

# **2022 ADULT COED KICKBALL LEAGUE INFORMATION/RULES**



**DPR – Team / Player Communication:** Cancellations of any matches due to weather, etc. will be made by 4:30 p.m. if possible. League Play cancellation will be communicated through the “Group Me” App. Also, check our website at [www.dickinsonparks.org](http://www.dickinsonparks.org).

## **Player Fee = \$40 / Sponsor Fee = \$110**

All fees **MUST BE PAID IN FULL** when team registration is submitted to DPRD or it **WILL NOT** be accepted!!! It is the Team Manager’s responsibility to collect all fees ahead of time and submit them as one team registration. **DO NOT** tell players to stop at DPR and pay!

## **REGISTRATION DEADLINE: August 11, 2022 (by 5:00 p.m. @ DPR Office)**

The following form (all information completed in full) must be turned in by deadline:  
**DPRD Kickball Team Information Sheet** : Must include all “Player Fees”!

## **PLAYER PARTICIPATION:**

All high school students are ineligible. Any high school graduate is eligible. If out of high school and not a graduate, you must be 18 years of age.

## **IMPORTANT DATES:**

**GAME SCHEDULES READY:** Schedules will be posted on DPR website: [dickinsonparks.org](http://dickinsonparks.org)

**DAYS OF LEAGUE PLAY:** Sunday’s 1<sup>st</sup> Night: September 11<sup>th</sup>

## **LEAGUE STRUCTURE:**

- **DPR OFFICE HOURS:** Monday thru Thursday, 7:30 a.m. – 5:00 p.m. / Friday, 7:30 a.m. – 1:30 p.m.
- **PHONE:** 456-2074 **WEBSITE:** [www.dickinsonparks.org](http://www.dickinsonparks.org) **E-MAIL:** [wmclaughlin@dickinsonparks.org](mailto:wmclaughlin@dickinsonparks.org)  
**Location:** 2004 Fairway Street (inside West River Community Center)
- Dickinson Parks & Recreation will not be held liable for stolen articles or damage to personal property that has occurred during the activity. Dickinson Parks & Recreation does not carry insurance for participants in any city sponsored programs. Dickinson Parks and Recreation will not be held liable for injuries that occur during the activity.
- Roster addition or changes **MUST** be taken care of at the Recreation Office during normal business hours. **NO PLAYER IS ELIGIBLE TO PLAY UNTIL SIGNED UP ON THE LEGAL ROSTER & PAID IN FULL.** This WILL NOT be accepted at the complex facilities.
- **REFUNDS** (player fee and/or sponsor fee) will only be given prior to the registration deadline. Individual player fee refund may be processed after that on a case by case situation. Replacement of a player on the roster **MUST** be reported to and recorded by DPR prior to the replacement player’s participation. Reimbursement of player fee for replacement of player on the roster is to be handled within the team.
- **LEAGUE PICK-UP PLAYER RULE:** Pick-up players must be on a DPR Kickball league roster. A team may pick up to (3) players for a total of 10 players for your league game. When filling out the line-up, you **MUST** designate SUB behind the player’s name. **YES** – you may even pick up a player from the team you are playing.
- **UNIFORMS:** Teams are required to have uniform shirts of matching color and style for league play. An Arabic whole number (0-99) of contrasting color, or outlined in contrasting color, at least 3 inches high, must be clearly visible on all uniform shirts. These must be worn whenever possible. Common sense must prevail based on weather conditions, unforeseen circumstances, etc.
- **NO GLASS CONTAINERS OF ANY TYPE ALLOWED ON THE COMPLEX PROPERTIES!**

- **NO TOBACCO ON THE COMPLEX PROPERTIES!**
- **NO PARKING ON THE SIDES OF THE ENTRANCE ROAD! USE PROPER SPACES IN THE PARKING LOT!**
- All games are played at Gress Softball Complex (455 8<sup>th</sup> Ave SW)
- League schedules and standings will be posted on DPR website: [www.dickinsonparks.org](http://www.dickinsonparks.org)
- Teams will play 6 nights of league play & 1 night of tournament play (7 total nights).
- **LEAGUE PLAY:** Round Robin format. Teams may not play everybody the same number of times (depends on the number of teams in the league).
- **GAME TIMES:** 1<sup>st</sup> game of evening starts at 6:00 p.m. **(Teams are to be warmed up and ready to play immediately upon completion of the game before them.)**
- **. You CANNOT drink Alcoholic Beverages during the playing of your game.**
- **LEAGUE PLAY** will determine seeding placement for league tournament play. Shuffling of teams from one league to another, as well as additional divisions, may take place to make for more competitive league tournament play.
- **CHAMPION AWARDS:** LEAGUE PLAY CHAMPIONS will receive T-Shirts. LEAGUE TOURNAMENT CHAMPIONS will receive a plaque. If League Tournament is cancelled due to weather, etc. and no make-up date is available; champion will be determined by highest seed remaining in the tournament.
- **RAIN-OUT POLICY:** In the event of threatening weather and it becomes questionable whether the games will be cancelled; a decision is not normally made until 4:30 pm at the earliest. When in doubt, assume the games will be played and report to your respective diamond. If at all possible; games will be held, as we normally do not have any dates available for re-scheduling games.
- **LIGHTNING POLICY:** This decision will be made by the Complex Coordinator. If lightning is viewed by the complex coordinator and he deems it to be in striking range, play will be suspended for a period of 30 minutes. **All personnel must vacate the playing diamonds to their vehicles.** If another lightning strike is viewed within that 30 minute time frame, the 30 minute wait period starts over. **If the delay extends us more than 45 minutes from the original stoppage of play, games are suspended for the evening.**
- **PARTIALLY PLAYED GAMES:** For recording of league standings; any game in progress and suspended due to weather, etc. will be counted after 4 complete innings of play (3 ½ if home team is ahead). If suspended game is tied; it ends in a tie with no win/loss recorded.
- **CHILDREN MUST BE SUPERVISED!!!** Please keep children under adult supervision at all times for their safety.
- **PLEASE clean up your team area prior to leaving the facility (pick up and place garbage, etc. in proper trash cans). Trash bags will be available at the complex office.**

## **PLAYING RULES:**

Play shall be governed by current USA Softball of North Dakota rules with the DPR Kickball exceptions listed below.

1. **NO DRINKING OF ALCOHOLIC BEVERAGES AND/OR SMOKING BY PLAYERS OR COACHES DURING THE PLAYING OF THEIR GAME! NO WARNING! This also applies to the time frame between Back-To-Back Double Header games! PENALTY = Player(s) identified are ejected. Refer to "Player Code of Conduct" Player Ejection procedures.**
2. **FIELD MARKINGS:** A diagonal line will be chalked extending from 1<sup>st</sup> base to 3<sup>rd</sup> base. No defensive player may be in front of this line until the ball is kicked.
3. **PITCHER'S MOUND:** A circle extending 12 ft. from center of pitching rubber.
4. **STRIKE ZONE:** The strike zone extends 1 ft. on either side of home plate & maximum height of 1 ft. off the ground. The batter must have plant foot completely behind the front edge of the plate at point of contact with the ball for a kick to be legal.
5. **TAGGING BATTER / RUNNER OUT:** Ball may be thrown to player touching the bag for a force out. During legally thrown ball & hit on a runner, the ball remains alive. Batter / Runner is out by defense throwing ball and hitting the runner (shoulders & below). Runner is not out if hit in neck or head (unless runner ducks). If illegally hit in neck or head the ball is dead and all runners between bases at the time of illegal contact advance to the base in front of them.

6. **NO BUNTING**
7. **ENDING PLAY:** Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only to the immediate base in front of them. Pitcher receiving the ball on the mound may make a play on the player in limbo. No other runners may advance beyond the entitled base at the time pitcher received the ball in the mound area. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
8. **GAME TIME IS FORFEIT TIME! (Use cell phone for official time)** A team's 3<sup>rd</sup> forfeit may eliminate the team and all roster players from further competition in the league, as well as all tournament play.
9. **60 MINUTE TIME LIMIT PER GAME:** Time Limit starts with 1<sup>st</sup> warm-up pitch. No inning may start after 60 minutes of play unless score is tied. If home team is at bat and ahead @ 60 minutes, the game is ended at that point. Tied games must continue play to determine a winner.
10. **7 INNING GAME:** Team at bat is responsible for score card. At end of each ½ inning; give score card to umpire, who will then check the card and transfer to other team.
11. **EXTRA INNING RULE / Time Limit w/tied Game:** Starting with the top of the 8<sup>th</sup> inning (next inning for tied games), and each ½ inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective ½ inning being placed on 2<sup>nd</sup> base. A substitute or courtesy runner may be inserted for the runner.
12. **RUN AHEAD RULE:** 20 runs after 3 innings / 15 runs after 4 innings / 10 runs after 5 innings.
13. All at-bats start with a "1 Ball & 1 Strike" count. No courtesy foul ball.
14. **COURTESY RUNNER:** A courtesy runner is in the game when announced by the offensive team manager.
  - A. Any eligible player on the official line-up (roster) including available substitutes may be used as a courtesy runner. (Must be gender specific)
  - B. One courtesy runner only may be used per inning (one for each gender in Coed). Exception: A courtesy runner may be replaced by another courtesy runner due to injury. Injured courtesy runner is done for that game!
  - C. A courtesy runner whose turn at bat comes while on base = team receives an out; courtesy runner is removed from the base and takes their turn at bat.
15. **SUBSTITUTION RULES:** Any player may re-enter the game 1 time. Player must re-enter in the same batting slot they were originally in. You cannot alter the batting order of the players. Defensive position is irrelevant to the substitution. All substitutions must be reported to the umpire immediately when they occur.
16. **NO PROTESTS!** The umpire's decision is final. You cannot question judgment calls! Any questions on a rule interpretation must be handled on the field at that time. The umpire will converse with each team manager only!

### **LINE-UP ON SCORE CARD:**

- A. **Team may start with 8 players.** Team must play at least 10 players whenever possible. Team must finish with at least 8 players. Outs are not given for the 9<sup>th</sup> or 10<sup>th</sup> vacant batting slots.
- B. **Team may bat up to 16 players** (available slots on the score card) with any 10 of those 14 playing defense at any time during the game. This does not have to be reported to the umpire as they are already in the line-up.
- C. **Once game has started, a team may add players at the bottom of the batting line-up as they show up** (14 player max.). This must be done as they show up (ex: a player cannot show up, sit for 2 innings, then decide to be added to the line-up – player would have to enter as a substitute). The player may enter the field for defense as soon as he is ready at any dead ball situation (this includes even between pitches). You do not have to wait until next batter or end of ½ inning.
- D. **If a team has at least 10 players batting;** they may keep 1 or more of their extra players out of the line-up to be used as a substitute later in the game.
- E. **If a player leaves or is injured and cannot continue play, and no substitute is available:** it IS NOT AN OUT in the batting order. Once a player leaves the game with no substitute available; said player cannot return to play later in the same game.
- F. **IT IS AN OUT IF A PLAYER IS EJECTED AND NO SUBSTITUTE IS AVAILABLE!**

### **COED RULES:**

1. **Male & female must be alternated in the batting order.** Players may be added as they show up; up to 14 players max. @ 7 female / 7 male).

2. **Team may bat more females than males.** (Ex: 6 female/4 male = leave blank space for each absent male in the batting order) All 6 females and 4 males play the field.
3. **Team CANNOT bat more males than females.** (Ex: 4 females/6 males = leave blank space for each absent female in the batting order). The last 2 males in the batting order DO NOT get to bat. Any 5 of the 6 males may play the field; as 5 would normally be in the field. No advantage is gained defensively. If a 5<sup>th</sup> female shows up, she is inserted into the 1<sup>st</sup> female vacant slot. This would now allow the 5<sup>th</sup> male in the line-up to bat.
4. **A walk to a male batter will result in a two base award.** The next batter (a female) shall bat. Exception: With 2 outs, the female batter has the option to walk or bat.
5. **Defensive positioning is at each team's discretion.**

## **PLAYER CODE OF CONDUCT:**

All players are expected to conduct themselves in a sportsmanlike manner at all times!!! This is a recreational program. The "Heat of the Moment" excuse is not acceptable. Listed below are DPR Player Conduct Guidelines. This is not an all-inclusive list. Items and situations not listed will be ruled upon by the proper DPR Program Supervisors.

1. DPR enforces a "Casual Profanity Rule". Casual profanity pertains to expletives "Not Directed" at the umpires or opposing players; but most likely at the players uttering them as a vent to frustration. This type of profanity is penalized by "OUTS" being declared against the offensive or defensive team, whichever is guilty of the violation. The above "OUTS" will be treated on a delayed, dead ball situation.
2. Situations resulting in EJECTION include, but are not limited to:
  - A. Profanity directed at others, especially umpires.
  - B. Disrespectfully addressing or contacting an umpire or any other player.
  - C. Arguing of Balls & Strikes.
  - D. Intentional running over of player in the base path.
  - E. Violation of DPR Alcohol & Tobacco use rules.
3. **Any team found to be using an ineligible player will be penalized as follows:** (1) All games with ineligible player will be forfeited, (2) Team Manager and violating player will be suspended per PLAYER EJECTION rules, (3) Team will be on probation remainder of season, (4) Any further infractions may subject player and/or team to suspension for remainder of season.
4. **All above mentioned actions are minimum penalties. DPR reserves the right to impose more stringent penalties based on the severity of each individual action.**

**PLAYER EJECTION:** Depending upon the severity of the unsportsmanlike act, an official may eject a player immediately.

**PENALTY: 1<sup>st</sup> EJECTION of season on a player** = Player sits out remainder of that game + next scheduled game for that team.

**PENALTY: 2<sup>nd</sup> EJECTION of season on a player** = Player is suspended for the remainder of the season (including tournaments).

**NOTE: (FIGHTING)** No player shall at any time lay a hand upon, shove, strike or threaten an official, player or DPR employee.

- Officials are required to suspend player immediately and report such player to the DPR League Supervisor.
- Such player shall remain suspended until the case has been reviewed by the DPR League Management.
- **Minimum Penalty:** Suspension from 1 league match.
- **Maximum Penalty:** Suspension from all DPR recreational activities indefinitely + annual reviews by DPR league management.

**PENALTY: Player removed from facility:** When a player continues to cause problems, and is removed from the facility (minimum penalty of 1 match + additional penalty at discretion of DPR).

**EJECTION IN LAST GAME OF SEASON:** If the ejection is in the last game of the season, the suspension will carry over to the next DPRD adult program the suspended player participates in.