

City of Saginaw
2012 Spring Coed Kickball League By-Laws
Phone (817) 230-0350 Rainout Hotline (817) 230-0303
Web Site: www.ci.saginaw.tx.us

1. GOVERNMENT

ASA rule book, in conjunction with these by-laws, shall be the office rules by which the league shall be run. The Recreation & Community Services Department reserves the right to add or delete any rule (s) in their opinion, will improve the league.

2. GAMES

- a. All games will be scheduled and/or rescheduled, if necessary by the Recreation & Community Services Department.
- b. Facility: Softball Field in Willow Creek Park (Corner of McLeroy & Knowles).
- c. All registration fees must be paid prior to the start of your second game.
- d. Inclement Weather: Each team will be responsible for having one representative check with the Recreation & Community Services Department as to the playability of the fields. This representative is responsible for notifying the rest of your team. Only one representative of each team may call the Inclement Weather Hotline. The Hotline number is (817) 230-0303. Inclement weather/field playing information will be available after 3:00 PM of that game day. No information will be available prior to that time.
- e. Suspended Game: Any game stopped due to weather or for any other reason before it is an official game, will be suspended. The game will resume from the point of play when the game was stopped. Exception: If less than one (1) full inning is completed, the game will start over.
- f. Make-up games: It is the responsibility of the team manager or coach to call and check with the Recreation & Community Services Department for times of all make-up games. Games will be played at specific times. They will be made up as soon as possible at the discretion of the Recreation & Community Services Department. Each team must play as scheduled or you will forfeit your game. NO EXCEPTIONS!!!

3. TEAM AND PLAYER ELIGIBILITY

- a. Team rosters and player consent forms must be submitted to the scorekeeper prior to each team's first game.
- b. Team Roster: The roster limit is twenty players. Your roster must be turned in to the scorekeeper prior to your first game. Any changes to a team roster must be submitted to the scorekeeper and only the scorekeeper. Team managers can make

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changes prior to the start of the 5th game. Once your teams 5th game begins, your roster is final.

- c. **Player Eligibility:** A player must be listed on your team's roster to be considered an eligible player for your team. Players may not play on multiple teams on the same night.
- d. **Age Limit:** All players must be at least 15 years of age to play in the City of Saginaw Adult Kickball League. **NO EXCEPTIONS!!!** Any player under the age of 18 years must complete the "Parental Consent Form" and turn it in to the scorekeeper prior to the game. Absolutely no player under the age of 15 will be allowed to play in this league.

4. EQUIPMENT, UNIFORMS AND JERSEYS

- a. **Shoes:** Molded rubber cleats are permitted, but steel cleats are strictly prohibited. No street shoes, sandals or boots will be allowed. All players must.
- b. **Jerseys:** All players must wear a jersey/shirt with a permanently attached number. Duplication of numbers will not be allowed. Jerseys do not have to match in this league.
- c. **Balls:** The Saginaw Recreation & Community Services Department will supply the kickball for all league games.

5. GAME REGULATIONS

- a. The Umpire is the interpreter, manager and enforcer of the rules and regulations during game play.
- b. There will be one umpire for all kickball games.
- c. The Scorekeeper is to keep track of the line-up cards, team rosters, the official time and score of the game.
- c. **Line-Ups:** Your team's line-up should be turned in to the scorekeeper 10 minutes prior to your game time. **LAST NAME AND NUMBER REQUIRED.** If a line-up is not in by game time, the opposing team has the option of being home or visitors and the other team starts the game with the first batter out. If neither team has their line-up, both teams will start the game with the first batter out. Regular game time exists. A team or teams must then turn in their line-up within a reasonable amount of time. Penalty is a forfeit.
- d. Children will not be allowed in the dugout or on the playing field at

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anytime before or during the game due to risk of injury and liability.

- e. Game Time: GAME TIME IS FORFEIT TIME!!! An official game will have a seven inning limit with no inning starting after 50 minutes of play unless the score is tied. If the score is tied, the game will continue with a full count (3-balls & 2-strikes on each batter until there is a winner).
- f. Run Rule: A 20 run rule will apply after three (3) inning (2 ½ innings if the home team is ahead). A 15 run rule will apply after four (4) innings (3 ½ innings if the home team is ahead). A 10 run rule will apply after five (5) innings (4 ½ innings if the home team is ahead).
- g. Alcoholic beverages and illegal drugs are NOT permitted in any City of Saginaw facility, including the Willow Creek Softball Field (per City of Saginaw Ordinance).
- h. Player Shortage: Kickball teams may begin a game with a minimum of nine (9) players and must finish a game with a minimum of nine (9) players. You must have 5-men and 4-women or 5-women and 4-men. The tenth spot in the batting order will be an out. If additional players arrive you can add the gender appropriate person to the tenth position.
- i. Player Substitution: Any starting player may be taken out of the game and re-entered only ONE time. If a starter is placed back into the game, he/she must resume his/her original position in the batting order. A substitute may not re-enter the game. If a team re-enters a substitute and it is brought to the attention of the umpire, then the game will be forfeited to the offended team. When making a substitution, the coach or manager must notify the score keeper, otherwise, the substitute will be ejected from the game.
- j. Extra Player: Kickball teams may have 12 players on the line-up (6-men 6-women) only ten (10) will be used defensively. The other two (2) players will be considered extra-kickers. If a coed kickball team begins with twelve (12) players, it may drop back to ten (10) players (5-men & 5-women) under the following conditions: the two (2) players who leave the game must be of the opposite sex and in consecutive order in the batting line-up. Automatic outs will then be taken in those positions. In coed kickball you can never drop to eleven (11) players.
- k. Blood Rule: If a player, coach or umpire who is bleeding or has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment has been administered. A uniform change may be required. We suggest keeping ace bandages on hand as bleeding injuries must be covered before a player may return to the game.

6. GENERAL PLAYING RULES

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- a. Player Positions: 1st base, 2nd base, 3rd base, short-stop, left field, center field, right field, middle center/middle short (this is the only player that can move from outfield to infield), pitcher and catcher. In the infield, there must be two (2) players of each gender and pitcher and catcher must be of opposite gender.
- b. Tagging/Throwing area: The legal tag area will be from the shoulder and below. The legal throwing area will be from the waist and below. If a tag/throw is not applied properly, the runner shall be called safe.
- c. Base running: No lead-offs or stealing allowed. If this happens, the base runner shall be called out.
- d. Pitching:
 1. The pitcher will be allowed five (5) warm-up pitches in the first inning only.
 2. If a change in pitchers occurs, the new pitcher will be allowed three (3) warm-up pitches.
 3. The pitcher shall take position on the pitching rubber. A foot must remain in contact with the pitching rubber until the ball leaves the pitcher's hand. Pitcher cannot run forward until the ball is kicked at. A violation of this will be called a "ball," regardless of where the ball crosses the strike zone.
 4. If a pitcher decides to intentionally walk a kicker, he/she may do so by notifying the umpire.
 5. Strike Zone: 12" either side of home plate (41" wide including home plate) and height of the top of the ball is not higher than the bottom of the kicker's knee.
 6. Called Strikes: When a legal pitch first touches the ground in fair territory and any part of the ball enters any part of the strike zone. The ball must clear the kicker's zone.
When a legally pitched ball is kicked at and missed by the kicker, the kicker's attacking leg misses the ball and hits the kicker's other leg.
-Foul tip, except on 3rd strike, on 3rd strike it will be an out.
-For each foul ball not caught when the kicker has less than 2 strikes.
 7. Called balls: -When a legal pitch does not enter the strike zone and is not struck at by the kicker
-When the ball is rolled with excessive speed or is bounced towards home plate (even if it crosses the strike zone)
-When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
-For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker.
-For each illegal pitch
-For each pitched ball that does not clear the kicker's zone.

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8. No-Pitch:
 - The pitcher pitches during suspension of play
 - The pitcher pitches a quick return pitch
 - The ball slips from the pitcher's hand during the swing back
 - The pitcher pitches before the umpire calls for the pitch

- e. Kicking:
 1. The kicker shall take position in the kicker's zone once the umpire Has called for him/her. The kicker shall not leave the zone once the pitcher has begun the windup.
 2. The ball cannot be kicked until it crosses or is over home plate (kicker's zone)
 - kicking the ball prior to will be called a strike
 - If it's the 3rd strike, the kicker is out, ball is dead and runners may not advance.
 - If an illegally kicked ball is caught in the air by the defense, the Kicker is out, the ball is dead and runners may not advance
 3. Bunting is NOT permitted.
 4. A legally kicked ball is fair:
 - Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
 - It is on or over fair territory when bounding past the infield
 - It first touches the white part of first or third base
 - It first touches in fair territory beyond first or third base
 5. The kicker becomes a runner when:
 - Ball four is called
 - An infielder interferes with the pitch
 - A legal kick has taken place and the kicker reaches base
 6. The kicker is out when:
 - A third strike is called
 - Foul tip is caught on the 3rd strike
 - Kicker leaves the kicker's zone during a pitch and attempts to kick at or kicks the ball; if kicker leaves zone and does NOT attempt a kick, he/she will have either a ball or strike called.
 - Kicker does not enter the kicker's zone when the umpire calls him/her.
 - Kicker interferes with catchers ability to make a play
 - Kicker steps on home plate while kicking the ball.
 7. The kicker/runner is out when:
 - Kicker touches his/her own kicked fair ball, while he/she is in fair territory, before it touches a fielder.
 - Player is declared out for interference while running the bases
 - A kicked fly ball, fair or foul, is legally caught before it touches ground or any object.
 - While running to first base, player is tagged or hit with the ball

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before reaching first base.

-A kicked fly ball to the catchet is caught-the ball must have reached a height above the head of the kicker.

-When a player leaves the playing field-player cannot return back to a base.

-Leading off or stealing

8. If a male kicker is walked, he automatically advances to second base. The next kicker (female) must kick if there are less than two (2) outs. When there are two outs, the female kicker has the option To kick or walk.

f. Scoring: Teams are limited to 10 runs per half-inning. After the tenth run is scored, the teams will switch sides, regardless of the number of outs.

7. League Champions

- a. The league champion is defined as the team with the best record in their league at the end of the season.
- b. In case of equal records, the following methods will be used to declare a champion.
 1. Head to Head Competition: If team A beats team B more times, then team A is the champion. If still tied, go to method "2"
 2. Margin of Victory
Head to Head: If team A defeated team B by 10-0 in one game and team B defeated team A by 5-0 in another game then team A would be champion because they have the largest margin of victory in their favor.

Runs scored in all league games

Runs allowed in all league games

8. AWARDS

Individual awards will be given to the champion and runner-up team of each league. If a league has five (5) or less teams participating, then individual awards will only be given to the champion.

9. SPORTSMANSHIP

- a. Unsportsmanlike Conduct: The use of profanity or the use of abusive language toward an official or member of the kickball league staff by any

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player, manager or coach will not be tolerated under ANY circumstances. There will be a minimum of one (1) game suspension

- b. Any player, manager or coach who is ejected from a game by a kickball league official will receive a minimum one (1) game suspension from league play which will be the next game for that team on the schedule. If the next game is a forfeit, it will count as a suspended game and the player in question will become eligible for the next game.
- c. Any player, manager or coach indulging in alcoholic beverages or illegal drugs during a game will be ejected from the game.
- d. Ejected players are required to leave the playing facility (Willow Creek Park) and are barred for the duration of the suspension. Failure to comply may result in a forfeited game.
- e. Any player, coach or manager who is ejected for fighting will be EXPELLED from the league for one (1) calendar year from the date of the infraction.
- f. Forfeiture of three (3) consecutive games (not showing up) by one team will automatically suspend that team for the remainder of the season.

10. INSURANCE

- a. Individual players are NOT covered by any insurance policy held by the City of Saginaw.
- b. Teams and/or individual players must provide their own insurance if they so desire.
- c. You are playing at your own risk.

Remember This Is a Game So Have Fun!