

Shoreview Parks & Recreation

Adaptive Kickball Rules



MANAGER'S DUTIES

1. The goal of this league is to provide a fun and enjoyable social opportunity to all involved. Be sure to always keep the players best interest in mind while playing and respecting the wide range of different skill levels of other players.
2. Managers will be allowed the flexibility to modify the rules to help assist an adaptive player (for example, look at bulletin #2 under the pitching section). Please be sure to discuss any special accommodations with the opposing manager prior to the start of your game.
3. Make sure you have a full team.
4. Managers must handle all disputes.
5. You are responsible for taking charge of your team's and your spectators' conduct. Abusive language, heckling players, alcohol consumption litter and other irresponsible acts will not be tolerated.
6. Any schedule information, changes, make-ups or other league information will be sent to you. Make sure we have your current address (and/or e-mail address.) It is your responsibility to pass this information on to your players.
7. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.
8. **Managers are responsible for reporting scores to the league director no later then 8:00 AM the following day.**

SPORTSMANSHIP

The Shoreview Parks & Recreation Department is interested in ensuring that a high level of sportsmanship be maintained in this sports program. Although the element of competition plays a major role in athletics, the game should always maintain its recreational and social values. It is necessary for each participant to be responsible for the promotion of good sportsmanship and fair play. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted:

1. To help ensure a high quality kickball league that provides a desirable playing experience, we will handle any unsportsmanlike acts (i.e. swearing, arguing calls, verbal sparring, threats, intentional contact) using the steps below.
 - a) **First Offense** – Warning (unless the behavior is deemed too severe)
 - b) **Second Offense** – Suspension (Amount of games depends on the severity of the act)
2. A suspended player may not be present at any site where league games are in progress. Violation will result in an extended period of suspension.

EQUIPMENT AND APPAREL

1. One 8.50 inch kickball
2. Bases
3. Air pump
4. Score book
5. Rubber cleats are recommended, **metal cleats are not allowed**
6. Uniforms are not required to participate in the league

ELIGIBILITY

1. Minimum age for players in the adaptive league is 12 years old. Unless pre-approved by the league director.

ROSTERS

1. The minimum number of players that may be on the roster is 10; maximum is 20.
2. Rosters need to be completed and turned in to the program supervisor before your first game. **No additional players can be added to the roster after the 4th week of games unless a season ending injury occurs.**
3. No player shall appear on more than one team's roster during the course of the season.

INCLEMENT WEATHER

The weather line (651-490-4765) is updated by 3:30 pm, after 3:30 pm the decision to play will be made on the field by the team managers.

Playing Rules

Any rules not noted in the Shoreview Parks and Recreation Department rules will follow USAAA softball rules when applicable.

SELF OFFICIATED LEAGUE

All games are self officiated and are done so by a designated team manager from each team. **In the event teams are divided on a certain play, a do-over is ruled.**

PLAYING FIELD

Similar to baseball and softball, the kickball infield consists of home plate and three bases; first, second and third. The pitcher's mound will be 40 feet. The distance between home plate and first base, first base and second base, second base and third base and between third base and home plate will be 60 feet (approximately 23 big walking steps).

FORFEITS

1. A team must have 8 players to start a game
2. A team failing to field at least 8 players within 10 minutes after the scheduled game time will forfeit the game. In a doubleheader format, it will be 10 minutes for the 1st game and 25 minutes for the 2nd game.
3. A forfeit shall count as a 7-0 loss in the standings.
4. **Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the opposing team and the program supervisor.**

REGULATION GAME

1. A regulation game shall consist of 7 innings or a time limit of 55 minutes. No new inning may begin after 55 minutes. For the purpose of clarification of the time limit rule, a new inning starts as soon as the home team makes the third out. **Tie games end at the time limit.**
2. In the case of rain or darkness, a decision of "calling off" the game holds. An official game is after 4 innings are completed or 3½ if the home team is in the lead. The game score at the end of the last full inning shall determine the winner. If the game is not official when it is stopped due to weather or darkness, the game will be replayed in its entirety at a later date.

TIME LIMIT

1. No new inning will start after 55 minutes of play. Tie games end at the time limit.

15-RUN RULE

1. Any team having an advantage of 15 runs or more, after 4 1/2 innings will automatically win the game.

RUNS PER INNING

1. There will be a **7-run rule** in effect per team per inning. When a team scores 7 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team. This rule is in effect for all innings except the 7th inning or last inning before time limit expires. In those innings, unlimited runs may be scored.

FIELDING

1. If fielding the maximum of 10 players, 4 players must play in the outfield while the remaining six will play the infield (1st base, 2nd base, 3rd base, shortstop, pitcher and catcher).
2. **A minimum of 4 adaptive players in the field at all times. One of which must be either the Pitcher or First baseman.**
3. No player may advance forward of the 1st – 3rd baselines until the ball is kicked.
4. All outfielders must be set on the outfield grass before the ball is kicked.
5. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.
6. When a defensive player in the infield has control of the ball, the play ends.
7. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
8. There is no in-field fly rule.
9. **Balls thrown at base runners must be below the shoulders.** Any headshots result in advancement of an extra base. Any intentional hitting of the ball with the head by a runner will result in an out. If the runner gets hit in the head because they are ducking, diving, or sliding to avoid the ball – they are just out with no penalty given to either team.
10. If a wheelchair player gets under a ball when it's kicked in the air, the kicker is out.

BALLS / STRIKES

1. The Adaptive League will not count balls and strikes

OUTS

Three outs by a team or seven runs scored completes the team's half of the inning. An out is:

1. A runner touched by the ball at ANY time while not on base.
2. Any kicked ball that is caught (fair or foul).
3. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
4. A runner off of their base when the ball is kicked.
5. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.

PITCHING

1. Pitchers must **"roll"** the ball to the kicker at **"moderate"** speed. **No bouncing or curve pitches are allowed.**
2. **Special accommodations can be made if needed (i.e. placing the ball at home plate instead of rolling the ball)**
3. If the ball falls short of the plate a re-roll will take place.
4. The pitcher must stay behind the pitching rubber until the ball is kicked. Failure to do so results in a re-roll.

KICKING

1. Visiting team kicks first.
2. All players present must be in the kicking line-up.
3. Players must remain in the same position in the kicking order for the entire game. Late players can be added to the end of the line-up.
4. All kicks must be made with the foot
5. All kicks must occur at or behind home plate
6. **Bunting is NOT allowed. Players must attempt to use a full kicking motion.** A kick that travels less than 10 feet will be considered a bunt. If this occurs, redo the kick over without any penalty. The player will receive the same ball/strike count prior to the bunt. Any players on base must return to the same base they had occupied prior to the bunt.
7. **Special accommodations can be made if needed (i.e. If a player can't kick someone else can kick for them)**

BASE RUNNING

1. **The play ends when all runners have reached a base and a defensive player has control of the ball in the infield.**
2. Runners must stay within the baseline. Fielders must stay out of the baseline. 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 shall be safe at the base to which they were running.
3. No leading off or stealing is allowed unless in a wheelchair (Wheelchair player is allowed to lead off by 5 feet.). A runner off of their base before the ball is kicked will be called out.
4. Sliding is allowed.
5. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
6. **Balls thrown at base runners must be below the shoulders.** Any headshots result in advancement of an extra base. Any intentional hitting of the ball with the head by a runner will result in an out. If the runner gets hit in the head because they are ducking, diving, or sliding to avoid the ball – they are just out with no penalty given to either team.
7. After a kicked ball is caught, runners must tag their originating base before running to the next base.
8. If a fair kicked ball hits a runner not on base they are out.
9. One extra base is awarded on an overthrow. An overthrow constitutes a ball that is thrown out of play. **A ball thrown past the base or target that remains in play is not considered an overthrow and runners advance at their own risk.**
10. If ball is kicked and hits a runner in fair territory while off base the runner who was hit is out. Play will not be allowed to continue. The kicker will be awarded first base. Any additional base runners will advance to the base they were in pursuit to before the player was hit.

REMOVED PLAYERS

There will be no penalty for players removed from the lineup due to injury or emergency. Any player removed for any other reason from the lineup will be considered an out every time that spot in the batting order comes up. A team that falls below 8 players will forfeit the game. Any player that leaves the game for injury or other circumstances may not re-enter the game.

STANDINGS & TIE BREAKERS

1. Final standings are based on:
 - a. Points earned (Win = 2 points, Tie = 1 point, Loss = 0 points)
 - b. Tie breakers for teams:
 - i. Head-to-head record
 - ii. Total runs scored between tied teams
 - iii. Total runs scored during regular season
 - iv. Total runs against during regular season
 - v. A coin flip will determine the winner