

# CITY OF RENO KICKBALL



## RULES and REGULATIONS

March 2015

Attachment (1)



# KICKBALL RULES & REGULATIONS

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**CITY OF RENO**  
**PARKS, RECREATION, AND COMMUNITY SERVICES DEPARTMENT**  
**ADULT KICKBALL PROGRAM**

**A. GENERAL POLICIES AND PROCEDURES**

**1. LOCATION OF SPORTS COMPLEXES**

A. Reno Sports Complex  
 2975 North Virginia St.  
 Phone – 334-2247  
 Abbreviated RSC on game schedule

B. Idlewild Park Field #2  
 2055 Idlewild Drive  
 Abbreviated I on game schedule

**2. ASA TEAM INSURANCE INFORMATION**

Individual team medical insurance is available, for an additional fee paid to ASA, through the association and information is available at the Athletics office. ASA insurance information can be found on the front page of the ASA Softball Rule book.

**3. NOTICE OF POTENTIAL DANGER OR RISK**

All participants in Kickball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in kickball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from a kickball and/or other equipment used for this sport. Participation in kickball is physically challenging and potentially dangerous and the participants shall assume all risks of injury to their person and property that may be sustained in connection therewith.

**4. PRACTICE FIELDS**

Fields may be available for practice when not in use for league games or tournaments. If the fields are marked or lined, they are not available for practice. The fields are not available some evenings and weekends. Please call the Athletics office at 657-4657 for availability.

**5. FOOD AND BEVERAGES**

The PRCS Department does not allow food and/or beverages into the Reno Sports Complex (no ice chests or glass containers). We do allow water in squeeze bottles. Consumption of food or beverages in the parking lot is also not allowed (no tailgate parties). Facility Assistants have the authority to confiscate containers, ice chests, and cans. Beer purchased at the snack bar is allowed only in spectator areas and not on the field or dugout areas. Anyone participating or intending to participate in a game shall refrain from consuming alcohol during or prior to their scheduled game. Anyone not abiding by these rules shall be removed from the facility.

**6. FACILITY ASSISTANTS**

City of Reno staff is scheduled at the Reno Sports Complex and Idlewild during all kickball games. Facility Assistants are hired to oversee operations during league play (scheduling, field maintenance, accidents, incidents, etc.). The Facility Assistant can be found in the Sports Complex office or patrolling the complex. Please respect and cooperate with all precautions and decisions made by the Facility Assistant and other PRCS staff.

## 7. **FIRST AID**

A limited first aid supply is available at the Reno Sports Complex and Idlewild ball fields. They are located in the Athletics office. Please contact the Facility Assistant to assist you. Paramedic, fire, and police services are within minutes of the facilities. Teams are ultimately responsible for their own first aid supplies.

## 8. **LOST AND FOUND**

The lost and found is located in the Athletics office. Please contact the Athletics office for information on lost and found items, (775) 657-4657. To retrieve an item, you must be able to describe it in detail. We strongly suggest that you place your name and phone number on all equipment. We are not responsible for any items left behind. Items are kept for two weeks and then given to charity.

## 9. **CHILD CARE**

Guardians must supervise children at all times when at a softball complex. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the complex. Children are not to be on the fields during games. Children are not allowed in the dugout before, during, or after the game.

## 10. **WEATHER**

Scheduled games can be postponed or rescheduled due to weather conditions or other unforeseen circumstances. This decision will be made by an athletics staff member and games will be rescheduled as determined by the Recreation Coordinator. If time allows, team managers will receive notification of rescheduled games in the mail, otherwise managers will receive a phone call with notification of the reschedule. **In cases of inclement weather, please call the RAINOUT LINE at 334-6268 for updated conditions, after 5:00 pm.**

**DO NOT CALL THE ATHLETICS OFFICE FOR FIELD CONDITIONS OR STATUS OF SCHEDULED GAMES. FIELD CONDITION WILL BE DETERMINED PRIOR TO THE FIRST GAME.**

Please remember, this is an outdoor league. Adverse weather conditions such as rain, smoke, dust, snow, and wind are possible. We will do our best to make sure the games are played at their scheduled times as long as the conditions are safe.

## 11. **WARM-UPS**

Warm-ups are allowed only in designated areas away from spectator areas. Players may warm up on their field once the previous game has been completed. No batting, pitching, or practicing in the infield prior to game time. No throwing or kicking balls against any fences. Players who repeatedly violate these rules may be subject to disciplinary action up to and including suspension from the game or league. This is for your safety as well as for the safety of others.

## 12. **GAME TIMES**

A copy of league schedules is provided to all team managers. It is the manager's responsibility to inform all players of game times and schedules. The nightly game list will be posted at the Sports Complex.

## 13. **STANDINGS**

Please verify that standings are correct week by week. All standings will be updated each Monday and will be posted at the Reno Sports Complex and on the website, [www.renoparksandrec.com](http://www.renoparksandrec.com). If you have any corrections or questions regarding the standings, please notify the Facility Assistant or call the Athletics office @ 657-4657.

#### 14. ROSTERS

Maximum number of active players per roster is twenty (20). All team managers must have a roster completely filled out and turned into the Athletics office before your team can participate in a game. All additions and deletions to the roster must be made in writing and signed by the manager after league play begins. Deadlines for adding players will be announced at the Manager's Meeting. There is a liability issue if we do not have a complete and correct roster on file. **If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the Athletics office at the Evelyn Mount Northeast Community Center, 1301 Valley Road, Reno, NV 89512.** The Athletics office phone # is (775) 657-4657.

#### 15. MAINTENANCE

Please notify the Facility Assistant or call the Athletics office if there is a problem with scoreboards, fields, or lights.

#### 16. SPORTS OFFICIALS (UMPIRES)

If you have any problems with an umpire, please contact the Facility Assistant and fill out a complaint or incident form and turn it into the Athletics office. If the Supervisor of Officials does not respond within 5 days, please contact the Athletics office. **DO NOT TAKE THE MATTER INTO YOUR OWN HANDS.**

#### 17. GAME CARDS

Please complete the game card prior to your scheduled game time. The cards are available from the umpire on your scheduled field. Please fill out the back of the card with your line-up using players' first and last names. Initials are not proof of a player's eligibility. Return the card to the umpire or to the other team if they have not submitted their line-up.

In order to ensure the most accurate standings, BOTH team's managers must review and sign the game card at the end of the game. By signing the game card you are agreeing that the final score is **CORRECT**, so please check it before you sign the card.

#### 18. SPECTATOR & PLAYER SAFETY

Only rostered players may be in the dugout. Spectators are not allowed. **It is mandatory that all players stay in or behind the dugout except for two base coaches and one on deck kicker.** Failure to comply with this rule could result in ejection from the complex.

#### 19. BLOOD RULE

A player, coach, or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If it is in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- a) Stop the game and allow treatment if the injured player would affect the continuation of the game. (i.e. major injuries, not scrapes, etc.).
- b) Immediately call a coach or other authorized person to the injured player.
- c) Apply the rules of the ASA regarding substitution, short-handed player, and re-entry if necessary.  
**EXCEPTION:** A team can play short-handed without the penalty of an out.

## **B. GENERAL KICKBALL RULES**

### **1. PLAYERS AND TEAMS**

Players must be 18 years or older to play. Teams shall consist of a maximum of 10 players on the field and a minimum of 8 players. Players must have identification available for roster checks. Co-ed Kickball teams shall have a minimum of 3 women on the field. All players can kick. The official batting order must be presented to the umpire prior to the start of the game.

Players discovered playing under an assumed name will be suspended for one year. Managers that knowingly use an illegal player will also be suspended. A protest is still legal as long as the umpire has not left the playing field once the game is over. If an umpire refuses to record a protest or check a player, please notify the Athletics office immediately.

### **2. EQUIPMENT**

Ten (10) inch kickballs are provided by the PRCS Department for each game. We do not supply any other equipment. Foul and home run balls must be retrieved immediately during play.

### **3. UNIFORMS**

Uniforms are not required for the kickball league.

### **4. PLAYING FIELDS**

The kickball infield is square with equal sides of 65ft. Pitching distance for kickball is 42ft 5 1/8in. There is a 9ft x 9ft area of control around the pitcher's mound. The strike zone extends to 1ft. on either side of home plate, and 1ft. high. There will be a box around home plate (1ft on each side) that marks the strike zone. If any part of the ball falls within the zone or hits the line, then it is a strike.

Outfield distances are:

Reno Sports Complex = 300 feet

Idlewild #2 = 200 feet

### **5. SCOREKEEPING**

The Home team for each game will be responsible for the official scorebook. Each manager or representative must legibly record their line-up on the score card prior to the game. Remember, **first and last names must be recorded** on the back of the card. All substitutes should be listed on the card. If there are any questions, regarding the score, they must be resolved by the umpire prior to the start of the next half inning, or the score stands as is. Managers, please keep on top of the scores each inning.

### **6. SUBSTITUTIONS**

Players may sub in and out of the game at any time. Starters may re-enter after being subbed out.

### **7. GAME LENGTH**

The umpire will be the official time keeper. New innings will not begin after one hour (60min.) except in tie games. Unlike softball, there are no extra innings; the game can end in a tie. The game clock will only be stopped for an injury, maintenance, or during a protest. For the integrity of the game, we ask that you do not utilize excessive delay or stall tactics. If, in the judgment of the umpire you are using excessive delay or stall tactics, a warning will be given. If it is repeated, the umpire will forfeit the game, 7-0, in favor of the opposing team.

### **8. RUN RULES or "MERCY" RULES**

There is a limit of nine (9) runs per inning except for the last inning. If a team leads by twelve (12) runs or more after five (5) innings the game will be declared over.

## 9. PROTESTS

Judgment calls will stand. Only rule interpretation calls may be protested. When a matter of protest arises during a game, the manager of the protesting team must immediately, before the next pitch, notify the umpire and opposing team that the game is being played under protest. This will be followed by submitting a written report of the protest within twenty-four (24) hours of the time of the game protested, to the Recreation Coordinator at the Athletics office at the Evelyn Mount Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The phone number is (775) 657-4657.

Protests involving starting illegal players must be made before the top of the third inning, except if an illegal player enters after this time. In this case, the protest needs to be made immediately upon the player entering the game and before the next pitch is made. All managers should be aware that the umpires will report any illegal players to the Athletics office. If a player is found to be illegal by the Recreation Coordinator, the game will be forfeited, and the illegal player and manager will be subject to a penalty. All final decisions will be verified by Recreation documents on file.

\*\*\*\*\*All protests must be accompanied by a \$20.00 fee payable by cash, check, or money order, payable to the City of Reno. All protest fees will be returned if the protest is upheld; if the protest is denied the fees will be forfeited. Highly technical protests and those which have no effect on subsequent play of the final results of the game will not be accepted.\*\*\*\*\*

## 10. FORFEIT

Teams must have a minimum of nine (8) players to start a kickball game. If a team starts with the minimum number of players and the tenth (10<sup>th</sup>) eligible player arrives, they may be added at any time at the bottom of the line-up. Teams may not add the additional hitter after the game has started.

- a) If a player is injured, disqualified, or there is an emergency, and cannot continue playing the game will continue under the ASA short-handed rule, except his/her position in the batting order will not be an out.
- b) If a player is ejected from a game, or has to leave for any reason other than an injury, and there are no legal substitutes, the game is forfeited to the opposing team. Substitutes can replace an ejected player.
- c) There will be a five (5) minute grace period for the 6:30 pm game time ONLY. The opposing team will automatically receive two (2) runs. The game clock will begin running at game time. This will affect only the 6:30 pm games. For all other games, game time is forfeit time – there will be no grace period. This grace period is from the original game time, not when the game actually begins.
- d) In the event a forfeit needs to be called, the umpire must report immediately to the Sports Complex office for confirmation. Any teams or individuals, who have an issue regarding the forfeit, please bring it to our attention then.

## 11. GAME FORFEITURE

As a courtesy to opposing teams, we ask that any team that knows they will not have enough players to play a game call the Athletics office so that the opposing team can be notified.

Any team forfeiting two (2) games will be placed on probation for the remainder of the season. Once on probation for excessive forfeiture, a team that forfeits a third game will be subject to removal from the league and relinquishment of all fees.

## C. KICKBALL PLAYING RULES

### 1. GENERAL

The City of Reno Parks, Recreation, and Community Services Department kickball leagues will be governed by current ASA rules and regulations unless superseded by this document.

### 2. PITCHING/CATCHING

Pitcher may not bounce the ball to the kicker higher than one (1) foot (as measured from the bottom of the ball to the ground). If the ball is bouncing higher than 1ft when it reaches home plate than it is a ball; however, the kicker does have the option of kicking the ball if he/she wishes. If the ball touches the line around the plate then it is a strike. The pitcher must stay within the pitching area until the ball is kicked. If the pitcher crosses outside the pitching area, then an illegal pitch will be called. The kicker does have the option of kicking it if he/she chooses, and takes the result of that play.

No fielder may advance toward the 1<sup>st</sup> – 3<sup>rd</sup> base diagonal until the ball is kicked, however anyone can field a bunt. If a pitcher or fielder makes an out by illegally advancing past the 1<sup>st</sup> -3<sup>rd</sup> base diagonal, the runner will be declared safe.

The catcher must be positioned at least three (3) feet from the kicker and behind the plate until the ball is kicked. The catcher cannot interfere with the kicker.

Pitching must be underhanded only.

### 3. KICKING

For all leagues, the count will begin at 1 ball and 1 strike, meaning three (3) balls will be a walk and two (2) strikes an out. Any foul balls are considered a strike, unless the batter is female with one strike left. Runners may tag and advance on a foul ball once it is caught. All kicks must be made by foot and must be taken behind home plate or a strike will be called. If the ball is kicked in front of the plate and the ball is caught for an out by the fielder, the kicker is out. Males must kick the ball past the 1st - 3rd baseline. The ball must stay beyond the line to be fair. Any kick that does not reach this line will be considered a foul. If the ball is fielded before it reaches this line, it is in play and considered fair. Kickers may not stop the ball with their foot and then kick it.

### 4. BALLS

The following ball will be used for the kickball leagues:

- 10 inch rubber Voit Kickball

### 5. RUNNING

Runners must stay within the baseline. Fielders must stay out of the baseline unless they are attempting to catch the kicked ball. Fielders trying to make an out on base may have their foot on the base (except for first), but must lean out of the baseline. If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official. It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention.

Ties go to the runner....There's no need to take out the baseman. Pursuant to the ASA Rule, when a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a "crash". If the act is determined to be flagrant, the offender shall be ejected.

Neither leading off base, nor stealing a base is allowed. A runner leading off the base before the ball is kicked is out.

Hitting a runner with the ball above the shoulder level is not allowed and the runner is safe and advances one(1) base except for the following situations:

a) If the runner intentionally uses the head to block the ball, and is so called by the official, in which case the runner is out.

b) If the runner is ducking, diving or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this is an out. It is the umpire's judgment.



When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

## 6. OUTS

An out is:

- a) A count of 3 strikes
- b) A runner touched by the ball any time while not on base
- c) Any kicked ball that is caught
- d) A ball tag on a base to which a runner is forced to run
- e) A runner leading off a base before a ball is kicked

Hitting the base with the ball does NOT count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

## 7. SLIDING

**The City of Reno advises that sliding into a base represents a clear and present hazard. Injury may result.** Sliding is not mandatory nor is it sanctioned in our leagues. If you do choose to slide into a base, be aware that such activity is taken at your own risk and injury may occur.

## 8. OTHER RULES

- If a rule is not otherwise stated here standard softball rules hold.
- If a male kicker is intentionally walked to get to a female kicker, the male kicker advances to second base. The female kicker must kick unless there are two outs, and then she has the choice to kick or take first base.
- There is NO Infield Fly Rule.
- The official game umpires have the final ruling; however, league commissioners or coaches may be consulted concerning the official rules. Umpires may make judgment calls, where appropriate.
- Some fields will have out of bounds areas. The umpire will declare these areas before the start of each game.
- Once the pitcher has the ball in control and is inside the area of control, the play is over. Play will resume once the next pitch is thrown.

## **D. MANAGER RESPONSIBILITIES AND PLAYER CONDUCT**

The Kickball league will be governed by the “Player Code of Conduct” which follows. **The Parks, Recreation and Community Services Department has the right to modify any Code of Conduct rule and/or penalty when deemed appropriate.**

**1. NO PLAYER SHALL:**

Be guilty of physical attack as an aggressor upon any player, official, staff, or spectator. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Suspension of one (1) year from the point of detection.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

**2. NO PLAYER SHALL:**

At any time threaten an official/staff. Officials are required to immediately suspend the player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Life suspension and/or assault charges filed.

**3. NO PLAYER SHALL:**

Refuse to abide by an umpire’s decisions. Umpires are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

**4. NO PLAYER SHALL:**

Be guilty of objectionable demonstration of dissent at an official’s decisions. Only one representative shall be allowed to have any verbal contact with the officials.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

**5. NO PLAYER SHALL:**

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Umpires are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Two (2) game suspension and probation for the season.

**6. NO PLAYER SHALL:**

Be guilty of an abusive verbal attack as an aggressor upon any player, official, staff, or spectator. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Probation for remainder of season.

MAXIMUM PENALTY: Suspension for remainder of season.

**7. NO PLAYER SHALL:**

Be guilty of using severe vulgarities directed at any player, official, staff, or spectator.

MINIMUM PENALTY: Team warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

**8. NO PLAYER SHALL:**

Be guilty of drinking alcohol on or in the vicinity of the playing field while participating in a game, this includes the dugout and bleacher area.

MINIMUM PENALTY: Team warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

**9. NO PLAYER SHALL:**

Be guilty of appearing intoxicated on the field of play. Officials are required to immediately suspend player from further play, and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: Two (2) game suspension and probation for the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

**10. NO PLAYER SHALL:**

Be guilty of smoking on the playing field while participating in a game.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and up to a two (2) game suspension.

**11.** Any player placed on probation and reported again for a violation of the Code of Conduct will be given a minimum penalty of suspension for the remainder of the probation period.

**12.** Any player ejected from a game must leave the complex immediately. Failure to do so will result in forfeiture of the game and automatic suspension for two (2) games for the player.

**13.** Throwing of equipment other than the ball, regardless of intention, is prohibited. Penalty will be ejection. Throwing of equipment intentionally or maliciously will have the additional penalty of a two (2) game suspension.

**14.** Team managers are responsible for their players and spectators. Failure to control team members or fans may result in both forfeiture of the game and suspension from the program.

**15.** Participants may be held liable for damages caused by negligence or malice.

**16.** Suspended players are suspended from all leagues in which they participate. For example, if suspended during a men's game the player may not play in another men's or co-ed game until the suspension is met. During suspension such player is not allowed in the complex, even as a spectator.

**17.** DRINKING ALCOHOLIC BEVERAGES DURING THE GAME WILL NOT BE TOLERATED. IF A PLAYER IS DRINKING ALCOHOLIC BEVERAGES DURING THE GAME, THE COACH WILL RECEIVE A WARNING. THE NEXT TIME A PLAYER ON THAT TEAM IS SEEN DRINKING AN ALCOHOLIC BEVERAGE, THAT PLAYER WILL BE EJECTED AND THE GAME MAY RESULT IN A FORFEIT.

**18.** All participants are governed by the aforementioned rules which cover conduct before, during, and after the game.

**Effective October 1, 2005**

N.R.S. 199.300 - No person shall directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him, contrary to his duty to do, make, omit, delay any act, decision or determination. If the threat or intimidation communicates the intent, either immediately or in the future: (a) To cause bodily injury to any person; (b) To cause physical damage to the property of any person other than the person addressing the threat or intimidation; (c) To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or (d) To do any other act which is not otherwise authorized by law and is intent to harm substantially any person other than the person addressing the threat or intimidation with respect to his health, safety, business, financial condition or personal relationships. This does not prohibit a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.

**A person who violates N.R.S. 199.300 is guilty of a category C or category B felony if physical force or the immediate threat of physical force is used, or a gross misdemeanor if no physical force is used.**

***REMINDER***

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.

To reach the City of Reno Athletics office to speak with Taryn Anderson, Recreation Coordinator, please call 657-4657

Thank you for participating in our leagues.