

TOWN OF PRESCOTT VALLEY PARKS & RECREATION KICKBALL LEAGUE RULES & REGULATIONS

OBJECTIVES AND PURPOSE

The Town of Prescott Valley Parks and Recreation Department Sport Leagues are designed to provide a recreational activity for residents of Prescott Valley and surrounding communities. The department strives to promote physical fitness, develop sportsmanship, and to provide a constructive outlet through recreational activities.

SCHEDULE OF GAMES

Games will be played on Sundays; makeup days will be played at the end of the season.
All games will be played at Mountain Valley Park Amp fields, 8600 E. Nace

Fields

Games will be played at Mountain Valley Park Amphitheatre Fields. The homerun line will be lined with cones and chalked.

EQUAL OPPORTUNITY

The Town of Prescott Valley Parks and Recreation Department does not discriminate against race, age, disability or national origin in its athletic programs.

AWARDS

Winner of Single Elimination Tournament will determine the winners of the league will receive Adult Sports Voucher. All teams will receive t-shirts for inaugural season.

POLICY STATEMENT ON OFFICIALS/FIELD SUPERVISOR

The Town of Prescott Valley Parks and Recreation Department provides officials. Judgment calls are final. No protests concerning judgment calls will be accepted. A field supervisor will be available on site to facilitate the program, handle problems and ensure roster eligibility

CARE OF BALL FIELDS

Please instruct all players and spectators to place empty cans and litter in trash receptacles. Misuse of ball fields or park facility will not be tolerated. Violators will be prohibited from using the facility and suspended from league program.

SAFETY OF CHILDREN

Parents/guardians are responsible for the safety and behavior of their children at the game site/facility. No bikes ridden in and around restroom and no throwing balls against fences or walls.

ALCOHOL AT PARK

Town ordinance disallows any consumption of alcoholic beverages within the confines of the park. Any player, coach or spectator that is found to be in the possession of alcoholic beverage with the intent of consumption will be asked to dispose alcohol and or leave the park. Refusal to leave will cause immediate forfeiture of game being played, yet to be played or having already been played.

GAME PLAY

1. A managers meeting will take place before the game with the umpire/site supervisor to cover any ground rules.
2. 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 0-0 tie. Each team will get one point for the tie. If time allows an extra inning may be played if both teams agree to it.
3. A team must have 10 players to start the game; teams may start short with only 8 if the other team agrees. Late arrivals can only be added in if the opposing team agrees. See minimum players.
4. Teams that do not have 8 players at start of game time will forfeit the game.
5. A game that is called off by umpire/site supervisor due to inclement weather or other 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 regulation game that is called off after 3 full innings ends in a tie, it will be marked as such.
6. A game that is called off by umpire/site supervisor before 3 full innings have been played shall not be considered a regulation game and will be rescheduled and resumed at the point the game was stopped, if possible.
7. **7-run rule**

There will be a 7-run rule in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team or the game has reached 7 complete innings or time.

A runs a head rule will be used as follows:

- a. 20 runs after four innings
- b. 10 runs after five innings

BALL IN PLAY

1. When a defensive player in the infield has control of the ball the play ends.
2. 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).
3. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This particularly helpful if you have a long throw from the outfield.
4. There is no in-field fly rule. **However, if the umpire feels a ball is intentionally dropped to turn a double play all runners will be safe.**

PITCHING

1. Pitchers must **“ROLL”** the ball to the batter.
2. The strike zone extends to 1 foot on either side of the home plate and 1 foot high.
3. **No bouncing pitches are allowed.** A pitch that is higher than 1 foot at the plate, and called as such, results in a ball.
4. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
5. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a ball.
6. Pitchers may only be replaced twice per inning.

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.
3. **All kicks must be made with the foot**
4. All kicks must occur at or behind home plate.
5. 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.

BASE RUNNING

1. Runners must stay within 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.
2. The play ends when- all runners have reached a base and a defensive player has control of the ball in the infield.
3. 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.
4. Sliding is allowed.
5. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
6. 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 base will be safe. ***If a player intentionally throws at the head of another player they will be ejected***
7. After a ball is caught, runners must tag their originating base before running to the next base.
8. All ties will go to the runner.
9. One extra base is awarded on an overthrow. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout in the following circumstance:
 - a. A ball that is thrown to first or third base is not caught or fails to hit the runner.
10. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Catchers please know where you are standing to avoid unnecessary collisions.

STRIKES

1. A count of 2 strikes is an out. A strike constitutes:
 - a. A pitch within the strike zone either not kicked, or missed by the kicker.

BALLS

A count of 3 balls advances the kicker to first base. A ball is:

1. A pitch outside the strike zone.
2. A ball falling short of the plate and does not cross over the plate.
3. A bouncing ball that is higher than 12 inches as it crosses home plate.
4. A pitcher advancing in front of the pitching rubber before the ball is kicked.
5. Any catcher advancing forwards of home plate before the kicker kicks the ball.

FOULS

1. A foul is:
 - a. A kicked ball landing fair but traveling foul on its own before reaching first or third base (any ball touched by a fielder while it is in fair territory is automatically fair even if the ball goes foul).

COUNT

1. Each kicker will be allowed a 3 ball – 2 strike count with no courtesy foul.

OUTS

1. A count of three 3 outs by a team completes the team's half of the inning. An out is:
 - a. A count of 2 strikes
 - b. A runner touched by the ball at ANY time while not on base.
 - c. Any kicked ball (fair or foul) that is caught.
 - d. 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).
 - e. A runner off of their base when the ball is kicked.
 - f. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
 - g. A kick occurring in front of the home plate (kicks occurring in front of home plate are caught by the fielding team are called out).

DESIGNATED RUNNER

In case 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 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.

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
3. **No drinking of intoxicating beverages is allowed at fields/games.**
4. No smoking on field or in dugouts.

TIE GAMES

2. 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 0-0 tie. Each team will get one point for the tie. If time allows an extra inning may be played if both teams agree to it.

EQUIPEMNT AND APPAREL

1. **METAL SPIKES ARE NOT ALLOWED**
2. Game balls and clock are provided by Parks and Recreation Department
3. Uniforms are not required to participate, but matching t-shirts are encouraged.

SLIDING

Sliding is allowed at any base. However, sliding is not mandatory.

SCORE KEEPING

Home team will be official scorebook. A representative must be noted as a designated scorekeeper. Umpire will mediate any discrepancies in score. If home team does not provide a scorekeeper, they will relinquish their home team status. Visiting teams are encouraged to also provide a scorekeeper.

FIGHTING

Players who engage in fighting will be automatically ejected from the game. Further penalty may be carried out against player(s)/team(s) if the situation warrants.

PROTESTS

Protests will be handled on a case by case basis. Protests should be made to Site Supervisor before leaving field.

TEAM CAPTAIN/MANAGER RESPONSIBILITIES

Team captain/manager will have a current daytime & evening phone number listed on the roster. All managers are responsible for the Code of Conduct of their players and spectators associated with them. Violations of the Code of Conduct or behavior deemed “inappropriate” will receive a minimum/maximum penalty. Team captain/manager is the only team member that may address the official during match play.

CODE OF CONDUCT

No player will at any time lay a hand upon, shove, strike or threaten or use any obscene, abusive gestures or verbal attacks.

No player will be guilty of using unnecessarily rough tactics or rude sounds in the play of the game against the body and/or person of opposing player.

No player will appear on the contest area under the influence of alcohol or drugs.

Team captain/manager is the only team representative who may discuss a ruling with the facility supervisor or official. All judgment decisions are final.

ROSTERS

Rosters are open throughout the season to add names. A player may be added who has not participated on another team.

Additions/deletions to the roster may be done through Recreation Department office or with the field supervisor on site. Players who are on another team's roster may only play if opposing team agrees before game time. Umpire must verify agreement or opposition by opposing team. No protests will be received after start of game in this case. All additions/deletions to a roster must be made prior to start of game in which the player participates. If a player wishes to transfer from one team to another in the same league, he/she must notify Parks and Recreation office before making the transfer or on site with field supervisor. Maximum of #20 on a roster.

All Teams must have players sign roster/waiver. If your team is caught with a player not on the roster that team will automatically forfeit that game.

MINIMUM PLAYERS MEN/WOMEN

Each team must register 10 players on the roster with a maximum of 20.

1. Females and males must be equally represented in both infield and outfield when possible.
2. If fielding the minimum of 8 players (4male/4female or 5 female/3 males), that the team should place three players in the outfield and the remaining five in the infield (1st base, 2nd base, 3rd base, pitcher and catcher).
3. If fielding the maximum of 10 players (5male/5 female), 4 players must play in the outfield while the remaining six will play infield (1st base, 2nd base, 3rd base, shortstop, pitcher and catcher).
**Pitcher and catcher must be of different gender

SPORTSMANSHIP

Recreational sporting leagues offered by the Town are designed to be leisure in nature with an emphasis placed on sportsmanship and fair play. Participants are encouraged to be competitive and abide by the intent of the league at all times. Unsportsmanlike behavior is not tolerated.

UNSPORTSMANLIKE CONDUCT

Includes actions of deceit, disrespect, or vulgarity unsportsmanlike conduct by a player, coach, manager or spectator includes, but is not limited to the following: Derogatory remarks to official, opponents, team members, spectator, or recreation staff. Excessive questioning or attempts to influence official or recreational staff decisions, showing disgust with officials or recreation staff and/or their decisions, using insulting language or gestures or baiting acts which produce ill will, making any contact with an opponent which is deemed unnecessary and which incites roughness.

Minimum Penalty

Warning by official and/or Site Supervisor. Possible ejection from the contest, probationary status and/or multiple game suspensions as determined by the Department

Maximum Penalty

Removal from further league play and/or possible extended recreational suspension

POLICY STATEMENT ON FIELD SUPERVISOR

A field supervisor will be available on site to facilitate the program, handle problems and ensure roster eligibility. The field supervisor has the ability to amend a rule if deemed necessary to improve game. Supervisor will not settle protests.

ELASTICITY CLAUSE RULES AND REGULATIONS POLICY STATEMENT

Judgments will be made upon any rule or procedure not stated herein by the Parks & Recreation Department as necessary, to provide for the recreational enjoyment of players, coaches, managers, spectators, officials, and recreation staff members. The Parks &

Recreation Department of the Town of Prescott Valley reserves the right to change, add, or delete, any rules or regulations as it benefits the program.

CANCELLATION INFORMATION:

Dial 775-3093 during inclement weather, cancellation information will be posted as soon as we become aware.

Team Schedules:

Schedules will be posted on the Town of Prescott Valley's website under Parks and Recreation; it is the responsibility of Team Manager/Captain to provide a working email address. All updates, notices and tournament schedules will be posted and emailed. Managers and Captains are responsible for keeping their teams informed.

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