

CATOOSA COUNTY COED KICKBALL LEAGUE

FALL 2012: COED

Section A: League and Park Information

1. The Fall 2012 season will begin play on **Monday, September 10th, 2012.** League games will be scheduled on Mondays, Tuesdays, and Thursdays only. Game times can be 6:30pm, 7:30pm, or 8:30pm. Please look at your schedule closely. All games will be played at the Jack Mattox Recreation Complex located at 941 Pine Grove Road. Teams will play a 10-game schedule.
2. Any teams that drop out of the league after the 'League Schedule' has been completed will receive "no refund" of entry fee money.
3. The Jack Mattox Complex is a 'Tobacco Free Facility'. Tobacco users will be asked to refrain from use. Also, please be courteous to the next team and pick up your dugout before you leave.
4. Team trophies will be awarded to the top teams in each division or class based on final regular season records. If 2 or more teams finish the regular season with identical records and are in line for a team award, their placement will be determined by head to head competition amongst teams tied and then runs allowed. Number of team trophies per division or class will depend on the total number of teams in each division.
5. **LEAGUE STANDINGS** for all Divisions will be updated and posted on our **Catoosa County Recreation Department Website**. Please visit www.catoosarec.com for up-to-date standings. League Standings will also be posted daily throughout the complex on game days.
6. Teams will play double-headers during the season. Double-header games will be noted with an asterisk (*) in your schedule.
7. Any League may be split into separate divisions depending on the number and/or caliber of teams.

Section B: Roster and Eligibility Guidelines

1. Players must sign the official league roster to be eligible for league games. Each team manager/coach must sign the official roster and provide a telephone number. By signing the official roster, the manager and players listed agree to all terms and regulations outlined in the Catoosa County COED KICKBALL League, including the waiver of liability of the Catoosa County Recreation Department for any and all accidents occurring on said 'County property.'
2. The Church League is eligibility restricted. All Church teams must consist of players who are members or regular attendees of that Church. By rule, a regular attendee is someone who attends that Church at least twice a month. Pastors/Ministers have the discretion to set attendance requirements for their Church above that of the League rule requirement. All Church rosters must be signed by the Church Pastor/Minister.
3. Players can not play on 2 or more teams within the same division, including classifications of the same division. If a player's name appears on two rosters within the same division, that player will be eligible to participate only with the team he or she played their FIRST League game with. A player can play on 2 or more teams not in the same division. **Ex:** A player can play in the OPEN division and also play in the CHURCH division.

Section B: Roster and Eligibility Guidelines - (continued)

4. **Friday, September 28th, 2012** is the deadline for adding players to team rosters. Only the Pastor can add players to a Church Division roster. To add player(s) to a roster just simply have the Pastor / Minister call our Recreation office @ 706-891-4199. Adding players must be done **'24 hours'** prior to that team's next scheduled game.

5. ALL Players Must be at least 15 years of age in order to participate in the Kickball League, NO EXCEPTIONS!! Also, any play under the age of 18 must have their parent / legal guardian sign a waiver of liability in order for them to participate.

Section C: Certified Equipment and Field Specifications

1. This League will utilize the Official RED W.A.K.A. Logo Kickball with a pressure of 1.5 pounds per square inch. The ball shall not be inflated or deflated in order to alter the appearance or performance of the kickball. Teams are required to have a playable kickball at each game.

2. Pitchers are responsible to ensure they are pitching a legal ball. If the pitcher feels that the ball is not properly inflated, he / she must report it to the umpire.

******Note: Umpires have the final authority on a legal or illegal ball and may remove a ball from play if they judge that the ball is not a legal ball, or if the ball is not properly inflated.***

3. Base distance for All Divisions is *60 feet*. Pitching Distance is 42 feet from home plate. The strike zone measures 1 foot to either side of home plate and 1 foot high off the ground (about the height of your shin).

4. A 20 foot foul arc will be placed in front of home plate. Any ball kicked must go past this arc in order to be considered fair. There will also be a 30 foot halfway hash mark drawn on each foul line between home and first base and home and third base. Infielders must remain behind the two halfway hash marks until the kicker makes contact with the ball. Also, outfielders must remain in the outfield grass until the kicker makes contact with the ball.

Section D: Local League Rules & Rules pertaining to the Game

1. This league operates under the rules and guidelines of W.A.K.A. "World Adult Kickball Association" Official Rules of Kickball other than local rules listed within the Catoosa County Coed Kickball League Rules outline. Your line-up **MUST** include the player's number, first initial and last name.

2. **Teams must wear matching shirts/jerseys with a number on the back. There will be a 2 week Grace Period; however, beginning Monday, September 24th, ALL players MUST have a matching or like-colored jersey with a number in order to participate. Any player who does not have a matching or like-colored jersey with a number after this date will be subject to the pick up rule guidelines. This means that the head coach from the team that has players without a matching or like-colored jersey MUST approach the opposing coach and communicate his/her situation. The opposing coach will have the same two options he/she would have in Pick Up Guidelines to 1) Allow the player(s) to participate and the game be official or 2) Not allow the player(s) to participate and be subject to either playing short-handed or forfeit.**

3. The Umpire(s) will have authority to eject or disqualify a player, coach, manager, or participant/spectator for violations of rules or flagrant and unsportsmanlike acts/conduct. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager; however, an ejected participant/spectator must leave the grounds and have no contact with the umpire(s) or participants in the game.

Section D: Local League Rules & Rules pertaining to the Game (Continued)

* Any player, coach, or manager ejected from the game must sit out the remainder of that game plus a one (1) game suspension to be served during the next scheduled game *that is physically played out*. **This includes the 2nd game of a scheduled double-header.** Players, coaches, managers, or other participants can be ejected without any prior warning if their conduct is deemed severely flagrant or unsportsmanlike in the judgment of the officials.

*****Also, head coaches of each team are responsible for the conduct of their fans and should communicate to them that they, the head coach, could be ejected from the game along with the spectator if disparaging or insulting remarks continue.**

4. The Count will be 0 – 0 when the kicker steps into the box. Three (3) strikes will result in an OUT and four (4) balls will result in a WALK. FOUL BALLS **ARE NOT** considered strikes; however, the kicker will be ruled out if he / she accumulates four (4) fouls within a single plate appearance.

5. Players must take off **all jewelry** except wedding bands, medical alert bracelets, or medical alert necklaces. Medical alert bracelets and necklaces must be taped to the body so the medical alert information remains visible. All other jewelry must be removed. This includes any **NEW or FRESH** pierces to the body. Also, **METAL-SPIKED CLEATS** are prohibited.

*** If a player steps into the kicking box with unauthorized jewelry or metal-spiked cleats, after the 1st pitch he or she will be ruled **OUT**. If a player refuses to remove unauthorized jewelry or cleats after they have been ruled out, they may be ejected from the game.

6. Stealing is Not Allowed. Also, players are not allowed to take a lead from any base and must keep their foot on the base until the kicker makes contact with the ball.

7. A Regulation Game shall consist of 9 innings or a time limit of 1 hour (whichever comes first). Games called by the umpire shall be a '**Regulation game**' if 5 or more complete innings have been played, or if the team second at bat (home team) has scored more runs than the other team (visitor team) has scored after the visitor team **completes** the top of the 5th inning. Games called due to inclement weather that are not '**Regulation games**' will be re-scheduled and started over. The following "Mercy Rule" will be adhered to:

20 runs after 3 innings - 15 runs after 4 innings - 10 runs after 5, 6, 7 or 8 innings

8. Courtesy runners are allowed at the discretion of the opposing coach. However, if the umpire believes a player to be injured, he/she can authorize a courtesy runner to be substituted for the injured runner in order to avoid further injury. If approved, the player who made the last out must be used as the courtesy runner.

9. **There is a 10-minute grace period on the 6:30pm game only!! The grace period must be approved by the opposing coach of the team who has enough to play. If not approved, the game will be ruled a forfeit in favor of the team who has enough to play.** However, the time limit will always start at 6:30pm for the 6:30pm game. If @ **6:40pm**, a team does not have enough players in the dugout or on the field of play to start the game (which is 9), it will be ruled as a forfeited game in favor of the team who has enough to play. If neither team has enough players to start the game the game will be ruled a **DOUBLE FORFEIT**.

10. Defensive players are not allowed to throw at the batter / runner's head. If an Offensive batter / runner is hit in the head, the batter / runner will automatically be awarded the base he / she was attempting to take before the ball was thrown by the defensive player. All Defensive players should attempt to throw runners out by throwing the ball below the waist, tagging the batter / runner, or getting a force out at the base. Defensive players **CAN** kick the ball towards their intended target. Also, a runner touched by the ball **or** who touches the ball **at any time** while not on base while the ball is in play is OUT. This includes a ball deflected by a defensive player which touches a batter / runner not in contact with the base.

Section E: List and Kick ALL Players Guidelines

1. If a team has 10 Roster Players present (which is the minimum number of offensive players required to kick), the team **MUST** list and kick **ALL** 10 Roster Players. Only nine (9) players are required to play defense.
2. If a team has 10 or more Roster Players present, the Head Coach of that team can choose (at the Pre-Game Coin Flip) to:
 - a) List and Kick **Only** 10 players with the remaining players listed as Substitutions.
 - b) List and Kick **Any** amount of Roster Players present above 10 as long as an even number of players (male, female, male) rotate throughout the lineup. This allows the Head Coach to freely rotate players on defense with out reporting those defensive changes to the scorekeeper. Each coach **MUST** make his/her decision about kicking “above 10” players at the Pre-Game Coin Flip.

Example 1:

A Coach has 12 Roster Players present at game time: The Coach lists and kicks ALL 12 players on the line-up. Any 9 can play on defense. The line-up **CAN NOT** change. If no more roster players arrive, this team has no substitutions. If additional roster players arrive after the game has started, they are to be considered substitutions only.

Example 2:

A Coach has 14 Roster Players present at game time: The coach lists and kicks 12 players at the Pre-Game Coin Flip. The remaining 2 players and any players arriving after the game has started, are to be considered substitutions only.

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Under **ANY** Listing and Kicking of players options listed above, players that leave the game are subject to the Short-handed Rules / Guidelines outlined in this manual.

Section F: COED Specific Rules and Guidelines

1. All Co-ed teams must consist of nine (9) defensive players (five male and four female **or** five female and four male) with the following positioning requirements: (2) males and two (2) females in the infield, two (2) males and one (1) female in the outfield (vice versa if more females are present), and one (1) male and one (1) female at either Pitcher or Catcher.
2. The lineup order for Coed will alternate by sexes (male, female, male **OR** female, male, female).
3. COED teams may list and Kick all roster players present at game time and the following guidelines must be followed:
 - a) the batting line-up must alternate by sex and should have an equal number of male and female batters totaling an even number such as 10, 12, 14, etc...
 - b) any 9, (five male and four female **or** five female and four male), may play defense whereas players can be rotated in and out on defense each inning as long as the batting line-up and the required Co-Ed defensive positioning does not change.
 - c) the kicking order must remain the same throughout the game. Teams **CAN NOT** kick 11, 13, 15, etc... players. That odd player (male or female) must be listed as a substitute only. The only exception to kicking an odd number of players (9) is under the short-handed scenario listed below.

Section F: COED Specific Rules and Guidelines (Continued)

d) any team that has 10, 12, 14, etc... listed in the lineup that LOSES a female player during the game **FOR ANY REASON** will result in an out each time her plate appearance comes up if no female substitutions are available.

Section G: 'Short-handed' / 'Pick-Up' Rules and Guidelines

1. **COED 'Short-handed' rule:** A game may begin with 9 players, but when and if another player arrives (of correct sex missing), that player must be inserted into the lineup at the ninth or tenth kicking position (depending on vacant spot by alternating sexes.)

a) If a team is playing 'short-handed' (offensively) with 9 players and the missing player is a female, this creates a situation where two males are kicking back-to-back. In this scenario, an **OUT WILL BE TAKEN** when the vacant female's position in the kicking order appears.

b) If a team is playing 'short-handed' (offensively) with 9 players and the missing player is a male, this creates a situation where two females are kicking back-to-back. There is **NO PENALTY** for this scenario.

2. Any walk (base on balls) to a male kicker in Co-ed play shall be handled accordingly:

Scenario A - A male kicker receives a base on balls. The following female kicker options to receive a base on balls. The male kicker advances to second base, and the female kicker goes to first base.

Scenario B - A male kicker receives a base on balls. The following female kicker options to take her turn at bat. The male kicker receiving the base on balls must stop at first base.

Scenario C - (Short-handed situation) A team is playing short-handed with nine (9) players (offensively): 5 males & 4 females. The situation exists where two (2) males are kicking back to back. If a male kicker receives a base on balls and has another male kicker kicks behind him, the male kicker receiving the base on balls must stop at first base.

3. a) **Picking up rule:** If a team has 6 or less players from their official roster present at game time, the game will be ruled as a forfeit. If a team has 7 or 8 players present and wishes to pick up 'non-roster' players in order to start the game, the 'short-handed' team's coach must notify and gain approval from the opposing coach. If approved, the game will be an official game. If not approved, or if the short-handed team does not notify and gain approval, but picks up players anyway, the game will be overturned and ruled a forfeit.

b) **Picking up rule:** The opposing coach of a 'short-handed' team has the discretion upon approving pick-up players to choose who may be picked up, what defensive positions they may play, and where in the batting order they may be placed. Failure to adhere to this discretion will result in game forfeiture.

c) **Picking up rule:** Pick-up players have been approved and the game has started. If any 'roster' players arrive after the game has started for a 'short-handed' team using pick-up players, those roster players **MUST BE SUBBED IN FOR THOSE PICK-UP PLAYERS IMMEDIATELY.**

Section G: 'Short-handed' / 'Pick-Up' Rules and Guidelines (Continued)

4. A local league rule will allow a team to finish with fewer players than it started with in the event a player is injured, gets sick, or has an emergency crisis during a game and cannot continue playing. Therefore, if you list and kick 12 players, you can finish with 11, 10 or 9 players in the event this happens. If a player(s) gets injured, sick or emergency crisis occurs and that player leaves the game **IT IS NOT AN OUT** when their plate appearance comes up. If a player leaves for any other reason than sickness, injury, or emergency, an out **will be** recorded.

- a) If substitutions are available they must be used in any situations listed above.
- b) Under no circumstances shall a team kick or field less than 9 players.

5. If a player is ejected a team can continue to play shorthanded (offensively) with 9 players. The Penalty for an ejected player's plate appearance will be an out. If a team is playing with 9 players and a player gets ejected and there are no legal substitutions available, the game is forfeited.

Section H: Game cancellation / Inclement weather Guidelines

1. A decision will be made each 'Game day' @ 4:30pm EST. A detailed message will provide information if games are ON or OFF for that particular day. Changes in weather conditions after 4:30pm will be updated on the cancellation hotline if affecting later games. Teams/players should not call the Recreation Office, but rather the cancellation hotline if inclement weather is present on game day.

The cancellation number is: 706-935-RAIN (7246)

Section I: Miscellaneous information

1. CATOOSA COUNTY RECREATION DEPARTMENT CONTACT NUMBERS:

RECREATION OFFICE – 706.891.4199 (Mon thru Friday only)

CHRIS SIMPSON – Cell 423.364.3221 email: chris.simpson@catoosa.com

ADAM WILSON – Cell 423.903.2123 email: adam.wilson@catoosa.com

DANIELLE SCALERA – Cell 423.903-1918 email: danielle.scalera@catoosa.com

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