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City of Roanoke/Virginia Commonwealth Games Adult Kickball Tournament

The purpose of the City of Roanoke Adult Recreational Athletic Leagues is to promote well-organized athletic programs and to emphasize sportsmanship for all interested participants. The league also takes into consideration the health, welfare, ability, and enjoyment of each individual participant.

Rosters

1. Must be filed with Roanoke Parks and Recreation by each team's first game.
Note: A team's failure to have their roster on file prior to their first game will result in a forfeit of every game until a valid roster is turned in.
2. All fields are required to be completed and legible. Participants should use full legal name (no nicknames).
3. The roster must be signed by each player before he or she steps on the field.
4. Players may not be added to the roster after the fourth (4th) regulation game.

Teams and Jerseys

1. Teams must have a minimum of twelve (12) and no more than twenty-five (25) players.
Note: Teams are encouraged to hold rosters of at least 16 members.
2. Players may play with only one team.
3. All players must have matching jerseys with numbers.
 - A. Matching jersey is defined as a uniform top that has the same team name or logo and is professionally created.
 - B. Uniforms may be different colors as long as the team name and logo match.
 - C. Teams may have shirts with numbers only, but they must be the same color
 - D. No vulgar or suggestive jerseys will be allowed.
 - E. Teams must have their shirts/jerseys by the beginning of the third week of the season (Monday, July 16).

Behavior

1. Threats or assaults on any Roanoke Parks and Recreation personnel or official will result in an ejection and suspension for the remainder of the tournament.
Note: Additional criminal charges may be filed against any person involved in this type of behavior.
2. Profane, abusive language or arguing with officials, players or spectators will not be tolerated. Such

behavior will result in a suspension for the remainder of the tournament.

3. Any player ordered out of a game by an official will be automatically suspended for the remainder of the tournament.
4. Fighting among players before, during, or after a game while on city property will result in players or teams being banned from the tournament.
5. Criticizing, insulting, or taunting players from another team will not be tolerated and may result in being ejected from the tournament.

The Game

1. To start a game, both teams must field at least eight (8) players and no more than eleven (11) with a minimum of four (4) males and (4) females.
2. Teams will be given a five (5) minute grace period before a forfeit is called.
3. A team playing eleven (11) in their line-up must start each play (pitcher's roll) with five (5) players in the outfield/grass. Once the ball is kicked, defensive outfields may move into the infield to make a play on the ball but must return to the outfield/grass prior to each pitch.
4. Teams should attempt to exchange line-ups prior to each game.
Note: It is the responsibility of each team to ensure they have the opposing team's line-up.
5. The first eight (8) players in the kicking order shall always alternate by gender. Kickers 9-11 may be all female, all male, or a combination of both.

The Playing Field

1. The strike zone extends one (1) foot on either side of home plate and one (1) foot high.
2. Any ball touched by a player or official (wholly or partially) while in fair territory is considered fair and in play.
3. Any ball that goes foul before reaching 1st or 3rd base is considered foul unless touched by a player in fair territory before going foul.
4. Runners hindered by a fielder touching the base (at first base) will be safe.
5. Bases are 60ft; Pitching Rubber is at 43ft.

Equipment

1. Rubber-soled or rubber-cleated shoes only
2. The official kickball is a red, 10-inch WAKA Kickball (<https://www.kickball.com/wakastore>) with a pressure of 1.5 pounds per square inch.
3. The uniform is an extension of the player.

Officials / Umpires

Officials/umpires have jurisdiction over play and may:

1. Call a timeout at any given point in the game.
2. Penalize a player, including game ejection, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse.
Note: Ejected participants must leave the field area and may not return to the game.
3. Make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

Game Play

Pool Play Games

1. Pool play games last seven (7) full innings.
 - A. In the event of a tie score at the end of the game in pool play, the game will be recorded at a tie.
 - B. Games will have a sixty (60) minute time limit. Games that complete 7 innings prior to the time limit will remain a regulation game.
 - C. A game called by the official due to weather after four (4) full innings of play shall be considered a regulation game. The score will be recorded at the end of the last full inning.
 - D. Games called by the official due to weather before four (4) full innings will **not** be considered a regulation game and will be rescheduled, if possible. The rescheduled game will resume at the point where the original game was called by the official.
2. A team playing a person not on the roster will forfeit that game.
Note: A copy of each team's roster will be available at the field.
3. A game may be ended by mercy rule if a team is losing by twelve (12) or more runs after the 4th inning.
4. Each team will play the teams in their pool one (1) time for a total of three (3) games on Saturday.
5. Teams will be seeded (**see Playoff Rules for tie breaker format**) as a result of the Saturday pool play games to take part in a single elimination tournament on Sunday.

Pitching, Catching, and Fielding

1. No bounces. A bouncy pitch, called as such, results in a ball and is defined as:
 - A. A pitched ball that does not touch the ground at least once before reaching the kicking box.
 - B. A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box or immediately after passing through the strike zone.
2. The pitcher must have a foot on or behind the pitching mound when the ball is rolled. Once the pitch has been rolled, the pitcher does not have to stay connected with the pitching rubber. The pitcher must stay in the pitching circle until the ball is kicked.
3. Pitching must be done by hand.
4. No player may field forward (in front of) the 1st and 3rd base diagonal, other than the catcher, until the ball is kicked.
Penalty:
1st Infraction: Warning to the team from the official / umpire.
2nd + Infraction: Kicker will be awarded 1st base regardless of the outcome of the kick.
5. The catcher must be behind the kicker and may not be positioned forward or directly beside of the kicker before the ball is kicked.
Penalty: A "Ball" will be called by the umpire
6. Infield fly rule **is** in effect when:
 - a. there are fewer than two outs
 - b. a force at 3rd or home bases
 - c. the fly ball is in the infield and **inside the baselines**
7. Foul tip kicks caught by the catcher must travel above the kicker's shoulders to be ruled an out.

Kicking

1. All kicks must be made by the foot or leg below the knee.
2. All kicks must occur:
 - a. At or behind home plate. The kicker may step on home plate to kick.
 - b. Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
3. Bunting **is** allowed.

Running and Scoring

1. Runners must stay within the base line
2. Fielders must stay out of the baseline. Fielders attempting to make an out, on a base, may have their foot on the base but must lean out of the baseline.
3. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.

4. Both leading off a base, and stealing a base, are **not** allowed. A runner may advance once the ball is kicked.
Note: A runner off his/her base when the ball is kicked is out.
5. Hitting a runner's neck or head with the ball is **not** allowed, except when the runner is sliding.
Note: A runner hit in the neck or head, except when sliding, is safe and advances to the base they were running to.
6. If a runner intentionally uses the head or neck to block the ball, and is so called by the referee, the runner is out.
7. Tag-ups are only required before advancement on a caught ball.
8. Ties will go to the runner. Runners may overrun first base.
Note: Runners that reach first base safely and turn towards 2nd are live and maybe put out.
9. Base Running on Overthrows:
 - A. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
 - B. A runner may advance only one base on an overthrow. This advancement is at the runner's risk; the runner is not awarded a free base.
10. Running past another base runner is not allowed. The passing runner is out.
11. A run is scored when the runner touches home plate before the 3rd out is made, except that no run can score when the 3rd out is made during a force play situation or when the kicker is put out before touching first base.
12. When substituting for an injured runner, the person of the same gender who was last ruled out by the umpire must take the injured runner's place.
13. The play will no longer be "live" once the ball has been returned inside the pitcher's circle and there is no attempt at advancement by any runner on base.

Strikes, Balls, Fairs and Fouls, and Outs

1. A count of three (3) strikes is an out.
2. A count of four (4) balls advances the kicker to first base.
3. A count of four (4) fouls is an out.
Note: Foul balls will count toward the strike count. Strikes will count toward the foul-ball count.
A Foul Is:
 - a. A kicked ball landing in, or rolling into, foul territory on its own at any time before reaching first or third base.
 - b. A kicked ball touched more than once in the kicking box or stopped by the kicker in the kicking box
 - c. A kick made on or above the knee
4. Three (3) outs by a team completes the team's half of the inning.

5. A runner who is touched by a live ball at any time while not on base will be out.

Injury and Substitutions

1. In the event of injury or illness, a timeout may be requested for participant removal and replacement with a substitute of the same sex.
Note: If the injured or ill participant later returns to play, he/she must be inserted in the same written scorebook kicking-order position previously held.
2. The pitcher and catcher positions may only be replaced once per inning unless injury forces another substitution.
3. Only runners who are injured while traveling to a base and who make it successfully to a base may be substituted for. All runner substitutions must be of the same sex.
Note: If no one of the same sex is available, the runner will be out.

Playoff Rules

1. All teams will qualify for the single elimination tournament.
2. If two or more teams are tied in the pool play standings, the following tiebreakers will be used.
 - a. Teams record head-to-head
 - b. Total runs scored in pool play games
 - c. Teams total runs yielded during pool play
 - d. Coin flip
3. There will be a one (1) hour and thirty (30) minute time limit on all Championship and "If needed" games, unless the game is tied.

Blood Policy

The following steps must be taken for any player that is bleeding during a game.

1. Bleeding must be stopped
2. Open wounds must be covered.
3. Clothes that have gotten blood on them must be changed.