

MANHATTAN PARKS AND RECREATION DEPARTMENT

## Kickball League Rules

1. To be eligible for Manhattan Parks and Recreation Department (MPRD) kickball, a player must be 18 years of age or out of high school.
2. To become eligible for participation, each player must sign the official kickball team roster of the team he/she is playing on, or complete a "Roster Addition" form at the field. A player becomes eligible immediately upon completion of either of these processes.
3. A player can only play on one team. Any team found to be using ineligible players must forfeit all games in which the ineligible players participated.
4. LEAGUE SPOTS WILL BE AVAILABLE ON A FIRST PAY, FIRST PLAY BASIS. Team registrations will be accepted until the registration deadline or until the league is full, whichever comes first.
5. MPRD will provide the game balls.
6. Minimum number of players needed to begin a game is eight players. A max of ten players will compete on a side (5 men and 5 women) when playing in the field. Teams may bat 12 players (6 men and 6 women) using two designated hitter positions.
7. Teams must have an equal ratio of men and women playing in the field. If teams have less than ten, then the ratio must be equal or have more women than men (ex. 5 women and 4 men). In a situation such as an injury and a player must sit out, then a member of the opposite sex must sit out as well to maintain the proper ratio.
8. Teams are allowed to substitute players, but must sub for a member of the same sex. **Teams will only be allowed to sub on offense and must notify scorekeeper before kicking.** There is unlimited re-entry on offense but subs must re-enter in the same spot every time. If there is an injury, then a sub would be allowed on defense.
9. All games will be 50 minutes or 7 innings, with no new inning starting after 50 minutes. Five innings, or 4 ½ if home team is ahead will constitute an official game.
10. Run-rule will be 8 after 5 and 10 after 3.
11. **Game time is forfeit time!** Teams must have the minimum number of eight players (4M & 4F) present at game time in order to play.
12. Pitching
  - a. Each kicker will get three legal pitches to kick the ball in play. After three pitches if the ball is not kicked or put in to play, the kicker is out.
  - b. No "bouncies" are allowed. A pitch that bounces higher than a foot, at the plate, will not count as a pitch and will be the judgment of the umpire.
  - c. The ball must be pitched in an underhanded motion and at a "kickable" speed that will be at the judgment of the umpire.

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- d. The pitcher must pitch the ball at or behind the pitching rubber, and remain behind the pitching rubber until the ball is kicked. The catcher must remain behind the kicker and may not cross home plate until the ball is kicked. The catcher should not at any time interfere with the kicker. If the catcher interferes with the kicker during a kick attempt, the pitch will not count.

### 13. Kicking

- a. All kicks must occur at or behind home plate.
- b. A ball kicked in front of home plate will not count as a kick and will be ruled a foul ball and considered one of the legal pitches.
- c. All kicks must take place inside the kicking box (between the outside lines of each of the batters boxes).
- d. All kicks must cross the 25' dead ball arc to be a legal kick. A kicked ball that does not cross the 25' arc will be a dead "foul" ball, and count as one of the 3 pitches.
- e. If a defensive player fields a ball that has not crossed the 25' arc then it will be deemed a dead "foul" ball. If the ball crosses the arc fair and then rolls back inside the arc then it will still be deemed fair. This rule is to prevent the use of bunting.
- f. The kicking order must alternate male/female or female/male, members of the same sex are not allowed to kick back to back. (Unless the team has more females than males)
- g. If a team has more than 10 players present, they are allowed to kick more than 10 as long as they follow the alternating rule up to max of 12 players.

### 14. Base Running

- a. No leadoffs or stealing is allowed. The runner must remain on base until the ball is kicked. A runner who leaves early will be called out.
- b. Base runners must stay in the base line.
- c. Runners may advance only one base beyond the base they are on or running towards when an overthrown ball travels in foul territory or out of play.

### 15. Outs

- a. A ball that is not put into play after three legal pitches.
- b. A kicked ball (foul or fair) that is caught.
- c. Tagging the base before the runner gets there on a force out.
- d. A runner touched or hit by the ball at any time while not on base. The runner must be hit with the ball below the shoulders. A runner who is hit above the shoulders will be called safe and awarded an extra base.
- e. A runner who is off the base before the ball is kicked.

### 16. Other

- a. Judgment calls (out/safe, fair/foul, etc.) made by the umpire are not grounds for protesting. Parks & Recreation Staff have the ability to make any ruling not specifically covered in the by-laws.
- b. Vulgar and abusive language will not be allowed. A player who uses such language towards another player or umpire is subject to ejection. Any other unsportsmanlike behavior could result in ejections or suspensions from the league.
- c. Metal cleats are prohibited.
- d. Alcoholic beverages are not permitted in any City of Manhattan parks.