

6 Players = Minimum of 2 females to start the game and not forfeit

LINE UPS: Must alternate male:female. 2 consecutive males kicking will result in an Out. All roster players kick.

PLAYERS ON THE FIELD: 10 players maximum on the field for defense (4 outfield, 4 infield, 1 pitcher, 1 catcher). Defense must include a minimum of 1 female in the infield and 1 female in the outfield. If 4 or more females; minimum 2 in the infield and 2 in the outfield. The maximum number of males in the field at anytime is 6. If playing with <10, defensive field positions are set at the beginning of the inning and defense must return to that spot before each kicker within that inning.

Additional roster signed players arriving late:

Players arriving late must wait until the current ½ inning is complete to enter the game.

League Rules cont.

ATTIRE: Hats and sunglasses are allowed. Jewelry deemed to be unsafe will be asked to be removed.

JERSEYS: Similar colored team jerseys or t-shirts with numbers are recommended.

SHOES: Players are required to wear shoes. Metal cleats, cowboy boots or sandals are not allowed.

CASTS: Casts are not allowed under any circumstances.

PITCHING REGULATIONS:

Offensive team will pitch to their kickers.

The pitch must be within the kicking box. A pitch outside the box is a foul/strike.

If the pitcher interferes with the defensive play, the runner closest to home will be called out.

Defensive Player: May stand 5 feet from offensive pitcher and stay within 5 feet until kicker makes contact.

GAME RULES:

KICKING: Each player receives up to 2 pitches. 2 strikes = Out. No Walks.

- 1 Strike = Kicking the ball outside of the kicking box
- = Foul Ball
- = Ball does not pass bunting arc
- = Missed kicked
- = Choosing to not kick a ball; No balls.

FLY BALL: An out will occur if fly ball is caught in the air. Runners must tag up before proceeding to next base.

FIELDING THE BALL: Defense can throw, not kick, the ball at a runner to earn an out. Runners hit above the shoulders are awarded 1 extra base unless runner intentionally used head to block the ball, then runner is out.

OUTFIELD: Must start standing behind the outfield painted arch until ball is kicked. May kick the ball into the infield. No more than 4 outfield positions.

STEALING BASES: Stealing, leaving the base early or leading off is not allowed. An Out will occur.

SLIDING: Sliding is allowed but not required. The runner is out and the ball becomes dead if they do not choose to slide and crash into the defensive player making a play. Though if a bad throw draws the defense into runner's path, it is not interference on the runner.

OVERTHROWS: 1 Base awarded for an overthrow.

BASE PATH: Runner is Out: Runs more than 3 feet from base path to avoid being tagged out.

Runner is Safe: Runs outside base path to avoid interfering with fielder playing the ball.

COURTESY RUNNER: For an injured player, must be the last same-sex player to make an out. Once a player uses a courtesy runner, they must for the remainder of the game and will be awarded only 1st base for any hit. No more than TWO players may have a courtesy runner per game.

BLOOD RULE: If blood is noticed on a player an official's time out will be called to stop the bleeding. Team is responsible to replace or cover bloodstained clothing or equipment. If subbed, player may return.

League Rules cont.

INTENTIONALLY DROPPED BALL: If infielder intentionally drops a ball that could be caught with ordinary effort AND a runner on 1st base with less than 2 outs.
= Kicker is out, ball is dead, each runner must return to base at time of pitch.

DOUBLE FIRST BASE: Defense must use white portion, runner must use orange portion if the play is at 1st base. If runner uses the white portion, it is treated the same as missing the base. On extra base kicks, the runner can use either portion.

INTERFERENCE: Offensive player impedes the defense's attempt to make a play, runner is out.

OBSTRUCTION: Defensive player hindering or preventing runner from running or executing a kick. If occurs, all runners are awarded the base they would have reached without the obstruction.

Weather

Text DGOKickball to 84483 for updated rain out alerts.

Determination of wet grounds/rain outs will be made as soon as possible. Later games may be played even if early games are cancelled. Current games could be temporarily postponed but resume within the same evening. Cancelled or suspended games can be rescheduled for any of night of the week and game times can change.

GAME COMPLETION: The umpire can declare a game complete due to elements regardless of the score after 5 innings.

SUSPENDED GAME: Games that are not considered complete will resume at the exact point they were suspended in a rescheduled game.

Conduct

EJECTIONS: Any player ejected will automatically be suspended from the next scheduled game. They must leave the grounds within 2 minutes of the ejection. Team members are responsible for their removal.

UNSPORTSMANLIKE: Any staff member may eject players or spectators from a facility for inappropriate behavior, including but not limited to: physical altercations, vulgar language, drinking alcohol, erratic behaviors, taunting, etc. Any staff member may also forfeit an entire game as a result of any player or spectator's behavior and/or actions.

SUSPENSIONS: If a player is suspended, they are not permitted at the game site, even as a spectator.

INELIGIBLE PLAYER PARTICIPATION: Can be questioned by opposing team Captain only. Captain must have protested to the umpire prior to that specific players 1st kick. If found ineligible at that moment, the player must stop participation immediately, game continues. If player continues and is later found to be an ineligible player, the player's team will forfeit that game. Either way, player must follow up with the Adult Sports Supervisor the next day.

PROTESTS: Protests are not considered on official judgment calls. To protest scoring situations, the team must have kept a scorebook. To protest rule infractions, batting order, player eligibility or ejection appeals, at the point of conflict, the captain make aware to the umpire, site supervisor and opposing captain that the game is under protest. The captain then must follow the formal protest procedure the next business day with the Adults Sports Supervisor.

Parks and Recreation Code of Conduct

- A. **NO PERSON SHALL:** Discuss with an official the decision reached by the official, except for the team captain.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game.
- B. **NO PERSON SHALL:** Be guilty of obscene gestures, objectionable demonstrations or refusal to abide towards official's decision.
MINIMUM PENALTY: Warning by the official.
MAXIMUM PENALTY: Removal from the game and a 1-game suspension.
- C. **NO PERSON SHALL:** Be guilty of using unnecessarily rough tactics during the game against the body and person of an opposing player.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- D. **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- E. **NO PERSON SHALL:** At any time lay a hand upon, shove, or attack a player, spectator, official or employee.
MINIMUM PENALTY: Removal from the game, suspension for 1 season, and probation for 1 additional season.
MAXIMUM PENALTY: Suspension from all recreation activities for 2 years and probation for the following year.
Forceful contact may also result in enforcement and penalties by law enforcement.
- F. **NO PERSON SHALL:** Smoke while participating in the league game.
MINIMUM PENALTY: Warning from official.
MAXIMUM PENALTY: Ejection from the game.
Smoking in some public areas may also result in enforcement and penalties by law enforcement.
- G. **NO PERSON SHALL:** Appear on the field of player under the influence of alcohol or drugs.
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
Alcohol in some public areas may also result in enforcement and penalties by law enforcement.