



Mt Pleasant Parks and Recreation Adult Coed Kickball League By-Laws

Revised 6/4/2015



1. ASA (Amateur Softball Association) rules shall govern all kickball play with the following emphasis and modifications
2. All players must be registered with Mt. Pleasant Parks & Recreation before they play. Players may be added through last week of games. NO new player additions may be made during championship play, unless otherwise approved by league director.
3. Players must sign roster/waiver form prior to playing.
4. Team managers are responsible for informing their players of league rules.
5. Team managers are responsible for the conduct of their team players and spectators.
6. Players can only play on one team.
7. A team consists of ten (10) field players (5 must be female/5 must be male). Genders should equally occupy infield and outfield positions. Must follow 2:1 field ratio in outfield and infield when playing with less than 10 players. An example of playing with less than 10 players: 9 players – 2 females/3 males infield, 2 males/2 females outfield.
8. A team must field at least 7 players and no more than 10. Teams must field a minimum of 3 females if playing with 7; 4 females if playing with 8 or 9; 5 females if playing with 10. Players that are not present at the start of the game will be added at the back of the line-up.
9. If team is playing with 7 - 9 players, team does not need to field a catcher.
10. All fielders must be in the kicking rotation and all kickers must be a fielder at least 1 inning. Any kicker that has not fielded must do so in the 5th inning.
11. Kicking order should alternate genders. More males than females (vice versa) can be included in the kicking order, but a rotational order must always be used. If the roster shows more males than females, or vice versa, it is suggested that a line-up be used as follows:

Male	Female
Bob	Stef
Kevin	Carol
Josh	Lisa
Trevor	Jackie
	Brynn

***The batting order would go as follows:
Bob – Stef – Kevin – Carol – Josh – Lisa – Trevor – Jackie – Bob – Brynn – Kevin – Stef, etc.**

12. Rosters may contain up to twenty (20) players. Ideally for every male player, there should be a female player.

General Game Rules

13. Games are seven (7) innings or a time limit of one (1) hour.
14. An inning consists of three (3) outs. Outs can be made through force outs, pop outs, strikeouts, etc. An out may also occur when a runner, who is not touching a base, is hit below the shoulders by a live ball in play. This includes a thrown ball in flight, ball that bounces off ground or another player or the initial kicking attempt by kicker/runner.
 - a. A runner touched by a ball while on a base they are forced to vacate by the kicker becoming a runner.
15. A defensive player may not intentionally kick the ball at an offensive player for an out.
16. Any ball that is thrown which hits a runner in the head will result in a dead ball, and that runner (and all other runners) will be awarded one base. If runners are in between bases when a dead ball occurs, the umpire may award the base runner the approaching base plus another for the penalty.
 - a. If a runner, in the opinion of the umpire, moves in such a way to allow a thrown ball to hit his/her head, a dead ball will be called and the runner called out. All other runners will be required to return to the base they last occupied.
17. No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.
18. Home team is responsible for keeping score.
19. First and last names must be printed on the score sheet prior to the start of the game (no nicknames, please). Score sheets will be provided by the Recreation Department.
20. Managers should verify score with opposing team between innings. Umpire has ultimate decision should discrepancy occur.
21. Score sheets should be given to the Umpire following the completion of each game.

Field Position

22. Pitchers: Pitch must be made from the pitching rubber. Pitchers are required to stay within the circle until the kicker contacts the ball. Once the kicker contacts the ball, the pitcher can leave the circle to attempt a play. If the pitcher crosses the line before the ball is touched, a “no pitch” will be called and result in a ball.
 - a. The pitch must be considered, in the opinion of the umpire, to be of moderate speed. If the ball is considered to be pitched too fast, the umpire will rule the pitch “illegal” and a ball will be called. If the ball is kicked, it will be considered a live ball, and the result of the play will stand.
 - b. A pitch must not bounce higher than one (1) foot, in the opinion of the umpire. If the pitch is considered to be too bouncy, the umpire will rule the pitch “illegal” and a ball will be called. If the ball is kicked, it will be considered a live ball, and the results of the play will stand.
23. Catchers: Must stay behind batter’s box until kicker makes contact with ball. If the catcher obstructs a kicker from attempting to kick a pitched ball, a delayed dead ball will be called. **RULE 8-1 D**
24. Pitchers and Catchers do not need to be opposite genders.

25. Infielders: Required to stay behind the 10ft. encroachment lines along 1st and 3rd base. Once the kicker touches the ball, the 1st and 3rd base players can cross the encroachment lines. If a player crosses the encroachment lines before the ball is touched, a “no pitch” will be called and result in a ball.
26. Outfielders: Required to begin every play with both feet completely on the outfield grass. If player steps into infield prior to kick, a **delayed dead ball** will be in affect: **RULE 8-1 D**

Kicking

27. All players on the roster are eligible to kick, provided the batting order alternates between male and female players. Genders may not kick consecutively. If the roster shows more males than females, or vice versa, a rotational kicking order must be used.
28. **One foot** must be in the box when in the process of kicking ball. This includes pre-kick and time of contact with ball.
29. A “1-1” count will be used for all games. A walk will still occur when 4 balls are reached and strike out will occur when 3 strikes are reached. There will be one FOUL BALL GRACE on 3rd strike foul balls.
 - a. Four (4) balls will result in a walk. All kickers will be awarded second base. All other players forced due to a walk will advance to the next base. Female players DO NOT have the option to automatically walk – they must kick.
30. A missed attempt or a foul ball will be a strike.
31. A double kick will result in a strike being called. A double kick is considered when a ball is touched more than one time by the kicker’s foot or if in the attempt of a kick, foot stops the forward progress of the ball. Double kick is called when attempt is made and foot is still in contact with batter’s box.
32. A ball is considered when any pitch is one (1) foot on either side of home plate, or a pitch that bounces higher than one (1) foot in the air during delivery.
33. **Bunting is allowed.**
34. Infield Fly rule will be called.
 - a. A fair fly ball, (not including a line drive or an attempted bunt), which can be caught by an infielder, pitcher, or catcher with ordinary effort when first and second or first, second, and third bases are occupied with less than two outs.

Base Running

35. Leading off and stealing are NOT allowed. A runner who leaves the base before the pitch reaches home plate, or is kicked, is out and the ball is dead.
36. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. There is a limit to one courtesy runner per gender, per inning. If the courtesy runner is on base and it is his/her turn to bat the courtesy runner is out and that player will bat. A male may only run for a male, and a female may only run for a female.
37. Umpire will call “time” when defensive player has possession of ball within the pitching circle.

Substitutions

38. You may substitute for your own gender freely in the outfield.
39. The kicking order must remain constant for the duration of the game.

Full Game

40. If a game is tied after seven (7) innings or less and the time limit has expired, one (1) extra inning will be allowed. If the game has progressed at least eight (8) innings during the one hour time limit, no new inning will be allowed to start after the time limit has expired.

Run Ahead Rule

41. A game is considered complete if a team is up 20 runs after three (3) innings, 15 runs after four (4) innings, or 10 runs after 5 (5) innings. In each case, the game will be considered complete.

Forfeits

42. A team may start or finish a game with seven (7) registered players (minimum 3 girls or 3 guys). A team must have seven (7) players to begin batting or to take the field. A team with less than seven (7) players shall forfeit.
43. Team forfeiting is required to pay umpire fees of BOTH teams prior to next scheduled game.

Ejections

44. When ejections for unsportsmanlike conduct occurs the player ejected MUST leave the grounds and be out of sight and out of sound of the playing field. Once a player has been ejected, that player is still the responsibility of the manager or his/her designee and will be suspended for one (1) game following the ejection.

Appeals

45. Appeals on rules and plays must be declared before the next pitch (legal or illegal). It is the appealing team's responsibility to cite the rule(s) violated. The rule book should be consulted if necessary. The umpire will settle the appeal at the field and has final word.
 - a. If a player's eligibility is protested at the site, the player in question will be required to show picture ID and be listed on the official roster with signature. If no picture ID is available, the player must provide site supervisor: name, address, home phone, birth date and signature. Failure to produce picture ID or give the above information will result in the immediate forfeit of the game.
A player's eligibility may be checked at any time on the field by Recreation Staff.

Inclement Weather

46. If the decision to play is left up to the umpire(s) at the field, the teams shall report to the field. If one game is canceled on a diamond, then all subsequent games on that diamond are canceled for the night. Four and one-half (4 ½) to five (5) innings shall constitute a complete game. If a game is suspended due to thunder or lightning, there must be a period of thirty (30) minutes expired with no hearing of thunder or sighting of lightning anywhere in the sky before play is resumed. Regular league games that are stopped (due to weather, darkness, etc.) before enough innings have been completed for the game to be considered regulation or regulation tie games (that are not considered complete as per these softball by-laws) shall be rescheduled and played from the beginning.

League Championship

47. Championship will be determined by a seeded double elimination tournament. Tournament will take place on same night as league night at the end of the season.

LEAGUE CHAMPIONSHIP RULES

- No new roster additions may be made once playoffs begin. EXCEPTION: Should team need to add 1 player to meet roster minimum, player addition may be approved. Roster addition must be approved by league director.
- Schedule may be adjusted at any time should team forfeit in advance of start of tournament. Effort will be made to avoid forfeits for advancement.
- Coin flip will determine home and away for all games. EXCEPTION: In final game, home/away status is swapped in the event of "if" game.
- International Tie Breaker – Will be in affect should a tie occur after 7 innings.
 - Rule - Starting with the eighth inning, the offensive team begins the inning with the ninth hitter in the batting order placed on second base. The player who is running can be substituted in accordance with the substitution rules.