

**CITY OF GRAPEVINE  
PARKS AND RECREATION DEPARTMENT  
KICKBALL RULES AND REGULATIONS**

Revised 2/21/19

All League Games will be played in accordance with the current Texas Amateur Athletic Federation (TAAF) Cavalcade of Sports, with the addition of the following:

**I. Eligibility**

1. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play.
2. **COACHES** are responsible for their rosters to match the players' identity. All players must carry a current picture identification with them at all times during all league games. GPARD staff will randomly check team rosters against the lineup, any player that is not on the team roster will NOT be allowed to play.
  - a. If the illegal player is found before the game, he/she will not be allowed to play and the game will begin, dependent upon the number of players left over.
  - b. If the illegal player is found during or after the game, the game will automatically be deemed a forfeit.
3. Players will be allowed to play on more than one team during a season, but cannot play on more than one team in the same league
4. In the interest of equalizing league play, after a demonstration of dominance in a division, the Parks and Recreation Department reserves the right to promote a team into a more competitive division, at the PARD discretion.

**II. Rosters**

1. Teams shall consist of a maximum of 10 players on the field and a minimum of eight players, with no more than six guys on the field at any time. **If a team does not have four (4) females to start a game, that team will forfeit.** If you play with fewer than 10 players but have at least 4 women, you do not have to take an automatic out. One of the players must be catcher.
2. You may kick as many as 12 players but no more than two males can kick in a row. Female can re-kick if necessary.
  - a. For Example: 6 males and 6 females, 6 males and 5 females, 6 males and 4 females. One girl would be designated in the line-up to kick twice to ensure proper ratios.
3. The kicking order must be provided to the umpire before the start of the game.
4. Each team may add up to 20 players during the season. Once a team adds 20 players, then you will have to add/drop players. You may do so with the UIC at the field to add/drop players. No team may exceed 20 players at a time. All teams that advance to the city playoffs, you may not add any new player(s). You must play with the players that were on your roster during the last game of the regular season. **If you are adding a player from another field or as a bystander, you have until the end of the 1<sup>st</sup> inning to complete a roster card on that pickup player. (Please note, no team may pick up a player that is on another roster in the same division/night)**
5. **ALL** team members must submit a complete roster card with the players' name, home phone, address, city, zip code, DL # and the players' signature. All cards must be turned in 10 minutes prior to the game to the UIC.

### III. Uniforms

1. All players on each team must wear jerseys that are matching in the base color and which have a permanently affixed, non-duplicated number on the back. Jersey without numerals or jerseys with taped, pinned, or handwritten numerals will NOT be allowed. There will be a one game "grace period" for all teams to obtain their jerseys. After this "grace period," players not attired as described above will NOT be allowed to participate. As a result, we will have grey jerseys with the numbers 94-98 for sale at the concession stand for \$10 each. These jerseys will be legal to wear for the rest of the season.
2. **Jewelry** – Exposed jewelry, which is judged by the umpire to be dangerous, may not be worn during the game. NOTE: Players **MUST** remove jewelry if judged to be dangerous. If they fail to do so, the player is ejected for the game.

### IV. Playing Regulations:

1. The league will use an 8.5" size kickball.
2. The kickball diamond is a square with equal sides of 65 feet.
3. The strike zone extends to one foot on either side of home plate, and one-foot high.
4. No new innings will begin after 55 minutes have elapsed.
5. Any team that is not ready at game time automatically loses their first at-bat. If the clock reaches 49 minutes after that and the team still does not have enough players, then the game will be declared a forfeit.
6. If a team leads by 15 runs or more after five innings, the game will be declared over.

### V. Playing Rules

1. **Pitching and Catching:**
  - a. **Teams will self-pitch and each player will be allowed three pitches. Anyone on the team's roster can act as pitcher for the team. If player has not put ball in play in three pitches, player is out. A person from another team is not allowed to pitch.**
  - b. Pitcher must not interfere with defensive play. Any interference by pitcher will result in an automatic out. The pitcher must stay within three feet of either side of the mound until the ball is kicked. If the pitcher crosses outside of the pitching area, a ball will be called. The kicker does have the option of kicking it if he/she so chooses.
  - c. No bouncing of the ball to the kicker higher than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than one foot off the ground before it reaches the plate, then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.
  - d. The catcher must have their hand on the fence (directly behind home plate) until the ball is contacted by the kicker. The catcher cannot interfere with the kicker.
  - e. A pitched ball must either roll or bounce at least twice before reaching the plate to be considered a strike.
  - f. No player may advance forward the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked, however anyone can field a bunt.
  - g. If a pitcher or fielder makes a play on the ball by illegally advancing beyond the 1<sup>st</sup>-3<sup>rd</sup> base diagonal, the runner will be declared safe.
  - h. Pitching must be underhand only.

## 2. Kicking and Fielding:

**Line-Up Card:** A team consists of no less than six (6) players and a maximum of no more than twenty (20) players. A legal kicking line-up will consist of no less than six (6) players and a maximum of no more than twenty (20) players of alternating sexes (male/female or female/male).

- a. A team can kick with a minimum of six (6) kickers and a maximum of twenty (20) kickers as long as the kicking order adheres to the alternating sexes kicking rule
  1. If they do not have six players (3 males and 3 female) they can use substitutes until the fourth inning, upon bat of the fourth inning if they still do not have 6 players it is a forfeit although they can continue to play
  2. When the Male/Female number is unbalanced the smaller number, usually the females, will rotate through the lineup and kick more often so there that there is no auto out. When this happens it's best that the teams turn in their lineup and write the lineups in two columns: males in one column and females on the other. This allows a better way to keep up with the constantly changing line up. On Defense, they have to balance to sexes of the players: 5/5 is easy (3 of each sex in infield & 2 of each sex in OF) but for 6M-4F that team can only have a max of 5 defensive male players on the field at a time. As a result - the 6M player can't play D. That person can only kick. Captains may want to use this option to maximize kicking opportunities for all players and not have to manage kicking substitutions.
- b. Substitutions: Roster players can substitute into the kicking order, as long as they replace a player of the same sex. After a kicker is removed from the kicking order, he/she may not re-enter the game on offense. Substitutions must be made by notifying the opposing captain and the home plate umpire. Players caught moving positions in the kicking order will be declared out.
- c. In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with.
- d. All kicks must be made by foot.
- e. The plant foot must be on or behind the line in front of home plate. If the line is crossed and the ball is put in play on the ground, it is a foul ball. If kicked in the air, the fielding team can still make the out before the foul is called.
- f. Males must kick the ball past the 1<sup>st</sup>-3<sup>rd</sup> base line. Any kick that does not reach the respective line will be considered a foul once it comes to a complete stop. If the ball is fielded before it reaches the line, it is in play and considered fair.
- g. Kickers may not stop the ball with their foot and then kick it.
- h. Defensive Positions – where you start the position, you will to finish at the same position. No switching. Unless a player gets injured, then players may switch to accommodate the injury.
- i. If a fly ball is fielded near the foul line, the ball is declared fair or foul depending on where the ball is touched, not where the fielder's feet are.
- j. When a ball is fielded by the defense, they may not “kick” it – it must be thrown to its intended destination. A kicked ball by the defense will result in either (1) all runners called safe with each runner given a one base award or (2) no penalty if the runners advance farther than the one base award.

3. **Runners:**

- a. Runners must stay within the base line.
- b. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
- c. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
- d. If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official.
- e. There will be an extra first base (aka safety base) placed next to first base for the runner. The fielder must tag the regular base to record the out and may not interfere in any way with the runner's base path. A fielder tagging the safety base only is not an out.
- f. It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner...there's no need to take out the baseman.
- g. Neither leading off base, nor stealing a base is allowed.
- h. A runner leading off base before the ball is kicked is out.
- i. Hitting a runner with the ball above shoulder level is not allowed and the runner is safe, except for the following situations:
  1. If the runner intentionally uses the head to block the ball (runner is out).
  2. If the runner is ducking, diving, or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this (runner is out).
  3. If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to the original bases.
- j. All ties will go to the runner.
- k. On an overthrow, all players may continue to advance provided the ball is still in play. The ball is dead if it touches players, equipment, or goes out of bounds.
- l. When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

4. **Foul Ball Rule**

- a. Once a kicker has two strikes, the kicker has one courtesy foul. The second foul after two strikes is an out.

5. **Outs:**

- a. A count of three outs by a team completes the team's half of the inning. An out can be recorded by throwing the ball to the base or hitting the runner below the shoulders.
- b. Hitting the base with the ball does not count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

6. **Umpire's Calling Time:**

- a. When the ball is in the infield and no runners are between the bases, time will be called by the umpire, which signals "time out" which no runners can advance.

## 7. Other Rules

- a. If a rule is not otherwise stated here, standard softball rules hold.
- b. There is no Infield Fly Rule, unless the fielder intentionally drops the ball in an attempt to turn a double play.

## VI. Field Conditions

1. In case of inclement weather, the playability of game fields will be determined at 3:30 p.m. each day. **ONLY team managers should call 817-410-3475 AFTER 3:30 p.m. for information. It is the team manager's responsibility to notify his/her players regarding field playability.**

## VII. Rain-Out Procedures

1. Rainouts will be made up on a regular league play nights. A game is considered official if it is called after four innings or 3 ½ innings if the home team is ahead.
2. All make up games will be called in its entirety. **EXCEPTION: If a league has more than two games to make up, then all games will begin with a 3 ball, 2 strike count, and the third foul is not an out, fourth foul is an out.**

## VIII. Tie Breaker Procedure

1. In case of a tie for trophy positions at the conclusion of the season, the following tie-breaker procedure will be used to determine places:
  - a. Head-to-head result(s) between teams tied.
  - b. If teams split in head-to-head games, point differential in those games will be used.
  - c. If teams are still ties, point differential in ALL league games for the teams tied will be used.
  - d. After the first place team has been determined, revert back to #1 above to determine second place from the remaining tied teams.

## IX. Conduct/Discipline – ZERO TOLERANCE

1. Grapevine City Ordinance Section #16-6 states, "it shall be unlawful for any person to possess or consume alcoholic beverages in the public park of the City."
2. Smoking will not be allowed on the fields.
3. **ZERO TOLERANCE – If a player is ejected from the game, it is the coach's responsibility to get that player OFF the field and OUT of the park. There will not be a time limit on this, but if the player refuses to leave in a timely manner the game will be declared a FORFEIT.**
4. Any player, coach and manager ejected from any league game will be suspended for one (1) game.
5. Players, coaches and managers who have been ejected or suspended MAY NOT RETURN UNTIL THE COMPLETION OF THEIR SUSPENSION.
6. Each team manager will be held responsible for the conduct of his/her fans/spectators.
7. Suspensions will carry over from season to season. Example: A player suspended during the final game of one season will also be suspended for the first game of the next season.
8. Verbal or physical violence especially attacks on a game or tournament official immediately before, during or after a game, fight or confrontation between players/teams will result in a minimum of one (1) year loss of eligibility in ALL league play, subject to an annual review if requested.

9. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling in writing within five days. In turn, the Grapevine Parks and Recreation athletic office has up to five days to render a decision in writing regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.
10. The umpires have the authority to remove a player, coach or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the umpires, staff member or official, fighting (before, during or after the game), any intoxicated condition detected by the umpire before or during the game or any flagrant foul as determined by the umpire.

## **X. Protests**

1. MUST be filed in the following manner:
  - a. Must be filed before the game is over.
  - b. Notify the home plate umpire and give the details of your protest.
  - c. See that the umpire notifies the Umpire in Charge (UIC) and that the protest is recorded in the official scorebook as well as the Game Administration Report.
  - d. On the first regular business day following the protested game, the team manager must submit the protest in writing to the Parks and Recreation Department Administrative Offices along with \$25.00 Protest Fee. Make check payable to "City of Grapevine." If the protest is upheld; the fee will be refunded.
  - e. Judgment calls are NOT a basis for protests.
  - f. Rule interpretation protest must be filed before the next pitch.
  - g. Player eligibility protests must be filed before the last out of the game by the manager of the team opposing the alleged ineligible player. The manager must then complete numbers 3 & 4 above to complete the protest procedure.

## **XI. Summaries:**

1. Normal ASA rules will apply if not noted above
2. The Parks and Recreation Department reserve the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
3. The Parks and Recreation Department can approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

## **XII. Staff Information**

1. Patrick Dukes, Recreation Coordinator, 817-410-3462 or [pdukes@grapevinetexas.gov](mailto:pdukes@grapevinetexas.gov)
2. The REC: 817-410-3450
3. Schedules and standings are posted on [www.teamsideline.com/grapevine](http://www.teamsideline.com/grapevine)
4. **Forfeit Rule: Teams must notify the city of a forfeit by noon of game day or by FRIDAY noon if league game is played on the weekend. If a team does not give a proper notice, then a \$25 forfeit fee will be enforced. If you need extra players, the city can provide a free agent list.**