



# City of Grove City Parks & Recreation Department

4035 Broadway • Grove City, OH 43123  
614-277-3050



Richard L. "Ike" Stage  
Mayor

## Kickball Rules and Regulations

### 1. Facilities

Alcoholic beverages, reckless driving, parking cars out of designated areas, littering and/or conduct deemed inappropriate by the sports coordinator is prohibited on park grounds.

Penalty: Any individual or team found to be in violation of a facility rule will result in an immediate forfeit and a two-week suspension of the team manager. The individual who committed the violation may be suspended from future participation. In addition, the city may file charges under section 903.01 (b) of the city ordinance.

### 2. Forfeits

A. Any team forfeiting **3** games will be dropped from the league and will lose its franchise **without a refund**. All games on a dropped team's schedule will be forfeited to their opponents.

B. If teams show up late to a game and both agree to play, the game may still be played. However, the start time of the next game will not be adjusted. Example: If a team shows up for a 6:15 p.m. game at 6:30 p.m. and both teams agree to play, the game will still end at 7:15 p.m. If a team shows up at 6:40 p.m. the game will count as a forfeit. Do not congregate as a team in the parking lot and then show up five minutes before the game to warm-up. Game time is game time.

### 3. Rosters and Eligibility

A. Roster forms are to be filed with the Parks and Recreation office, completely filled out, by 4:30 p.m. the day of the team's first game (postmarks accepted). Include players' first and last names, phone numbers and addresses.

B. Maximum 20 players per roster. All players in excess will be ruled ineligible.

C. Additions or deletions to rosters can be made only **in writing** and must be signed by the team manager. Changes will be accepted prior to the team's 5<sup>th</sup> game. A player will not be eligible to participate in a game unless his/her name has been legally added to the team's roster and is filed in the Parks and Recreation office by 4:30 p.m. the day he/she is planning to participate. Injuries are the only exception to this rule. In case of an injury, a written roster change and written doctor's statement must be at Parks and Recreation office by 4:30 p.m. the day of the game in question. Weekend games (Friday and/or Sunday) must have all paperwork in to the office by 4:30 p.m. on Friday.

D. A player can be a member of only one team in the same league. A player is considered a member of the first team with which he/she participates.

E. Playing an ineligible player is considered a serious infraction of Grove City Parks and Recreation Department league rules. Managers and players are subject to suspension if an ineligible player is discovered on the team.

Penalty:

- First offense: 1-game suspension for the manager and the player
- Second offense: 1-year suspension from all Grove City Parks and Recreation Department adult sports leagues for the manager and player.

## **Qualifying for a League Championship Play-Off or League Tournament**

To be eligible for a league championship play-off a player must have played in at least 3 regular season league games. In case of an injury, the sports coordinator will rule on eligibility.

Note: Managers must list the first and last names of players on the scorecard.

### **4. Protests**

A Protests (based on the interpretation of a playing rule) must be registered by the manager with the umpire and opposing coach before the next pitch.

B Formal protests must be made in writing and accompanied by a \$50 protest fee (returned if the protest is allowed). All materials must be turned in to the Parks and Recreation office (postmarks are accepted) within 24 hours from the date of the game in question. If that 24-hour timeframe falls on a Saturday, Sunday or holiday, materials must be turned in on the next business day.

C Protests will be ruled on by the Parks and Recreation Department staff. When a protest is sustained, the game shall be replayed from the point of the protest with the decision corrected.

D The Parks and Recreation Department staff will resolve protests involving the eligibility of a player or team on the basis of records on file. The formal protest procedure set forth in 6-B must be followed (protest fee will be waived). Any manager has the right to protest the use of an ineligible player by the opposing team. The player(s) in question must present positive identification to the umpire, sign the scorecard, list their address, telephone number and social security number. All games in which an ineligible player has participated will be forfeited to the opponents.

### **7. Unsportsmanlike Conduct**

A. Unsportsmanlike conduct will not be tolerated **before, during or after a game**, and will result in ejection from the contest and/or indefinite suspension.

B. Any time an incident happens on the playing field or court, all players who leave the bench area will be subject to ejection from the contest unless they are offering necessary medical assistance.

C. An ejection accompanied with a written report by a game official will result in further disciplinary action taken by the department. Penalties imposed at the end of the season will carry over to the following season.

D. Players and coaches will be suspended for one year from all Grove City Parks and Recreation Department athletic programs for participating in a game while under suspension. Participating includes being on the playing field or dugout area before, during or after the game.

E. Any player ejected from a game must leave the park immediately.

#### **Discipline Policy:**

Ejections and suspensions may carry over from season to season in all adult sport leagues. An ejection noted on a scorecard would allow the umpire to recommend one of the following disciplinary actions:

- a) No suspension, ejection is disciplinary action
- b) 1 week suspension (1 calendar week from the date of the ejection)
- c) 2 week suspension
- d) If ejection is judged by the OIC (official in charge), to be of a minor nature, he/she can recommend no suspension.
- e) If ejection is of a more serious nature, umpire can recommend 1 or 2 weeks out of play.

f) If a person has a repeated problem with ejections or suspensions (more than 2) the adult sports coordinator, in conjunction with the Parks and Recreation director, can suspend a player for a longer period of time, up to a lifetime.

Note: If suspended, players may not attend any Parks and Recreation Department programs for the calendar week. Example: Monday through Sunday, Tuesday through Monday, etc.

All suspensions may be appealed by contacting the sports coordinator (and/or the Parks and Recreation director) and schedule a hearing. Suspensions are in effect during the appeal period.

Any player caught playing on another team during his suspension week will be removed for the remainder of the season in all leagues.

#### **8. Waiver of Rules**

Experience has proven that it is impossible to anticipate all problems or concerns. Therefore, the Parks and Recreation Department reserves the right to waive any rule governing play in any league under the jurisdiction of the Parks and Recreation Department when, in the department's judgment, the application of the said rule will result in gross unfairness or unreasonable hardship.

#### **10. Sports/Weather Update Hotline**

To check on a game's status because of inclement weather, please call 614-277-3060 and use the touch tone number pad # 4 for field conditions and then press # 2 for Fryer Park. All cancellations will be listed there.

### **General Playing Rules – Co-Rec Kickball**

1. The strike zone extends to 1 foot on either side of home plate, and 1 foot high.
2. Any ball touched by a player or Referee wholly or partly in fair territory is automatically in play. A participant jumping from fair territory is in fair territory while in the air. A participant jumping from foul territory is in foul territory while in the air. (Dead Ball)
3. Athletic shoes are required. Metal cleats are not allowed.
4. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Referee as a performance enhancement must be removed or the player will be removed from play.
5. The uniform is an extension of the player.

#### **6. Regulation Games**

1. Regulation games last five (5) full innings or hour time limit. No new inning will start after 60 minutes.
  - a. In the event of a tie score at the end of the game, the game shall be marked as a tie. Please have your players hustle in between innings.
2. Lineup cards must be completely filled out (first and last names) prior to the start of the game. Teams must take to the field with nine (9) players. Their names must be on the scorecard prior to the first pitch of the game.
3. Teams may be comprised of 5 men and 4 women or 5 women and 4 men. Any combination of women may out number men (example: 7 women and 2 men.)
4. Male and female players must alternate in the batting order.

5. A team must complete its game with the same number of players that it began with, unless the reduction is a result of an injury to a player, in which case the team will take an automatic out. In the event of the ejection of a player without a replacement substitute the game will be forfeited. No team will be permitted to continue with fewer than 9 players.
6. Any game may be ended at the discretion of the losing team, if losing by 12 or more runs after 3 full innings the game will end. This will be marked as a regulation game.

## 7. **Pitching and Catching**

1. No bouncies: A bouncy called as such results in a ball and is:
  - a. A pitched ball that does not touch the ground at least once before reaching the kicking box;
  - b. A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box;
  - c. A pitched ball, prior to reaching the kicker, that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone;
  - d. A pitched ball that is higher than one foot at the plate.
2. The pitcher must have one foot on the pitching rubber. The pitcher may not remove their foot off the rubber until the ball has been kicked. If the batter does not kick then the pitch will result in a ball.
3. No player may field forward the pitcher other than the catcher until the ball is kicked, and no player may advance forward the 1st-3rd base diagonal until the ball is kicked. Failure to do so will result in a ball.
4. The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to do so will result in a ball.
5. The strike zone extends to 1 foot on either side of home plate to the side of the kickball, and 1 foot high to the bottom of the kickball. A pitch outside the strike zone is a ball.
6. Balls must be pitched by hand. There are no restrictions on pitching style.
7. Backstop assistant. A captain may choose to enlist a team member as a backstop assistant to retrieve balls no longer in play. This assistant does not count as a catcher or fielder, must be behind the kicking box and sufficiently back from the catcher, and may not be involved in any play.

## 8. **Kicking**

1. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
2. All kicks must occur:
  - a. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
  - b. Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
3. Bunting is allowed.

## 9. **Running and Scoring**

1. Runners must stay within the base line.

2. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.

#### A. Double Safety Bag Rules

- On the initial throw to first base from the infield or outfield, the batter-runner **must touch** the orange portion of the base but not the white. The umpire will declare the runner out if this rule is violated.
- The defensive player **MUST** always touch the white portion. This rule is in effect only on the initial play at first base. This does not include:
  1. Returning to the base after overrunning
  2. Running on a base hit to the outfield (Runner may touch orange or white part)
  3. Re-tag to advance on a fly ball

Effect: If the base-runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then he/she is considered off the base.

3. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off of his/her base when the ball is kicked, is out.
4. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Official, the runner is out.
5. Tag-Ups are only required before advancement on a caught ball. After a kicked ball is touched or caught, runners are forced to tag their originating base before running to the next base.
6. All ties will go to the runner. Runners may overrun first base.
7. Base Running on Overthrows;
  - a. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base;
  - b. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory;
  - c. One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance;
  - d. Once an overthrown ball is back on the field of play, and the defense attempts a play other than returning the ball to the pitcher, runners may commence base running.
8. Running past another runner is not allowed. The passing runner is out.
9. A run scores when a runner touches home plate before the third out is made, **EXCEPT** that no run can score when the third out is the result of a force play, or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

## 10. Strikes

1. A count of three (3) strikes is an out.
2. A strike is:
  - a. A pitch within the strike zone that is not kicked;

b. An attempted kick missed by the kicker inside or outside of the strike zone.

3. Batter will receive two (2) free foul balls. After that a foul ball will result in an out.

#### **11. Balls**

1. A count of four (4) balls advances the kicker to first base.

2. A ball is:

a. A pitch outside of the strike zone as judged by the Official where a kick is not attempted

b. An illegal bounce

c. Any fielder other than the catcher advancing forward before the ball is kicked

d. Any catcher crossing home plate or positioned forward the kicker before the ball is kicked

#### **12. Fair and Foul Balls**

1. A count of three (3) fouls is an out.

2. A foul is:

a. A kicked ball landing in foul territory

b. A kicked ball landing in bounds, but traveling out of bounds on its own at any time before reaching first or third base

c. A ball kicked outside of the kicking box

d. A kicked ball touched more than once in foul territory or stopped by the kicker in foul territory

e. A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such, is a dead ball

f. A kick made on or above the knee

g. A kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box.

3. A fair is:

a. A ball kicked that lands and remains in fair territory

b. A ball kicked that lands in fair territory then travels into foul territory beyond the 1st-3rd baseline

4. All fair and foul balls are in play unless specifically mentioned above.

#### **13. Outs**

1. A count of three (3) outs by a team completes the team's half of the inning.

2. An out is:

a. A count of three (3) strikes or three (3) fouls

b. Any kicked ball (fair or foul) that is caught

c. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base

d. A runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play

e. A ball tag of a runner on base, in which the runner does not tag their originating base when a ball is caught

f. A runner off of his/her base when the ball is kicked

g. A runner physically assisted by another player

h. Any kicker that does not kick in the proper kicking line up

i. A runner that passes another runner

#### **14. Ball in Play**

1. Once the pitcher has the ball in control and on the mound, the play ends.

2. If a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out.
3. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.
4. Interference is when any non fielder, runner on base, or non permanent object touches or is touched by a ball in play in fair territory. Upon interference, the ball is dead, play automatically ends and runners proceed to the base to which they were headed.
5. A dead ball occurs when any permanent object touches a ball in foul territory. Upon a dead ball, play automatically ends. Rekick.

#### **15. Ghost Men**

1. Ghost men are not allowed.

#### **16. Injury and Substitutions**

1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and written scorebook kicking order position previously held.
2. If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player.
3. Injured players who do not kick shall not play in the game.
4. Any player removed from the game for injury or illness must be noted on both team written scorebook kicking orders and mentioned to the Head Referee.
5. The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution.
6. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All runner substitutions must be of the same sex. There are no other allowable runner substitutions.