



2017 Kickball

Coed/ Women's

Updated September 2017

BREC ATHLETICS

6201 Florida Blvd

Baton Rouge, LA

225.272.9200

THE RECREATION AND PARK COMMISSION FOR THE PARISH OF EAST BATON ROUGE

Dear Team Manager,

On behalf of the Recreation and Parks Commission for the Parish of East Baton Rouge, we would like to welcome you as a participant in our Adult Coed/Women's Kickball League.

Our goal is to offer quality sports programming at affordable prices and see that each participant has an enjoyable leisure experience.

Please read the rulebook at your first opportunity to familiarize yourself with our league's rules and regulations.

We now have an online registration system. You can establish your online account at www.brec.org. For additional information, you can contact deveta.webb@brec.org or you can also visit our department's web site at <http://www.brec.org/index.cfm/subhome/athletics>.

Again, welcome to our program. Wishing you and your team a very enjoyable and successful season.

Sincerely,

BREC Athletics

The Recreation and Park Commission for the Parish of East Baton Rouge reserves the right to make changes to this document as necessary during the season.



THE RECREATION & PARK COMMISSION FOR THE PARISH OF EAST BATON ROUGE

BREC ADULT KICKBALL BYLAWS

2017

GAME

Game Time is Forfeit Time!

A regulation game will be 7 innings or 50 in length, whichever comes first. No new inning should be started after 50 mins have been played. If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game (3½ innings if home team is ahead in bottom of 4th inning). If the game is tied at the end of 7 innings, extra innings will be allowed as long as time permits. Each team gets a chance to kick in extra innings and receives the same number of outs. If after 1 hour the game is still tied, it will be recorded as a tie.

- **Tournament Rules Tie-Breaker:** In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game, extra innings, teams will start their at-kick with the next kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls in the count. The first team to have a higher run total at the end of a full extra inning wins the game.
- Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.

GENERAL RULES

The kicking order should be exchanged with the other captain prior to the start of the game. The kicking order cannot change during the course of a game unless agreed by the other team. All fielders playing in the game must kick. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out. No more than 11 players can take the field at one time. At least 4 females must take the field at all times. Fielders can be changed anytime between and within innings. Teams may choose to have 1st base and 3rd base coaches. Coaches may not interfere with play or physically assist the runners. Any attempt to circumvent or go against the spirit of the rules will be at the ref's discretion to rule on the appropriate action.



FIELDING

Each team's roller must roll the ball to the opposing team's kicker. The Roller must release the ball behind the roller's mound and within two feet on either side of the roller's mound, mirroring the two feet on each side of the home plate strike zone. The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker. The Roller **MUST** roll or bounce the ball multiple times in route to home plate. If the Roller one hops the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless if it is less than 6 inches or not. The Roller must roll the ball within a 5 ft wide "Roller's Path" that starts from the Roller's mound and extends to home plate with the path being 5-foot-wide and in-line with the strike zone cones on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches above home plate, the roll is still a ball.

Fielders must be in line with or behind the roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1st and 3rd base. No other fielders can cross the imaginary line between 1st and 3rd until the ball is kicked. For female kickers, the roller is not allowed to advance past the imaginary line between 1st and 3rd base until after the ball is kicked. If a fielder comes across the imaginary line before the ball is kicked and attempts to interfere with the play in the judgment of the referee, the kicker will be awarded an automatic walk. If the next kicker is a female, the walked kicker advances to 2nd base.

If the ball is kicked and the encroaching player fields the ball or interferes with the play in the judgment of the referee, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1st base. The runner may advance past 1st base on an errant throw at their own risk. The catcher must play behind the line formed by the two strike-zone cones until after a kicked ball passes the cones. If the kicked ball makes contact with the catcher, and the ball is in foul territory the ball is ruled a foul.

If the catcher opts to play near the cone line, then they must stand at least 2 feet outside of either strike-zone cone, and may not block the kicker's attempt to kick the ball in any way. If any part of the catcher's body moves within 2 feet of the strike zone cones before the ball passes the cones or interferes with the kicker's ability to kick the ball in any way, as determined by the referee, the kicker will be awarded a walk. If the next kicker is a female, the walked kicker advances to 2nd base.

There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.

If 11 players are present in the field, one player must play the catcher position. If a team has 10 or fewer fielders, then they can all play in the field and forego a catcher.



If a player (male or female) is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2nd base. If there are 2 outs, the female kicker next in the lineup has the option of walking to 1st base or kicking. If there are less than 2 outs, then the next kicker must kick. Walking a player intentionally is allowed and no pitches have to be rolled.

Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hits them in the head or neck. If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the referee, and base runners may advance as many bases as they desire at their own risk.

KICKING

The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "plant foot" (non-kicking foot) breaks the plane in front of home plate when the kick occurs, then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and runners may tag up. Else the call is a strike/foul against the kicker.

The kicker may kick the ball anywhere behind the line formed by the strike zone cones as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.

A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out and it is a dead ball. All baserunners must return to their previous base.

A kick can be made with any part of the leg.

OUTS

Three (3) outs by the kicking team constitutes their at-kick for the inning. A count of 4 strikes to a kicker (fouls count as strikes). Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory. A runner that does not make it to the next base they are forced to run to before they are tagged or before a fielder has control of the ball while touching the base they are forced to run to, and they cannot run back to the previous base since another runner is behind them. *Note: This is referred to as a Force Out

A runner that leads off the base before the ball is kicked. A runner tagged or hit by a thrown ball below the neck by a fielder while not safely on a base. A runner hit by a kicked ball regardless of where the ball hit them while not safely on base. A runner impeding a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball). A runner that does not make it back to their base before tagging up by the time the fielder



has control of the ball while touching the base or by tagging the runner with the ball (see “Tag Up” rule *Note: This is not considered a Force Out. A runner outside of the 5-foot baseline unless trying to avoid a fielder blocking the baseline. A runner or kicker that intentionally interferes with the ball. A runner that is physically assisted by a base coach or other team member. A runner that passes another runner. A kicker that cannot kick at their designated spot in the kicking order unless they are injured (If a player misses their turn in the kicking order due to injury, they cannot return to the game)

BALLS

Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1st base. Any roll that results in the ball being outside the strike zone. Any roll that is more than 6 inches off the ground when it crosses the plate. Any rolled ball that does not bounce multiple times before reaching home plate. A ball that is not rolled completely within the 5-foot-wide “Roller’s Path”. A roll that is thrown sidearm or overhand

STRIKES

Four (4) strikes by the kicker is an out. Any roll that is not kicked and not considered a ball is a strike. An attempted kick that is missed by the kicker is a strike.

FOULS/FAIR BALLS

Foul balls are considered strikes. Foul balls can count as the fourth strike. Any ball that is kicked and touches in foul territory without going into fair territory. Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1st base or 3rd base. A "double-kick" or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked in the air. A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before going into fair territory. A fair ball is: Any ball that touches and stays in fair territory. Any ball that touches in fair territory and then crosses into foul territory after passing 1st base or 3rd base. Any ball that is in fair territory when it touches a player or referee (regardless of where they are standing) before crossing into foul territory.

PLAY ENDS

When any defensive player has the ball within 5 ft of the rollers mound and the lead base runner has stopped reasonable advancement to the next base in the determination of the referee the play is over. The referee should call time. When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball and the runner is out. The kicker is awarded 1st base and all other base runners must return to their previous base. When a live ball



goes out of the field of play as determined by the referee, it is a dead ball. The referee will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.

When a base runner interferes with a fielder's opportunity to make a play or deliberately disrupts the play it is a dead ball and the runner is out. All other base runners must return to their last base touched prior to the interference. If a ball deflates or pops during a play, then the play is dead and must be replayed from the start. A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.

A delayed dead ball is:

Obstruction on the defense either by blocking a base or interfering with the runner's right to the baseline when not making an active play on the ball. When a fielder (or pitcher against a female kicker) is in front of the imaginary line between 1st and 3rd base before the ball is kicked, and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.

ADVANCING THE BASES

When runners advance from one base to the next, they must stay in the imaginary "base line" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.

If a fielder obstructs a runner from reaching a base (i.e. blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the referee's judgment, if not for the obstruction.

Runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner shows intention to head to second and is hit by the kickball below the neck then the runner is out. No other bases can be over-run (except for home).

If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base. Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.

Runners may "tag-up" on foul balls that are caught with the exception of the fourth foul. On the fourth foul, the kicker is out as soon as the ball is touched foul, not by the catch.

Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.

After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the defense within a 5 foot radius of the roller's mound or



the ball is ruled "out of play" by the referee. Runs are scored when runners cross and touch home plate. Runners must cross and touch each base on the way to home plate. If the runner crosses and touches home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.

If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced. If a baserunner misses a base while rounding the bases they are out. If a baserunner knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. This will also result in a warning to that player.

Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and **MUST** continue to kick and field if they are one of only 4 females and/or one of only 8 players on the team to maintain an official game.

UNIFORMS/EQUIPMENT

Matching t-shirts/jersey. Similar colored t-shirts/jersey with 6" number on the back. T-shirts/jerseys. The official Kickball is a red, round 10-inch 3-ply cross-textured rubber ball. All fielders and kickers must have footwear; bare-feet are not allowed. Metal cleats are never allowed. Player's attire and attitude are an extension of the player. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee as a performance enhancement must be removed or the player will be removed from play.

No hats with bills. No "do-rags". No sunglasses. No Jewelry. Uniform violations will result in a player being deemed ineligible for the game.

ILLEGAL EQUIPMENT

A player wearing illegal equipment shall not be allowed to play. Types of equipment that shall be declared illegal include:

- A. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots, such as bandanas.
- B. Jewelry of any kind.
- C Shoes with metal, ceramic, screw-in, or detachable cleats unless the screw is part of the cleat.
- D. Jerseys that have been altered in any manner which produces a knot-like protrusion.
- E. Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges.
- F. Towels may not hang from a participant's waist.



TEAM ROSTER

Teams can carry twenty (20) players on their rosters. Your roster must be turned in to a BREC sports manager prior to the second week of the season. Coaches must have all players listed in readable print and signed by each player before they can participate in the adult flag football season. It is the coach's responsibility to make sure the roster has all the players listed. **NO NICKNAMES ARE ACCEPTED.** Full names must be printed and signed. No new player can be added after the 2nd week of the season.

ROSTER DISPUTE

Teams that want to dispute the opposing team's roster may do so the first ten (10) minutes of the 1st half only. After ten (10) minutes, the right to dispute is forfeited. Roster disputes are done by checking driver licenses and/or any government issued ID, if a player does not have a valid picture ID the player will be removed from the game and cannot play until he or she shows proof. The player will have until the next game to show proof or the team will forfeit all games that the disputed player has played in.

PLAYER BEHAVIOR

Any coach, or player verbally or physically abusing a game official, opposing player, or any other individual, will be ejected from the game and must leave the facility immediately. Any player refusing to leave will cause his team to forfeit the game. In the case of physical abuse or extreme unsportsmanlike conduct, additional disciplinary action can/will be taken by BREC's Athletic Department including but not limited additional suspensions and/or removal from the league. **COACHES WILL BE HELD RESPONSIBLE FOR THE ACTIONS OF THEIR TEAM MEMBERS AND FANS.**

SUSPENSIONS

A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by BREC staff. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of BREC indefinitely, pending review by staff

EJECTIONS

All ejections carry a \$25.00 player reinstatement fee. If a player is ejected twice (2) within one playing season, they are not allowed to participate within the playoffs.

PROTEST

All protest must be made on site prior to play resuming. Only team captains can confer with the officials. Protest must be lodged only for misinterpretation of rules. Protest must



be lodged properly in writing and must be submitted to Athletic Department within two working days (Mon.-Fri.) after protested incident. If the protest is upheld the \$25.00 fee will be returned. The protest fee will be forfeited if the protest is not upheld.

CODE OF CONDUCT

- No manager, player, or spectator shall physically/verbally threaten, lay a hand upon, shove, or strike an official, field supervisor, staff member, player and/or spectator.
- No manager, player, and/or spectator shall be guilty of objectionable and/or disruptive verbal demonstrations of dissent at an official's or field supervisor's decision, or refuse to abide by official's or field supervisor's decision. No manager, player, and/or spectator shall be guilty of verbal abuse to include references to an individual or group's race, religion, gender, national origin, disability or age.
- Participants shall not use flagrant rough tactics against an opposing player.
- There shall be no unnecessary throwing of equipment, or any other objects.
- There will be no cause for defacement or destruction to any public facility or equipment.
- Participants (managers, coaches, players, etc.) may not falsify their own name or any other player's name on a team roster, scoresheet, or any other league document. The use of ineligible or illegal players is not permitted.
- Individuals and/or teams violating the Code of Conduct will be subject to league discipline action which may include one or more of the following actions: game ejection, game forfeiture, game suspensions, probation and/or seasonal suspension.

PARK POLICIES

No alcoholic beverages may be brought onto or sold on BREC property. (City Parish Ordinance, Title 13: Section 13:1010)

Pets must be leashed at all times and droppings removed. For information on our Dog Park locations, please call 272-9200 ext. 400. (City Parish Ordinance Title 14, Chapter 2, Sec. 14:204)

Firearms, explosives and weapons of any type are prohibited in all park areas. (City Parish Ordinance, Title 13: Section 13:1011)

Gambling or games of chance are prohibited on BREC property. (City Parish Ordinance, Title 13: Section 13:90.2)

Firearms, explosives and weapons of any type are prohibited in all park areas. (City Parish Ordinance, Title 13: Section 13:1011)

Please help keep your parks clean by placing all trash and litter in receptacles provided at all BREC parks. For safety purposes glass containers are prohibited within parks.



Sale of merchandise, food and beverage, solicitation of fees or donations, or conducting any type of business or event, including distribution of flyers, signs or other advertising mediums is prohibited without permit from BREC Commission. (City Parish Ordinance Title 3, Chapter 5, Sec 3:90- 93) For additional information regarding permits see Special Events.

Park patrons are advised to be cautious of purchasing any product or merchandise from a vendor in a BREC park not displaying a BREC Permit or not selling from a designated BREC concession stand.

Teams/players violating any BREC park policy may be subject to forfeiture of the game and/or expulsion from the league.

RETURNED CHECKS

Teams will be eliminated from any further league play for non-payment of league fees.

FORFEITS

Game time is forfeit time. The field supervisor's or umpire's watch represents the official time. Any time eight players are on the field; the game must start.

Forfeit Limits: A team which exceeds its maximum limit may be dropped from the league without a refund. Maximum limits:

- Teams which play one game per week2 forfeits
- Teams which play two games per week3 forfeits

REFUND POLICY

No refunds will be given unless a league is cancelled. In the event that rule violations result in a team being removed from the league, the following refund formula will be used.

- Teams expelled between the date of registration and the beginning of their leagues first game **will forfeit 100%** of their registration fee.
- Teams expelled after the start of their first game **will forfeit 100% of fee.**

RAIN MAKE UPS

- In most cases, teams will receive at least one week notice of schedule changes.
- In emergencies, teams may be asked to play with less notice.
- Managers will receive a rain make-up schedule through email upon games being rescheduled.

ROSTER CHECKS

BREC staff reserves the right to randomly check team rosters for player validity. The manager is responsible for keeping up-to-date team roster records. This practice can eliminate any question



as to whether a team member is eligible to play. Players must present BREC staff with a form of photo identification upon request. Any player or team information which is not correct on a team's roster, and/or the use of illegal or ineligible players will result in league discipline.

PLAY-OFFS

Play-offs will consist of the top teams from each league.

BREC reserves the right to re-evaluate the rules and place improvements in place for any current rules and/or violations. BREC reserves the right rule on any items not covered in the document and to expand the rule basis. Rules that are not covered in the BREC rules and operating code, will automatically defer to NIRSA rules and procedures.

All managers/coaches must take the SPORTSMANSHIP class. (NFHS Sportsmanship Course <http://nfhslearn.com/courses/37000>)

Football manager/coaches must also complete the concussion training. (<https://www.cdc.gov/headsup/youthsports/training/index.html>)

Submit completion certificate(s) with registration.

