

KICKBALL

ROSTER/PLAYERS:

- A. A completed official team roster is due in the Recreation and Community Services office at the time of registration. The registration includes a roster completely filled out with signatures, full payment and a copy of every participant's identification card with a date of birth e.g. driver's license, passport, California Identification Card. It is recommended that teams carry a full roster to allow for injuries and players that may be out of town.
- B. All teams will defensively consist of nine (9) players. **Teams are REQUIRED to have two members of the opposite sex on the field at all times.** Games may be played without a forfeit with eight (8) roster players present at game time. Maximum roster size is sixteen (16) players.
- C. Once the game has begun, a team may not play with seven (7) players resulting from ejection, injury, etc.
- D. All players must be 18 years old or older to participate in the City of Cypress Adult Sports.

NAMING YOUR TEAM:

The City of Cypress reserves the right to deny the use of any team name if deemed it to be inappropriate.

PLAYER ELIGIBILITY:

- A. Players must sign the game scorecard prior to the each game.
- B. All Roster changes must be in writing on the add/drop form and received in the Recreation and Community Services office 24 hours prior to next game in order for the player to be eligible.
- C. For playoffs, players must be signed on the team's official roster or on an official add/drop form. Players must have played at least two (2) games to be eligible for playoff game(s).
- D. If a player has been released from a team, he/she may play for a second team providing it's agreeable with all team managers and is approved by the Adult Sports League Coordinator. A player that quits on their own accord is ineligible for any further league play for that season.

ILLEGAL PLAYERS:

An Illegal player is:

- A person playing on a team whose name and signature does not appear on that team's official roster or official add/drop form.
- A person on more than one team roster in the same division.

Any team found using illegal players will automatically forfeit any and all games in which the illegal player participated in. It is each team's manager's responsibility to monitor or protest illegal players.

PLAYER CONDUCT:

- A. The City of Cypress Recreation and Community Services Code of Conduct will be strictly enforced.
- B. Each manager is responsible for the conduct of the team and spectators. Any manager, or acting manager, ejected from the game, will cause his/her team to forfeit that game.
- C. No player or coach may address any official, player, or spectator with equipment in hand. This applies to all participants, spectators, and coaches before, during, or after the game. Violation of this rule will result in immediate ejection from the game and indefinite suspension from the league until further review by the Adult Sports League Committee.
 1. **FIGHTING:** Any team, player(s), or spectator(s) fighting before, during or after any City of Cypress Adult Sport League game will be ejected from the area immediately. The area consists of the field, court, parking lot, and any portion of City property. If a team, player, or spectator refuses to leave the area or stop fighting, the police will be called and additional team and individual penalties will be assessed. The minimum penalty for an individual for fighting is a one game suspension, which must be next scheduled game. Depending on the severity, individual(s) could be suspended for the remainder of the season and/or permanently banned from all City of Cypress Adult Sports Leagues. Once suspended, the player(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports Leagues during the duration of their suspension. Failure to comply will result in additional penalties.

2. **TRASH TALKING/VERBAL ABUSE:** Abusive language and/or gestures by any player(s), spectator(s), or coaches directed towards scorekeepers, officials, or other participants will not be permitted. The official will issue a warning on the first offense, if abusive conditions continue the individual(s) in question will be ejected from the area. The minimum penalty for individual(s) is a one game suspension, the next scheduled game. Depending on the severity, individual(s) could be suspended for the remainder of the season and/or permanently banned from all City of Cypress Adult Sports Leagues. Once suspended, the player(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports Leagues during the duration of their suspension. Failure to comply will result in additional penalties.
3. **ALCOHOL/DRUGS:** Alcoholic consumption or drug use on any City property is strictly prohibited. Any player(s) or spectator(s) believed to be under the influence of alcohol or any other drug will be immediately ejected from the area and will be suspended for a minimum of one week from the City of Cypress Adult Sports leagues. If the player(s) or spectator(s) refuse to leave the area, a forfeit will be called and the player(s) or spectator(s) will be suspended indefinitely pending a determination by the Adult Sports Committee. If a manager knowingly allows a member of the team to participate under the influence of alcohol or drugs, they will be subject to suspension. Managers are also responsible for the conduct of their spectators. Any violation of these rules could result in criminal prosecution.
4. **PARTICIPANT EJECTION:** Any player(s), spectator(s), or coach ejected before, during or after any Cypress Adult Sports League game will automatically be suspended a minimum of one game, as well as the remainder of the game in which the suspension occurred. Once suspended, the team(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports League games during the duration of the suspension and until a decision is made by the Adult Sports Committee. Failure to comply will result in additional penalties. Following an ejection of an individual, the game will not continue until the ejected participant(s) vacate the area. Failure to vacate the premises will result in additional penalties.

PLAY REGULATIONS:

A. OFFICIAL LINEUP:

The manager must provide a lineup to the umpire before the start of the game. Late arriving players may be added to the bottom of the batting order.

- B. DEFENSE:** All teams will defensively consist of nine (9) players. **Teams are REQUIRED to have two members of the opposite sex on the field at all times.** Games may be played without a forfeit with eight (8) roster players present at game time. Maximum roster size is sixteen (16) players

C. LENGTH OF GAME/GAME TIMES:

1. All games will last five (5) innings or 55 minutes, whichever occurs first.
2. An inning that begins within the time limit will be completed unless it is the last half of an inning and the home team is ahead.
3. Recreation Staff will officiate games.
4. A game that is called off by the official for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled. Exception: fighting, ejections, injuries, forfeits

D. APPROVED FOOTWEAR:

1. Metal cleats are not allowed. Rubber-soled cleats are the recommended footwear for all leagues however you may wear athletic closed toe shoes.

E. HOME TEAM/VISITING TEAM:

The home team will occupy the third (3rd) base dugout.

F. PITCHING and CATCHING:

1. Bouncies are allowed
2. The pitching distance will be 46 feet and marked with a pitching strip or mound. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.
3. The pitcher must pitch the ball by hand.
4. No fielder may cross in front of the 1st-3rd diagonal before the ball is kicked. If a player attempting to field the ball crosses the line before the ball is kicked then the kicker is awarded 1st base.
5. The catcher must play behind the kicker, within or directly behind the kicking box and may not cross home plate until the ball is kicked.
6. Outfielders must remain on the grass and may not come into the infield for any reason to make a play. Only one foot is permitted to step into the infield during the act of throwing a ball. A player's momentum may also carry them into the infield while making a catch.

G. KICKING:

1. All kicks must be made by foot or leg, below the knee
2. All kicks must occur within the kicking box
3. Bunting is allowed

H. RUNNING and SCORING:

1. Runners must stay in the baseline.
2. Fielders must stay out of the baseline.
3. Running past another runner is not allowed. The passing runner is out.
4. Neither leading off or 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.
5. **Peg Outs are allowed!!** Hitting a runner's neck or head with the thrown or kicked ball is not allowed. 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 Referee, the runner is out. If a runner is struck in the head while ducking, the runner will be out.
6. **Base Running on Overthrows:**
An overthrow is a ball thrown, kicked, or deflected into foul territory; runner may advance only one base.
7. A run scores when a runner touches home plate before the third out is made.

I. FOUL and FAIR BALLS

Foul ball:

1. Kicked ball landing in foul territory
2. A kicked ball touched more than once or stopped in the kicking box by the kicker.
3. A kicked ball kicked outside of the kicking box.
4. Four fouls is on OUT

Fair ball:

1. Kicked ball landing and remaining in fair territory.
2. Kicked ball landing in fair territory then traveling into foul territory beyond first and third base.

J. STRIKE and BALL RULE:

Strike:

1. Pitch that is not kicked that enters any part of the strike zone
2. An attempted kick missed by the kicker inside or outside of the strike zone

Ball:

1. Pitch outside of the strike zone where a kick is not attempted.
2. **Pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.**
3. Pitched ball that is higher than one foot at the plate.
4. Four (4) balls advances the kicker to first base.

K. OUTS

1. Three (3) strikes
2. **Four (4) fouls**
3. Any kicked ball (fair or foul) that is caught by a fielder.
4. A runner touched by the ball or who touches the ball at any time while not a base
5. A kicker that intentionally hits the ball with their hand or arm
6. Any kicker that does not kick in the proper kicking line up
7. Runner that passes another runner

L. KICKING ORDER:

1. All team members must kick on the written score sheet order but do not have to field.
2. When a player is ejected from the game, or removed from the game due to injury, an out will be recorded in that spot the next time that person would have kicked. This will become the new kicking order.

M. MERCY RULE:

1. A game may end any time after three (3) innings when a team is behind by fifteen (15) runs or more and has completed its turn kicking.
2. No mercy will be in effect for the Championship Game, however the mercy rule will be in effect for any other playoff games.

RECLASSIFICATION:

The City of Cypress reserves the right to move teams up or down, if necessary. The team's record at the time of the move remains as is. If a team is currently in the highest level of league play, The City of Cypress reserves the right to not accept the team's registration for the next season or terminate league play and

refund the league fee due to the team's level of play. Suggestions of more competitive leagues can be made upon request.

FORFEIT TIME and FEE:

- A. Game time is forfeit time. There is a five (5) minute grace. Grace period subtracted from game time.
- B. The forfeit fee is \$25 per forfeited game. Forfeit fees are to be paid in full at the Cypress Recreation and Community Services Office one (1) working day prior to the next scheduled game.
- C. If a team forfeits more than two matches and/or two matches in a row, the team will automatically be dropped from the league. Dropped teams will lose all playoff privileges regardless of record. If a team is dropped from the league, all records will be adjusted at the date of team's second forfeit whereby all teams previously defeated by said team will be credited with a win.

Rain Outs and Complete Games:

In the event that a game is called due to rain, weather hazards, or any other conditions that might cause a game to be called before the allotted time the following rules will apply:

- A. If the game has completed 3 innings, the game will be considered final and will count towards the standings. In the event that the game has gone more than 3 complete innings the final score will be the score at the end of the last complete inning.
- B. If the game has not completed 3 innings, the game will be considered a "Dead Game," and the game will be replayed completely.
- C. In the event that a playoff game is called, the game will resume at a later time and date at the point which it was stopped. In the event that a game resumes and a player in the lineup is not available to play, another player or substitute may not play for that person. You must skip the absent player in the lineup and move onto the next player. At least 8 players from the originally lineup must be present to play the game or else it will be a forfeit.

PROTESTS:

- A. Written protest on the protest form and \$15 needs to be received at the Recreation and Community Services office within one working day of the protest.
- B. Protests for ineligible players must be made by the opposing manager before the last point of the game to allow the official/recreation leader to check the identification of the player in question. No protest fee is required at that time. Any player requested by the official/recreation leader to show identification must do so within 10 minutes following the completion of the game. If the player in question does not return within the 10 minute time period or if the identification does not match the name and signature on the roster, the game will be called a forfeit. If the player in question provides identification that matches the name and signature on the scorecard and the opposing manager still feels that the player is illegal, that manager must follow the standard protest procedure.
- C. If the protest is upheld, the fee of \$15 will be returned.
- D. Protests will be decided upon the spot during the playoffs.

SCMAF BLOOD RULE:

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered. If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time. A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

CITY OF CYPRESS ADULT SPORTS COORDINATOR:

- A. The City of Cypress Adult Sports League Coordinator is the final authority for all on and off the field decisions.
- B. If necessary, the Adult Sports Coordinator is authorized to warn individuals of actions contrary to the City of Cypress Adult Sports Rulebook and eject any participant(s), spectator(s), or anyone else who does not comply with the rules and regulations as stated above. This authority does not affect the official of a game in anyway. It is in addition to that authority.
- C. Determines schedule changes, league relocations, and team reclassification as necessary.

CITY OF CYPRESS ADULT SPORTS COMMITTEE:

The City of Cypress Adult Sports Staff is the final authority for all clarification and interpretation or rules and regulations as outlined in the City of Cypress Adult Sports Rulebook and the Participant's Code of Conduct.