

CITY OF ROCKVILLE
Department of Recreation and Parks
TEENS KICKBALL LEAGUE RULES - 2021

I. OBJECTIVE

- A. To offer City of Rockville teenagers the opportunity to participate and compete in a safe organized kickball league.

- B. To convey the Recreation and Parks Department's vision for fair play and good sportsmanship to the participants, coaches and spectators

II. LEAGUE SUPERVISOR

- A. The League shall operate under the rules that will be administered by the League Supervisor: Jordan Perry (240-314-8638, jperry@rockvillemd.gov).
- B. Duties of the League Supervisor will include the following:
 - i. Consider kickball league rule changes.
 - ii. Make decisions concerning protests.
 - iii. Approve requests for player transfers.
 - iv. Determine player eligibility.
 - v. General league administration.
 - vi. Enforcing all covid-19 guidelines set by the city.
 - vii. Serve as a voting member on conduct review board; to suspend any coach(es), player(s), or spectator(s) with reasonable cause.

III. REGULATION GAME

- A. Regulation game is 60-minutes or 6 innings.

- B. If the game is tied after reaching the time limit in a regular season game the game will end as a tie. If it is a playoff game, it will go into extra innings.

- C. If a game is called for any reason after 3 full innings of play the game counts as a regulation game.

- D. If the game is tied after 6 full innings and the time limit has not been reached there will be extra innings.
 - i. Extra innings will start with the kicking team starting with the last player that got out on second base.
 - ii. Playoffs Only: The second extra inning will start with the kicking team having their last out on third base.

- E. If inclement weather, injury, field maintenance issues or the 10-minute grace period happens during the 60-minute time limit it will count as time towards the 60-minute time limit

IV. Forfeit:

- A. If a team does not show up it is a forfeit.

- B. If a team does not have at least 8 players to start the game.

- C. There will be a 10-minute grace period only for the first scheduled game of the evening. If the team cannot field the needed number of players after this time they will be forced to forfeit.
- D. If a team plays an ineligible player, they are forced to forfeit.

V. PLAYING RULES

- A. The number of players to start and continue a game shall be as follows:
 - i. All league games may start and/or be played with a minimum of 8 players, only if the ninth and tenth eligible player(s) are not available. If a ninth and tenth player(s) arrive after the start of a game, he/she kicks in the ninth and tenth position.
 - ii. Teams **will not** record outs for these missing positions.
 - iii. Each team must field 5 females and 5 males. If there is only eight or nine players present there must be at least 4 females to play the field or the team will be forced to forfeit.

VI. OFFICIAL SCORE SHEET:

- A. An official score sheet must be submitted to the Site Supervisor
- B. Each Team captain must report the score for each inning
- C. If a player is absent, cross their names off of the score sheet the city provides.
- D. If a player is listed on the official score sheet once exchanged with the opponent in the beginning of the game they must participate in the game unless an injury occurs that keeps them from participating.
- E. If they are on the official score sheet and do not participate in the game the team is charged with an out for every time the player did not kick.

VII. KICKING LINE UP:

- A. All players on the roster that are present at the game must kick in the line up. (Wildcat)
- B. The lineup must be male/female or female/male throughout the lineup until all females has had a chance to kick. If a team does not have enough females to keep the male/female or female/male rotation, then teams can continue with a male/male lineup. **However, Males are not permitted at any time to kick more than three times in any inning.**

VIII. COURTESY RUNNERS (TWO CASES):

- A. Intended for individuals who have physical/health related issues.

- B. Persons desiring such curtesy runners (CR) status are to obtain a pre-approval letter/authorization from a doctor, as well as, apply and receive approval from the appropriate Sports Programs Supervisor.
- C. Players who sustain a serious/aggravated injury during a game, however, not significant enough for game removal, but necessitate a runner if he/she reaches base. Unlimited CR's are allowed each inning. The CR at the first dead ball may replace any kicker/base runner on a base after they reach base. The CR is defined as the last player who made an out of the same sex. If it should happen in the first inning and no one has been retired or scored, it will be filled by the last spot in the batting order.
- D. **Players with physical health related issues, requesting CR's, must report to the umpire, as well as, gain approval from the opposing manager, prior to entering the game; same process and approval procedure for player's sustaining serious/aggravated injuries during the game.**

IX. PITCHING RULES:

- A. All pitches must be underhand. Pitching overhand is considered a ball at the umpire's discretion.
- B. The pitcher and all fielders must stay behind the 20 ft line established by field markings until the ball is kicked.
- C. Failure to abide by these rules will result in a ball.

X. CATCHING RULES:

- A. The catcher must stay behind the kicking box until the ball is kicked.
- B. The catcher may not interfere with the kicker at any time. Failure to abide by these rules will result in a ball.

XI. Kicking Rules:

- A. The lower leg must make all kicks. (Lower-Leg-any part of the leg below the knee)
- B. All kicks must occur inside the kicking box. If any part of the player's foot is outside the kicking box when the ball is kicked the kick will be ruled as a foul.
- C. There will be NO BUNTING. The ball must travel at least 20 ft (marked by field white) to count as a kick. If the ball does not travel 20 ft or more the kick is considered a foul ball.
- D. When a kicked ball does not go past the 20-foot line, a defensive player can cross over the 20-foot line to make a play so long as he does not cross the line before the ball is kicked. Once a defensive player touches the ball it becomes live.

XII. RUN AHEAD RULE:

Any team leading by 20 after three innings, 15 after four innings, or 10 after five innings (respectively 2 ½, 3 ½, and 4 ½, if the home team is ahead) or any complete inning thereafter will be declared the winner and the game will be complete.

XIII. 3-FOOT RUNNER'S LANES (FIELDS APPLICABLE):

Kicker-Runner is out when he/she runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a kicked ball.

XIV. RUNNER CONTACT:

- A. A runner shall be declared out when a defensive player has the ball and the runner remains on his or her feet and initiates contact with the defensive player. The runner shall be ejected from the game (if, in the judgment of the umpire, the contact is flagrant).
- B. A runner shall be declared safe (obstruction shall be called) when a defensive player initiates contact by blocking a base or home plate and the defensive player does not possess the ball. A defensive player must grant unimpeded access to a base when he is not in possession of the ball or in the act of fielding a kicked ball.

XV. STEALING:

There is absolutely no stealing or leading off a base.
A failure to abide by this rule will result in an out.

XVI. STRIKES:

- A. The strike zone is extended from each side of the plate 12 inches and is 12 inches high (If the ball is bouncing higher than 12 inches when it reaches home plate it is a ball).
- B. A player attempts to kick the ball but misses completely.
- C. Three (3) strikes is an out.

XVII. BALLS:

- A. Any pitch that is outside the strike zone.
- B. If any player interferes with the kicker.
- C. If any fielder comes past the 20 ft line before the ball is kicked.
- D. If the catcher is in the kicking box during the pitch before the ball is kicked.
- E. After 4 balls the kicker goes to first base.

XVIII. FAIR BALL:

- A. Any ball that is kicked with in the kicking box by the lower leg that goes past the 20 ft line, lands in between the foul lines, does not go outside the foul lines until passing first or third base.
- B. Any ball that is touched by any part of a fielder in fair territory before reaching first or third base it is considered a fair ball.

- C. Any ball that lands in fair territory past first or third base and then goes foul the ball is still considered a fair ball.
- D. Any ball that hits the foul pole is a fair ball.

XIX. FOUL BALL:

- A. A ball that settles outside fair territory with out being touched by a fielder before reaching first or third base.
- B. A ball that lands outside the foul lines anywhere past first or third base.
- C. A ball that does not go more than 20 ft.
- D. A ball that is kicked while any part of the kicker is touching outside the kicking box
- E. A ball that is kicked using any other part of the body other than the lower leg.
- F. 4 fouls is an out.

XX. OUTS:

- A. Any ball caught in the air by a fielder before it touches the ground.
- B. A runner that is hit by the ball at any time. Except if a fielder throws the ball at the runner and hits them in the head.
- C. If the runner is hit in the head by the ball while trying to dodge the ball in any way or intentionally hits the ball with their head is out.
- D. The fielder has control of the ball on a base before the runner reaches that base. The runner must be forced to that base.
- E. A count of three strikes.
- F. A count of 4 fouls.
- G. Kicking out of order.
- H. Leading off a base or stealing a base.
- I. 3 outs end the kicking teams half of the inning.

XXI. PITCHING AREA RULE

- A. When the ball is thrown to the pitcher and the pitcher is within the pitching circle the play is dead and any runner that is in forward motion more than half way to the next base will go to that base if the runner is less then half way the runner will have to go back to the base they came from. (The umpire will make this call)
- B. The pitcher must pause 1-3 seconds before delivering the pitch.
- C. The delivery must be underhand motion.
- D. When the umpire determines that the pitched ball is higher than 12" when it reaches the plate the umpire should make a verbal call of "**Illegal**". If kicked, the ball becomes live.

XXII. PLAYERS CONDUCT:

- A. Players are expected to exhibit good sportsmanship before, during and after games and practices. Unsportsmanlike behavior includes, but is not limited to the following:
 - i. Disrespectfully addressing or contacting an official/City staff/anyone or gesturing in such a manner as to indicate resentment.
 - ii. Attempting to influence an official's decision.
 - iii. Using profanity.
 - iv. Baiting an opponent or obstructing his vision by waving hands near his eyes.
 - v. Blocking a runner from reach the bases.
 - vi. Aggressively hitting someone with the ball

- B. Players who exhibit unsportsmanlike behavior may be ejected from the game and based on the reports of the game official may be suspended from the team's next league game or for a period deemed fair by the League Supervisor.

- C. Covid-19 Guidelines:
 - i. Take your temperature daily and especially before activities with others.
 - ii. Wash hands thoroughly before and after practice and games.
 - iii. Bring, and use, hand sanitizer with you at every practice and game.
 - iv. Wear mask before and immediately after all practice and games.
 - v. Do not touch or share anyone else's equipment, water, food or bags.
 - vi. Practice social or physical distancing, place bags and equipment at least 6 feet apart.
 - vii. Wash and sanitize all equipment before and after every practice and game.
 - viii. No group celebrations, high-5s, hugs, handshakes, fist-bumps, etc.
 - ix. Follow all CDC guidelines as well those of your local health authorities

XXIII. SPECTATOR CONDUCT:

- A. No person connected to a team in any capacity, including team followers shall taunt, bait, insult or threaten an opponent or game official by language/gesture that is deemed profane, threatening, discriminatory, or in bad taste.

- B. It is the responsibility of the coach to control his own behavior and that of his assistant(s) and spectators. No coach or spectator may enter the field without the official's permission.

- C. Covid-19 Guidelines:
 - i. Ensure your child is healthy and check your child's temperature before activities with others.
 - ii. Consider not carpooling or very limited carpooling.

- D. Stay in car or adhere to social distance requirements, based on state and local health requirements

- E. When at practice or game, wear a mask if outside your car.
- F. Ensure child's clothing is washed after every practice and game.
- G. Ensure all equipment (cleats, ball, shin guards etc.) are sanitized before and after every practice and game.
- H. Notify your club immediately if your child becomes ill for any reason.
- I. Do not assist your coach with equipment before or after practice or game. Unless you are the assistant coach
- J. Be sure your child has necessary sanitizing products with them at every practice and game.



**Department of Recreation and Parks
Youth Sports Division
League Expectations, Policies/Disciplinary Measures**

MISSION

The City of Rockville's Youth Sports Division mission is to promote participation in a safe, recreational setting to encourage fun, physical activity, teamwork, and sportsmanship. Programs are designed to meet participant needs for physical activity, social interaction, mentorship through positive coaching, fundamental skill development, and instill lifelong values in each participant.

EXPECTATIONS

The City of Rockville provides league rules that dictate how the program is operated and governed. In addition to these rules, coaches are required to get fingerprinted by the City of Rockville, become NYSCA (National Youth Sports Coaches Association) certified and sign a *Coaches Code of Ethics Pledge*. Parents/Guardians are strongly encouraged to read and sign the *Parents Code of Ethics Pledge* and return to your coach for the season. Both of these pledges represent the requirements that coaches, and parents must embrace and use to serve as a role model to all participants.

The City of Rockville requires participants, coaches, spectators, and parents to exhibit good conduct and sportsmanship before, during, and after games and practices. Examples of good sportsmanship and conduct include but are not limited to:

- Fairness
- Ethics
- Respect
- Sense of fellowship
- Teamwork
- Positively encourage and congratulate all players and opponents as well as officials, city staff
- Understanding and promoting that this is a recreational league

POLICIES/DISCIPLINARY MEASURES

City of Rockville Sports Supervisors reserve the right to amend disciplinary measures below if investigation deems it necessary

THE TERM “INDIVIDUAL” INCLUDES THE FOLLOWING: MANAGER, CAPTAIN, PLAYER, OR SPECTATOR. A TEAM IS RESPONSIBLE FOR THE CONDUCT OF ITS INDIVIDUAL PLAYERS AND SPECTATORS. MISCONDUCT MAY RESULT IN PENALIZING AN INDIVIDUAL OR TEAM FROM ALL CITY OF ROCKVILLE LEAGUES.

- Coach/Player/Spectator/Parent/Guardian Ejection
 - If ejected from a league game, that individual will be suspended from the team’s next played league game or for a period of time deemed fair by the league. If an individual is disqualified a second time during the season, he/she shall be suspended for the remainder of the season, or longer if deemed fair by the league.
- Ineligible Players
 - A coach who knowingly uses a suspended or ineligible player shall forfeit his/her coaching position, and the team shall forfeit all games in which the player participated.
- Unsportsmanlike conduct:
 - If ejected from a league game, that individual will be suspended from the team’s next played league game or for a period of time deemed fair by the league. If an individual is disqualified a second time during the season, he/she shall be suspended for the remainder of the season, or longer if deemed fair by the league.
 - Unsportsmanlike conduct includes, but is not limited to:
 - Disrespectfully addressing an official or City Staff
 - Using profanity
 - Attempting to influence an official's decision
 - Baiting an opponent or obstructing his vision by waving hands near his eyes
 - Disrespectfully addressing or baiting an opponent and/or own team
 - Objecting to an official's decision by rising from the bench or using gestures or raising voice
 - Inciting undesirable crowd reactions.
- Before, during or after a game, anyone who strikes, shoves, pushes, bumps or otherwise molests, harasses, or threatens anyone shall be suspended for at least 1 year from the date of the incident or longer if deemed necessary by the league. After the suspension is served, the individual can return to programs on a probationary period for a minimum of 1 year.