Kickball Home Rules & Regulations

I. WAKA Rule Exceptions

1. THE PLAYING FIELD

1.01 The playing field will be indoors in the Veterans Memorial Building gym. (See diagram)
   a. the kickball diamond is a square with equal sides of 25 feet.
   b. All walls are live
   c. the open space designated for spectators is foul territory

2. EQUIPMENT – no rule exceptions.

3. REFEREES

3.01 Games will be officiated by one official. The head official governs all game play and issues all
   final rulings, and has final authority on equipment issues.

4. PLAYER ELIGIBILITY

4.01 Players removed from a kicking line-up for ejection will be an automatic out when their spot
   comes up on the kicking order.

5. TEAMS

5.01 While fielding, each team must field at least four (4) players and no more than five (5 players).
5.02 Teams must field at least two (2) females at all times. Options allowed:
   a. two (2) females + three (3) males
   b. three (3) females + two (2) males
   c. two (2) females + two (2) males

6. BASE COACHES

6.01 Due to the smaller dimensions of the playing field, base coaches will not be allowed.

7. REGULATION GAMES

7.01 Regulation games last five (5) innings or 50 minutes, whichever comes first.
7.02 In the event of a tie score at the end of the game, “one pitch” tie breaker rule be in
   effect. The last kicker will will be placed on 2nd base.

8. PITCHING, CATCHING AND FIELDING

8.01 There will not be a catcher in this league. Pitcher, 1st Base, or 3rd Base will cover defensive
   plays at home plate. Kicker or referee will return balls to the pitcher.
8.02 Fielding Positions:
   a. Pitcher
b. 1<sup>st</sup> Base

c. 3<sup>rd</sup> Base

d. Two (2) Outfielders (either may cover plays at 2<sup>nd</sup> base)

9. **KICKING** - no rule exceptions.

10. **RUNNING AND SCORING** – no rule exceptions.

11. **STRIKES**

11.01 Foul balls are considered strikes. In a two (2) strike count, one (1) foul ball will be allowed, and all kicks after must be fair or kicker is out.

12. **BALLS**

12.01 Walking a male batter: if there are 2 outs when a male is walked, the female has the option of taking a walk or kicking.

13. **FAIRS AND FOULS**

13.01 See rule 11.01

14. **OUTS** - no rule exceptions.

15. **BALL IN PLAY** - no rule exceptions.

16. **INJURY AND SUBSTITUTIONS**

16.01 See rule 4.01

II. **LEAGUE AND PLAYOFF PROCEDURES**

1. **SCHEDULE**

1.01 There will be five (5) weeks of regular season play (round robin format), followed by one (1) week of playoffs/finals (single elimination format).

1.02 Schedule changes are not allowed. Options are play or forfeit.

2. **PLAYOFFS**

3.01 Top four (4) teams will make the playoffs. One seed will play four seed, and two seed will play three seed. The winning team of each of these games will advance to the championship game.

3.02 Tie breakers will be determined by the following:
   1. 1<sup>st</sup> tie break: head-to-head record. A forfeit= automatic lower seeding
   2. 2<sup>nd</sup> tie break: run differential in head-to-head record

3. **KICKING ORDER**

3.01 Up to eight (8) players may be placed in the kicking order

3.02 Line-up must rotate by gender. Two males may not kick back-to-back. Two females may kick back-to-back. Spots will be shared to avoid two males kicking back-to-back. In the event a female leaves the line-up for any reason, and proper substitution isn’t available, the male after her must drop out, or share a spot with the male following his spot in the line-up.
4. ROSTERS
4.01 Each team will be allowed up to 12 players on the roster. New players may be added before the second game.
4.02 All players must sign their team’s roster before playing in any league games. All names, addresses, phone numbers and signatures must be legible on the team roster. If a player’s contact information and signature are not legible, that player will not be allowed to play.
4.03 If a player has played in one league game, they may not switch to another team.

5. PLAYER ELIGIBILITY
5.01 All players playing, or attempting to play, under an assumed name, without being on a roster, or while on suspension will be suspended from the league for the remainder of the season. Players are required to show proper I.D. when requested to do so by City of Watsonville staff. The game will not be delayed. If a player cannot prove his or her identity, they will be asked to leave the game and facility, and must bring a picture I.D. to the main office by 5pm the next working day, or that team’s game will be recorded as a forfeit.
5.02 Player substitution following the 2nd game: managers may petition with approved documentation to replace players due to injury, or moving out of the area. Once removed, players may not be re-added to the roster.
5.03 All roster players must appear in the line-up at least two (2) times to be eligible for playoffs. If a player is found to be ineligible during a playoff game, the game will be forfeited to the opposing team.
5.04 Ejections: any players ejected from a game will receive an automatic two (2) game suspension minimum, and must leave the facility. Failure to leave after can lead to suspension for the rest of the season, and forfeit of the game.

6. FORFEITS
6.01 If a team is not ready to start ten (10) minutes after the scheduled game time, with at least four (4) players, the game will be forfeited to the opposing team. Referee timer is the official timer.
6.02 A forfeit is recorded as loss and the other team will be awarded seven (7) runs. In the event of a double forfeit, both teams receive a loss.
6.03 If a team forfeits 2 unexcused games, the team may be dropped from the league.
6.04 Two (2) forfeits, excused or unexcused, the team is ineligible for playoffs.
6.05 Teams that foresee a conflict with a scheduled game should notify the League Director 24 hours prior to the scheduled game. Teams doing so will be waived from the $50 forfeit fee. Teams that incur the fee, must pay the next business day (unless other arrangements have been made), otherwise they may be removed from further league play.

7. PLAYER AND MANAGER RESPONSIBILITIES
7.01 The manager shall be the only official representative of each team, unless they designate one of the players as the team captain prior to the start of the game. The manager will be held responsible for all rules stated in this copy of rules along with the SANCRA Code of Conduct.
7.02 Managers are responsible to see that their players and spectators are familiar with league rules, procedures and SANCRA Code of Conduct.
7.03 The team manager or designated captain is the only person authorized to discuss a referee’s decision while in the confines of the facility whether before, during or after the scheduled game. Other players are not allowed to directly confront a referee or discuss a referee’s decision.
7.04 Managers are required to report all injuries to the game umpires.
7.05 Consuming or being under the influence of drugs or alcohol will not be. The referee is required to report the findings to the League Director. Players found consuming drugs or alcohol or being under the influence of drugs or alcohol will be immediately ejected from the game.
7.06 All teams are registered with SANCRA (Sports Association of Northern California Recreation Agencies) and are governed by their Code of Conduct.
7.07 All attendees to the facility must abide by all facility rules.
7.08 All players are responsible for their own health/accident insurance since neither the league or City of Watsonville provides such coverage. Players participate in this program at their own risk.
7.09 PROFANITY IS PROHIBITED. In all languages. Referees reserve the right to call a player out. If the player is fielding during the infraction, their next kick will be an out.

8. FAN BEHAVIOR
8.01 All fans attending City of Watsonville league games behavior falls in accordance with SANCRA Code of Conduct rules. They may not harass and players, officials, or opposing team spectators with obscenities and negative comments. Unsportsmanlike behavior from a fan can warrant ejection, and/or forfeit of the game.

9. PROTESTS
9.01 When a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the: a) opposing manager, b) the referee and c) the scorekeeper of exactly which rule is being protested. This will enable all interested parties to take notice of the protest. On a protest of a player thought to be ineligible, the protest must be made as soon as the first stoppage of game play.
9.02 Protesting teams must file their written protest in the Recreation Office with a $50.00 protest fee. If the protest upholds the violation accusation, then the $50 fee will be returned. If there is no violation, then the $50.00 fee is non-refundable.
9.03 Protests shall be based on the interpretation of rules and ineligible players only. Decisions involving the judgment of referees shall not be considered or received.
9.04 The written protest should include:
   1. The date, time and place of the game.
   2. The names of the umpires and scorekeeper.
   3. The rule and section of the official rules or local rules under which the protest is made.
   4. The decision and conditions surrounding the making of the decision.
   5. All the essential facts involved in the matter protested.

10. OTHER IMPORTANT INFORMATION
10.01 The City of Watsonville Parks & Community Services Department shall not be responsible for lost or stolen articles left behind.
10.02 Final decisions regarding player eligibility, suspensions, rule interpretation(s) will lie solely with the League Director operating this league.