



ADULT CO-ED KICKBALL RULES & GENERAL INFORMATION

League Director:	Brett Geertsma (748-3231 bgeertsm@zps.org)
League Secretary:	Rhonna Overkamp (748-3230 roverkam@zps.org)
Schedules, Rules, Standings:	http://recreation.zps.org/current-sports-leagues/
Social Media:	Follow us on Facebook, Instagram or Twitter (@ZeelandRecreation)

1. **Entry Fees:** Registration is not allowed without full payment.
2. **[NEW] Late Registration Fee:** A registration deadline is established for each season. If there are still remaining spots in our leagues at end of the registration deadline, we will allow “late registration” to continue until enrollment is full or until schedules have to be made (late enrollment = additional \$25 fee).
3. **[NEW] Cancellation Fee & Refunds:** Due to game schedules having to be re-made if a team backs out of the league within two weeks of the season, a \$100 cancellation fee will be charged if a team requests to be removed from the league within two weeks of the start of the season. Once the league schedule begins, no refunds can be provided.
4. **Team Managers Expectations:** All teams must have a manager who is responsible for submitting the team fee and roster, ensuring players act in a sportsmanlike manner, and responding to the Recreation office in a timely manner. All discussion between teams and the Recreation Department should be handled through the team manager.
5. **League Structure:** There is a regular season followed by a single elimination tournament.
6. **Roster Guidelines:** No team will be allowed to play until their roster is officially submitted to the Zeeland Recreation department. Roster forms can be found on our website (<http://recreation.zps.org/sports-leagues/>) or hard copies can be picked up at our office. You may have as many players on a roster as you’d like to start the season. However, the following guidelines must be followed. If a team violates any of these rules, that game is automatically forfeited.
 - a. You may never have a player play for you if they are not on the official roster you submitted to Zeeland Recreation
 - b. No players may be on your roster if they are on another roster in your competition level (upper, middle, lower)
 - c. Additional players (subs) can be added to your roster until your third game. No players may be added after that game.
 - d. In order to participate in tournament games, players must have been on the roster prior to the third scheduled game and also played in at least three (3) regular season games with that team
7. **Start of Game Rules:** Teams not ready to play at their scheduled starting times will forfeit that game. A five-minute grace period will be given (ex: ready to play at 8:05 rather than 8:00). You must have at least eight (8) players to start a game. Teams with seven (7) or less players at the start of the game automatically forfeit unless their opponent approves the start of the game and accepts whatever result comes from that game. A team playing with eight (8) or less players will automatically be the visiting team (bats first) and have the 10 run mercy rule in effect starting in the first inning.



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8. **Weather Cancellations:** In the event of inclement weather and/or unforeseeable schedule conflicts, games may be canceled. Game cancellations will be made before 5:00pm on the day of the game, unless the inclement weather begins later in the evening. If inclement weather begins after 5:00pm, the game decision will be made by the site supervisor on site. Team managers will receive emails regarding cancellations, but participants may also get cancellation information via our “Weather Cancellation Line” (616-748-3235), by visiting our website (<http://recreation.zps.org>), or by checking our social media pages (Facebook, Twitter, and Instagram).
9. **Pre-Season Practices:** Usage of DeWitt Sports Complex softball fields when they are not reserved by Zeeland Public Schools programming is on a first come, first serve basis. Fields are not reserved for practices for adult sports league teams. If you wish to use a field for practice, simply show up and see what is available. If a field is clearly dragged and lined for an upcoming Zeeland Public Schools event that evening, please use a different field.
10. **Game Protests:** Protests can be made on rule and roster violations. To file an official protest, the protest must be verbalized to the umpire before the next pitch is thrown (if a rules protest) or prior to the start of a game (if a roster protest). The protest and exact violation must then be submitted to the Recreation Director within 24 hours of the incident. The Recreation Director will review the situation and communicate the decision to the team managers/umpires involved.
11. **Ejections:** Any player/coach ejected during or after a game will be suspended for at least the next playable game, and possibly more depending on the severity of the offense. Any player/coach who makes physical contact with or throws an object at an umpire, site supervisor, opponent, fan, or teammate will be suspended from participating in all Zeeland Recreation activities for at least one year. All suspensions are subject to a written (emailed) appeal by the team manager within 24 hours of the suspension. The terms of the exact suspension will be emailed to the team manager, as well as to that individual(s) involved. Readmission into the league will be dependent on a mandatory face-face meeting with the Recreation Director after the suspension has ended. For any ejection or suspension incident, a report will be filed by the umpires with the Recreation Director, who will review the situation and act further if necessary.
12. **Tobacco & Alcohol:** Tobacco products and alcoholic beverages are prohibited on Zeeland Public School property.
13. **Scoreboard Controller:** Home teams will be official scorekeeper and manage the scoreboard updates in-between innings. Home teams are the team listed first on the schedule.
14. **Regular Season Championship Tie-Breakers:**
 - a. **Two Team Ties:** If there are two teams tied with the same record at the end of a regular season, head-head record will determine the champion (if the head-head record doesn't clearly determine champion, co-champions will be named).
 - b. **Three + Team Ties:** If there are three or more teams tied, head-head record will determine the champion. If one of the teams tied in first defeated all other first place teams, they are the champions. If one team didn't beat all other teams tied with them in first place, then all teams are named “co-champions”.



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- c. If All Teams Haven't Played the Same Amount of Games: no team will be withheld a regular season championship or co-championship due to having less games than another team. For example, if one team finishes with a 5-1 regular season record and another team finishes with a 4-1 regular season record, those two teams will be named "co-champions" (unless the head-head tie-breaker breaks that "tie").

RULES:

1. **[UPDATED] Game Time Limits**: No new innings can begin 60 minutes after the first pitch. The 60-minute begins on the first pitch of the game. If an inning is in process when the 60-minute time limit arrives, the top and bottom of that inning may be finished. However, if an inning ends with five (5) minutes or less remaining in the 60-minute game time limit, the "Flip-Flop Batting Order Rule" is in effect (see rule #2 for details), and the losing team kicks in the top half of the inning (no matter how many runs they are behind). Ties at the end of the 60-minute time limit or last inning will go as a "tie" in the league standings for both teams (no extra innings).
2. **[NEW] Last Inning Flip-Flop Batting Order Rule**: If an inning ends with five (5) minutes or less remaining in the 60-minute game time limit, the trailing team kicks first to start the last inning, no matter how many runs they are trailing by (even if they're the home team). This rule is in effect to help games later in the night start on time.
3. **[CHANGED]: Courtesy Runner Rule**: There will be one courtesy runner allowed per inning. The courtesy runner can be any runner on your roster (it does not have to be the last player to record an out). If the courtesy runner is still on base when his/her spot in the lineup comes up, an automatic out occurs, the runner is removed from the base paths, and then that runner takes their scheduled turn to bat in the batting order.
**Exception: If a player is removed due to injury.*
4. **Strike Zone**: The strike zone extends to one (1) foot on either side of home plate.
5. **Encroachment Line**: An encroachment line will be used in the outfield 165' from home plate. If an outfielder passes in front of this line before the ball is kicked, it results in the pitching being called a "ball" OR if the kicker kicked the ball and is safe, the play will stand.
6. **No Metal Cleats**: Metal cleats are not allowed.
7. **Minimum Players to Field Team**: Teams must field at least eight (8) players and no more than nine (9). Teams with seven (7) or less players at the start of the game automatically forfeit unless their opponent approves the start of the game and accepts whatever result comes from that game.
8. **Male/Female Rules**: Teams must field a minimum of four (4) female players if they are playing with 9 players. If a team is playing with eight (8) players, only three (3) females are required.
9. **Re-entry or Rocket Rule**: Teams must finish game with same number of players they started with.
Exception: Injury
10. **Innings**: Regulation games are 7 innings.



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11. **Mercy Rule:** If one team is ahead by 10 runs after 5 complete innings the game will be called.
12. **Pitching Rules:**
 - a. A legal delivery shall be a ball that is delivered underhand and at a slow to moderate speed. Small bounces are permitted, but bounces may not be more than 12" from ground to top of ball.
 - b. The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball.
13. **Fielding Rules:**
 - If playing with nine (9) players, the team must have six (6) infielders and three (3) outfielders. If playing with eight (8) players, teams can either have five (5) or six (6) infielders, and either two (2) or three (3) outfielders
 - No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball for that pitch. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball on that pitch.
14. **Kicking Rules:**
 - All kicks must be made by feet.
 - All kicks must occur at or behind home plate. A kick in front of home plate is a dead ball and a strike on the kicker.
 - The kicker must take a full kick at the ball.
 - A kicker who bunts the ball is out and the ball is immediately dead. The key that the umpire is looking for is a "follow through" on every kick. No follow through = a bunt.
15. **Batting Order Rules:** Three guys may not kick in a row. Females must be staggered in after at most every two batters.
16. **No "Infield Fly" Rule:** An "infield fly" rule is when there are runners on first and second base (potentially third base too), and a ball is popped in the air in the infield area. This rule automatically calls the batter/kicker "out" if this occurs. This rule is NOT in effect in this league. *Exception: In the umpire's judgment, if a ball is caught and dropped on purpose in an "infield fly rule" situation, the kicker is out and the ball is dead.*
17. **Base Running Rules:**
 - Runners must stay within the base line.
 - Fielders must stay out of the base line.
 - Fielders trying to make an out at a base may have their foot on base, but must lean out of the baseline.
 - Tagging Up: After a kicked ball is caught, runners must tag their originating base before running to the next base.
 - Runners hindered by any fielder within the base line shall be safe at the base to which they were running.



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- Neither leading off base, nor stealing a base is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.
 - Base runners must not interfere with the play in progress. A base runner that does interfere will be charged with interference resulting in being called out on the play.
 - When a defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will also be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.
18. **“Overthrow” Rule:** if the defense throws a ball over a fence, the base runner is awarded one extra base.
19. **“Head Shots” Rule:** Hitting a runner who is running upright (not sliding) with the ball above shoulder level (i.e. “head shots”) is not allowed. Any runner who is running upright (not sliding) and is hit above the shoulders is safe and advances the base they were running towards. *Exception: If a runner intentionally places his/her head in the path of the ball and is so called by the umpire, that runner is out.*
20. **Strikes/Balls Rules:**
- Strike Outs: A count of three (3) strikes constitutes an out.
 - A strike is:
 - o A pitch within the strike zone not kicked
 - o A pitch missed by the kicker
 - o A foul ball
 - o A foul ball on a third strike counts as an out
 - A foul ball is:
 - o A kick landing out of bounds
 - o A kick landing in bounds, but traveling out of bounds on its own before reaching first of third base (any ball touched by in-bounds fielder is automatically in play).
 - o A kick where contact is made with the ball in front of home plate
 - Walk: A count of four (4) balls advances the kicker to first base.
 - A Ball is:
 - o A pitch outside of the strike zone
 - o Any fielder or pitcher advancing on home plate before the ball is kicked
 - o Any catcher crossing home plate before the kicker or failing to field behind the kicker
21. **Outs:** A count of 3 outs by a team completes the team’s half of the inning.
- An out is:
 - o Any combination of 3 strikes/fouls (a foul ball on a third strike counts as an out)
 - o A runner touched by a kicked ball at ANY time while not on base



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- A fielder throwing a ball at a runner with medium force (an umpire will decide if a fielder used unnecessary force to throw at a runner; in this case that player will be ejected and the runner will be called safe.)
 - Any kicked ball (fair or foul) that is caught in the air
 - A ball tag on a base to which a runner is forced to run
 - A runner that is off of his/her base when the ball is kicked
22. **Ball in Play:** Once the runners have stopped advancing, the umpire will call time, and that “time out” will be in place until the next pitch is thrown. If a runner intentionally touches or stops the ball, the play ends.
23. **Age Eligibility:** All players must be 18 years old or older to play.
24. **Forfeit / No-Show Rule:** 1st: Warning | 2nd: \$50 fee | 3rd: League suspension (no refund)
25. **[UPDATED] Pitching Rubber Rules:** Pitchers may pitch without having a foot touching the rubber if they desire, as long as they are directly behind the rubber and within five feet of the rubber. No pitch may be thrown in front of the pitching rubber without having at least one foot contacting the pitching rubber.
26. **Collision Rule:** Runners must make an effort to avoid collisions. Intentionally colliding may result in an ejection.
27. **Batting Order Rules:** Even though only 9 players can play on the field defensively, a team can have as many players as they want in the batting order. Those playing defense are interchangeable at any time, but the batting order must remain the same from the start of the game to the end of the game. Failing to do so will result in an out recorded each time that spot in the lineup comes around. **Exception: If a player is removed from the batting order due to injury, no out will be recorded.*
28. **[CHANGED] Substitute Runner Rules:** The courtesy runner can be anyone on your roster (it does not have to be the last player to record an out). If the courtesy runner is still on base when his/her spot in the lineup comes up, an automatic out occurs, the runner is removed from the base paths, and that runner then takes their scheduled turn to bat in the batting order. **Exception: If a player is removed due to injury. Men can only run for men and women can only run for women (one gender per inning). If an injury of a runner prevents him/her from running the bases, a substitute runner shall be permitted for the injured player. *Exception: If a player is removed due to injury.*

WAIVER:

Participation in the Adult Kickball program exposes you to a possible risk of personal injury and I hereby release Zeeland Recreation and its employees from any and all liability from property damage, personal injuries, or other claims arising from or in connection with participation in the program including claims that are known and unknown, foreseen and unforeseen, future or contingent.