Poquoson Parks and Recreation Kickball League Rules update
5/13/19

The goals of this league is to provide fun, interactive, sports play that is in the spirit of fun and provides exercise for adults (women) thru the game of kickball. All captains are responsible for communicating the rules of the league to their respective teams.

1. Games will consist of 7 innings or a 50 minute time limit. The game clock will start with the first pitch of the game. The game official will determine the official time for starting and ending the game. When an inning has started, the inning must be completed unless the home team is on offense and leading in runs scored. For the 6pm games a 5 minute grace period will be provided if needed.

2. Run rules will be in effect as follows: 15 runs after four innings, 10 runs after five innings, after complete play of innings.

3. Teams will consist of 10 players in the field but may start the game with 8 players with the missing players placed in the ninth and tenth spots in the order. The unoccupied position(s) shall be an automatic out. If the ninth/tenth player arrives, she must assume the ninth/tenth spots in the order. It is not legal to walk a player to get to the automatic out(s). If an intentional or unintentional walk is issued to a player in the position prior to the automatic out(s), the automatic out will be nullified.

4. The kicking line up may have an unlimited number of kickers. However the kicking lineup must remain the same throughout the entire game.

If there is an infraction for kicking out of order, the Captain must address the umpire for resolution. For procedures to handle kicking out of order see the ASA Rule 7 Attached on Kicking out of order.

The score keeper will not address any general public or fan to assist with this matter. The score keeper will only clarify for the umpire and the captain upon discovery. Time will run during these clarifications. The official score is kept by PPR staff. It is the Captain’s responsibility to check the score following each inning to prevent any discrepancies. Failure to check score and should a discrepancy arise at the end of the game, the PPR book is the official score and will stand.

5. Game balls will be provided by the Parks and Recreation Department and will be brought to the field by the game official.

6. Practice space is not provided for teams, prior to the start of the league or within the season as part of the league fee.
7. Coaches, players, and spectators must show respect and cooperate with game officials at all times. Unsportsmanlike conduct will not be tolerated.

8. It is the responsibility of the Captain to maintain proper conduct among her Team members and spectators at all times. It is also the captain’s responsibility to ensure that all participating players are on roster and eligible to participate on their team. If a player’s eligibility is in question the coach should check with scorekeeper prior to a player participating.

9. Teams are not permitted to warm up with the game ball. Teams must provide their own Practice balls for warm up purposes.

10. Alcohol at any kickball activity is not permitted. Police will be called to the game field and offending spectators or players will be removed. Game officials have the authority to remove players under the influence of alcohol for safety of the league and players. A team may be assigned a forfeit by the umpire or PPR Staff for any alcohol or presence of alcohol.

11. Use of tobacco products is not permitted on the playing field.

12. No infield practice on the playing field prior to your scheduled game. If games are rained out, you are not allowed to practice on the field.

13. Ejection of a player(s) from a game will result in a 2 game suspension from the league. If there is a Flagrant/Severe Violation, players may be suspended for the remainder of league or season. If it is the last game of the league or season, the player(s) may be suspended for the next league or season. Additionally, once an ejection occurs, to be reinstated for league play the player must pay a $65.00 Sportsmanship fine to PPR after their game suspension. This is collected at PPR and not at the game field.

The Use of any foreign substance at post game to throw or apply on any player is a violation of good sportsmanship. The offender(s) will receive a 2 game suspension and the sportsmanship fine. Following the violation, players could be suspended for the remainder of the league or season to include tournament play. If it is the last game of the league or season, the player(s) may be suspended for the next league or season. Additionally, once the violation occurs, to be reinstated for league play the player must pay a $65.00 Sportsmanship fine to PPR after their suspension. This is collected at PPR and not at the game field.

14. Proper Uniform is defined as: Players must wear shirts, pants or playing shorts, and athletic shoes at all times. Athletic footwear is required. No street shoes, boots, metal cleats or hard football type cleats can be worn in league play. Softball or soccer cleats only are permitted, or tennis shoes. Matching shirts with a number are required for your team. Players must wear the same number each game. If improper shoes are discovered on the field during a team’s at bat, the team will take an out. If discovered while in the field the team must make a substitution or play short. The game time will not be halted for shoe changes.
15. Teams that are tied at the completion of seven innings of play shall continue to play extra innings if time remains. If the score is tied at the end of regulation time (50 minutes), the game will be recorded as a tie.

16. The home team is determined with a flip of a coin at the start of each game with the captains and the umpire. Ground rules shall be established at this time between the captains and umpire prior to start of the Game.

17. Official lineup cards must be turned in to the game official. Lineups must be turned in to the game official 5 MINUTES prior to your scheduled game time. Players listed on your scorecard MUST BE PRESENT AT THE BALLFIELD. Each captain will receive a copy of the opponents turned in line up.

18. The kicking line up may not change but may be as many as the captain wishes. The captain may leave people on the bench not to kick, but must still fill the 8-10 spots. There must always be 8-10 players in the field. If someone is added to the bottom of the lineup and never shows up for the game, then the team takes an out for this kicking position even if the person in the line-up is past the #10 spot. The captain does not have to kick everyone that is there for the game.

19. **Substitution:**
   Once a player is removed from the kicking lineup she may not return to the kicking line up. Anyone may play the field (even if not in the kicking line up), however the definition of playing a game for the 2 game requirement, requires that the player be in the kicking line up in the official score book.
   If a player is removed from the kicking line up as a result of injury or other reason, and there is not a player on the bench (not already in the kicking line up) to replace her, then the team will take an out each time this kicker comes to kick and does not kick. The kicking line up may not change for order of kickers and for the number you kick once the game begins.

20. In event of rain/ light failure, weather cancellation, 3 complete innings must be played. If games have not reached this point they will be replayed from the start. New line ups are part of the new game on the new day.

21. **KICKING AND PITCHING:** The ball cannot be kicked until it has crossed home plate or is over home plate. Contact with the ball must be made inside the kicking box. The kicking box will be from home plate to 2 cones to mark the rear of box.
   Kicking the ball in front of home plate will result in a dead ball and a strike against the kicker. If it is the third strike, the kicker is out, the ball is dead and base runners may not advance. If an illegally kicked ball is caught in the air by the defense, the kicker is out, ball is dead and base runners may not advance. Kickers with two strikes are allowed one foul ball. The next foul ball will result in an out.
22. The Pitcher may not leave the pitching circle until the ball is kicked.

23. The ball must be rolled from the marked pitchers mark. One foot must be on the mark at
    the  release of the pitch. Pitches must be underhanded.

24. Strikes are rolled balls that cross in an area 12” either side of home plate. Therefore the
    strike zone is 41” wide. The game official will call balls and strikes. Pitchers are not
    permitted to bounce the ball towards home plate. The pitch must be rolled smoothly, no
    higher than the knee.

25. Balls are any pitch that bounces higher than 12 inches from the ground at any time after
    release from the pitcher.

26. Strike out: 3 called strikes and players only get 1 courtesy foul in any one of the three
    strikes. 4 Balls is a walk.

27. The Catcher may not interfere with the kicker in any way. Interference by the catcher in
    anyway will result in the kicker taking first base automatically. The catcher must stand behind
    the kicker not to the right or left. The catcher must stand behind the cones.

28. There will be no bunt zone. A foul ball is any ball kicked out of the foul lines, just as any
    Other base sport, (softball, baseball, etc.)

29. Field Players and Outfielders: Teams must have a minimum of 3 outfielders. Outfielders
    Must be at least behind the bases. All other field players may play wherever they choose.
    There will be no hash line at first and third base. Infielders may play as close as they wish, but
    may not interfere with the kicker, and must be in fair territory.

30. BASE RUNNERS: Base runners may not steal, lead off, or advance until the ball is kicked.
    Violation of this rule will result in the base runner being called out. Base runners that are
    Struck with a kicked ball that has not deflected off of a defensive player shall be ruled out.
    Base runners may not interfere with a defensive player fielding a ball. In turn, defensive
    players may not obstruct a base runner if they are not attempting to field the ball. These
    judgments will be made by the game official. Defensive players may also throw the ball at a
    base runner to put them out. When a base runner is struck with a ball thrown by a defensive
    player, the base runner is out even if the ball bounces before it hits them. When base runners
    are struck in the head by a thrown ball, they are not out unless they were ducking or lowering
    their head to dodge the thrown ball. Base runners must tag up on all fly balls that are caught.
    If a player is hit anywhere above the shoulders the runner is not out. This is to discourage
    throwing at players’ head and for safety.

30A. For Safety purposes if there is a play at home the baserunner must slide. You may not run
    over the catcher.
    You may not slide into first base at any time. Diving back to first is permitted.
    Head first sliding is permitted however only at 2\textsuperscript{nd}, 3\textsuperscript{rd} or home.
31. If the runner intentionally lowers his head to block the ball, or if the runner is ducking diving or sliding as an attempt to prevent being out and is hit in the head because of the ducking, etc. the runner is out.

32. If a team has an injury to a base runner, the base runner can only be replaced by a proper Substitute. The new base runner may not already be in kicking order. The injured player may not return to the game. If there is no substitute available the team takes an out.

33. Once the ball is in the pitcher’s circle the ball is dead- after a play.

34. Game time, as listed on the official league schedule will be forfeit time. No forfeit shall be declared earlier than the regularly scheduled time. This penalty cannot be waived. Although the Game officials will be fair; the official time is the GAME OFFICIALS TIME only.

35. If a team is declared a winner by forfeit, they will have use of the field for practice (EXCEPT FOR THE LAST GAME OF THE NIGHT) until 10 minutes before the next scheduled game time. Teams must use their own practice balls during this time.

36. The game official shall have the authority to make decisions on any situation not specifically covered by these rules. When the game starts the game official is in complete control of the game.

37. NO game will be rescheduled at the request of captains or because of player availability Circumstances. PPR reserves the right to reschedule or cancel games due to weather, umpire availability, or space availability at its own discretion.

38. Seeding for the end of the season single elimination tournament will be determined by win loss record. If a team has more than 2 forfeits during the season, the team will not be tournament eligible. Head to Head, then coin toss if no head to head by Captain.

39. During games only players on the team’s roster may be in the dugout/team areas or serve as base coaches. All spectators/children or other team affiliates must be in spectator areas.

40. Only the team captain may discuss issues with the game umpire or score keeper. The Team Captain must be a roster player. If the official captain is out or absent a substitute roster player may be appointed for that game to serve as captain. No men/husbands, males etc. Are to be on the roster or allowed in the dugout, they may not consult with the umpire or be base coach.

41. Rain-out/cancellations will be determined using the Parks and Recreation Weather Hotline At 868-3584. Determination to cancel will be posted at 5:00pm. The Parks and Recreation Weather policy for heat, lightning and thunder is in effect for all Kickball activities.

42. Rosters: All rosters must be completed and turned in to PPR at the First Game. After the First game, no additions will be accepted. You may carry up to 20 people on your roster. Players must be 21 and female to play. Everyone must play in at least 2 games to be eligible
for the tournament. Anyone playing an illegal player will forfeit the game the illegal player was found to be playing in. Players may only play for 1 Team in the league.

43. Fields: At any time on each night any 2 of your games could be on the skinned surface or the back stop area of Municipal Park. Depending on number of teams in league, games will start as early as 5:30 pm and go as late as 9:15pm start time. The grass area field will not have dugouts, so a designated player area will be marked.

44. Parking: All participants are asked to please park in the pool parking lot to keep the road clear as swim team will also be entering and leaving the park and traffic access needs to be available at all times. Do not park near or block gas pumps.

45. When submitting line-ups please put in players first and last name and number.

46. There will be no protests. Game situations at the field as ruled by the umpire are final.

47. All teams are responsible for their own first aid/water, and equipment brought to the field.

48. PPR reserves the right to add or amend the rules as necessary for the general good of the league.

EFFECT - Section 2 B-C: Batting out of order is an appeal play which may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. NOTE: The offensive team may correct a wrong batter at the plate with no penalty.

If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area: the player who should have batted is out.

Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction, remains out.

The next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the one called out, go to the next person in the line-up.

If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

No runner shall be removed from the base occupied except the batter-runner who has been taken off the base by the umpire as in (2) above to bat in the proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.