



## TEAM SPORTS PROGRAMS

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## CO-REC KICKBALL LEAGUE RULES

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- Please note that VMP identifies Veterans Memorial Park.
- Specific rules not addressed in these league rules will be decided by the umpires based in the spirit of the current ASA softball rules.

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## **ADMINISTRATIVE RULES**

### **1. ADMINISTRATIVE FACTS & DATES TO REMEMBER**

All rosters, player contracts and fees can be turned in at Rec & Ed (Community Education and Recreation), located at 1515 S. Seventh St., between the hours of 8:00 A.M. and 4:30 P.M. Late contracts and fees will be charged a \$2.00 late fee. Late fees are due at the time of payment.

**All team rosters, player contracts and fees are due by 4:30 pm in the office by the Deadline (usually the Thursday prior to opening day. A \$2 per player late fee applies after this date.**

**NOTE: PLAYER CONTRACTS AND FEES ARE NOT ACCEPTED AT THE FIELDS.**

### **2. DRINKING ALCOHOLIC BEVERAGES & USE OF CONTROLLED SUBSTANCES**

- A. Any player who consumes alcoholic beverages or uses controlled substances on the playing field or in the park during the game is subject to ejection from the game and suspension by Rec & Ed.
- B. Spectators, players and team personnel may not consume alcoholic beverages on school property, in City of Ann Arbor Parks, or at facilities owned by the University of Michigan.
- C. City of Ann Arbor Parks Rangers will issue citations for unlawful actions.

### **3. ELIGIBILITY REQUIREMENTS**

A. Upon verification of an eligibility protest by an opposing team or authorized Rec & Ed staff member, the offending team forfeits the game in which an ineligible player participated. Any use of an ineligible player will also result in suspension of the offending player and team manager.

B. Ineligible players include:

- 1. Any player who pays an inappropriate fee.
- 2. Any player who plays under an assumed name.
- 3. Any player who plays on more than one team on the same night.
- 4. Any player participating before their player contract and fee are turned in to Rec & Ed.
- 5. Any player who participates before he or she is sixteen years old without written approval of the Team Sports Manager.
- 6. Any player who is under eighteen years old and plays without parental permission signed on the player's contract.

C. Rec & Ed reserves the right to periodically check team rosters during league play.

Note: Site supervisors for all tournament and Playoff games will check Rosters. Before tournament and playoff participation, players must present a picture ID to league officials. Any exceptions made to this rule will be at the discretion of the tournament director.

D. Protests will be accepted on eligibility. When a team lodges a protest of eligibility the following guidelines will be followed:

- 1. The protest of eligibility must be made during the game (before the last out).
- 2. Each manager will be issued a copy of his/her team's roster that must be verified by the Adult Team Sports Supervisor or the Team Sports Manager.
- 3. The team in question must produce a current signed roster and player ID with picture to prove eligibility. If a roster and ID cannot be produced, the game is still completed.
- 4. The team in question has forty-eight hours to appeal the protest, either in writing or in person, at Rec & Ed and submit a \$15.00 appeal fee. If Rec & Ed is not contacted within forty-eight hours, the team in question forfeits the game. Rec & Ed will arrange a meeting with all relevant parties to verify the eligibility of the player in question.
- 5. All Rec & Ed rulings are final. Rec & Ed will handle protests of eligibility not covered in these rules in the spirit of these rules.

E. Penalties for infractions:

- 1. Any player who plays or attempts to play ineligibly shall be suspended for a minimum of four games from any team that he/she is a valid member of. The manager of the team for which a player plays or attempts to play ineligibly will also be suspended for a minimum of **four** games. All suspensions of this nature carry over to the next season if not completed during the current season.
- 2. If (1) the validity of a team's roster is challenged, (2) the suspect team or player walks off the field, and (3) the manager fails to prove the eligibility of the player in question within the forty-eight hour time period; then, (1) the suspect player will be suspended for a

minimum of **five** games from any team that he/she is a valid member of and (2) the manager of the team in question will also be suspended for a minimum of **five** games. All suspensions of this nature carry over to the next season if not completed during the current season.

Exception to 1 & 2: The Adult Team Sports Supervisor may override suspensions if circumstances warrant.

3. Rec & Ed will handle all eligibility disputes not specifically covered in these rules in the spirit of these rules.

4. **FORFEITS & RE-ENTRY**

- A. Any team that forfeits two games in a season (except forfeits due to use of ineligible players, ejection, or injury) will forfeit all its remaining games unless a \$50.00 re-entry fee is paid.
- B. A team must pay the league re-entry fee at Rec & Ed within seven days of its second forfeit. A reminder will be sent only as a courtesy measure to notify a team of its second forfeit.
- C. If a team is not sure of its number of forfeits, it is the team manager's responsibility to contact the league statistician at 994-2300 ext. 53218. The Team Sports Manager may waive the league re-entry fee at his discretion.

5. **MAKE-UP GAMES**

Rec & Ed will attempt to schedule make-up games on regular nights of play.

6. **OFFICIAL RESULT SHEETS**

- A. The home team must keep the official result sheet. See HOME TEAM.
- B. The winning team must drop off the official result sheet with umpire evaluation in one of the drop boxes located at Rec & Ed main office, Southeast Park or VMP (Veterans Memorial Park). The losing team should also turn in a sheet with the umpire evaluation completed.
- C. If a game ends in a tie or incomplete game, the home team is responsible for dropping off the official result sheet.
- D. If any of these procedures are not followed, the winning team or home team will be given one week to turn in the official result sheet. At the end of this one-week period, if the official result sheet is not turned in, the game will be recorded as a double forfeit.
- E. Any discrepancies in standings or scores should be directed to the league statistician at 994-2300 ext. 53218.

7. **PLAYOFFS & TIEBREAKERS**

- A. When there is a tie in the standings between two teams for league or division championship, for runner up awards, or before position play begins, these tiebreakers will be utilized in the following order: 1) head to head games; 2) head to head - fewest runs allowed; 3) fewest runs allowed in all games played. If the teams are still tied after using these 3 tiebreakers, a single tiebreaker game will be played.
- B. When a tie in the standings exists between three or more teams for league or division champions, for runner-up awards, or before position play begins, these tiebreakers will be utilized in the following order: 1- head to head games (if all teams played the same # of times); 2- head to head - fewest runs allowed (if all teams played the same # of times); 3- **fewest runs allowed in all games played**. If the tied teams have not played each other the same number of times. Tiebreaker #3 will be used (fewest runs allowed all games during the season). If the teams are still tied after using these 3 tiebreakers, a tiebreaker bracket will be played.
- C. Games played to a tie during the regular season are considered regulation games and will not be replayed. Furthermore, tie games will not be factored in the calculation of a team's won-lost percentage.

Note: Tiebreaker games are played using normal league rules. Coin toss determines home team.

8. **POSITION PLAY**

A. **What position play is . . .**

Position play is a scheduling instrument Rec & Ed employs to complete or round out each team's full complement of matches. **POSITION GAMES ARE CONSIDERED REGULAR SEASON GAMES.** Therefore, they **are** included in the standings to determine championship/playoff teams.

B. **What position play is not...**

Position play is not an elimination tournament or playoff.

Note: **Position play rankings do not change at any time during position play.**

9. **RAINOUTS & GAME CANCELLATIONS**

Rainouts will be rescheduled on make-up dates determined by Rec & Ed in accordance with league rules.

A. Games cancelled before 5:00 pm (Monday - Friday)

1. The decision to cancel games due to inclement weather or poor field conditions will be made between 3:00 pm and 5:00 pm.
2. A message will be left on the Weather Update Line at 994-2300 ext. 53115 between 3:00 pm and 5:00 pm.
3. **Check the website: aareced.com**
4. All teams must report to their game sites unless they have been notified through one of the above methods that games are cancelled.

B. Games cancelled after 5:00 pm (Monday - Friday)

1. If games are not cancelled before 5:00 pm, the decision to play or not to play will be made by the home plate umpire. The decision should be based on safety as well as potential damage to the field.
2. Under certain circumstances, the City of Ann Arbor Parks Department may determine that the fields are unplayable and decide to cancel the games.

C. Games cancelled on weekends

1. For information regarding game cancellations on weekends, check the website, or telephone the Weather Update Line at 994-2300 ext. 53115.

D. Lightning & Thunder

1. If an umpire or site supervisor's weather app detects lightening within 15 miles of the field location, play is suspended immediately for a minimum of 30 minutes.
2. If there is no staff or umpire with a weather app, the game is suspended as soon as the umpire sees lightning or hears thunder.
3. When in doubt, always err on the side of safety!
4. Officials, players & spectators should seek appropriate shelter during the delay.
5. **When can play resume?** Officials must not resume play until
  - A) thunder has not been heard and lightning has not been seen for 30 minutes;
  - B) the weather app (if available) indicates there is no lightening within 15 miles of the field.
6. If the game is suspended for weather, the game clock will not stop.

E. Thor Guard Protection System

Buhr Park and Veterans Memorial Park (Vets Park) are equipped with the Thor Guard Lightning Prediction System in an effort to alert umpires, players, and spectators of the likelihood of a lightning strike. Once the Thor Guard System determines that a lightning strike is imminent, an alarm or horn blast will sound for 15 seconds. In some cases the horn blast may be accompanied by a flashing strobe light. Players, coaches, spectators, umpires, and other staff should seek shelter immediately. When the system determines that the threat of lightning has passed, three short blasts will be emitted from the horn clusters. Coaches should share information on how to react to these lightning prediction systems with team players and spectators.

10. **REFUNDS & NSF POLICY**

A. Refund requests must be made in writing. Send email to [cancel@aaps.k12.mi.us](mailto:cancel@aaps.k12.mi.us)

B. Refund requests must be submitted to Community Education & Recreation, 1515 S. Seventh St., Ann Arbor, MI 48103. Please include the following information: sport, league name, team name, manager's complete address and phone number, and the refund recipient's name and address.

C. Sponsor Fee and Team Fee Refund Request Deadlines:

1. Sponsor fee and team fee refund requests submitted to Rec & Ed more than fourteen days before the team's first scheduled game will be subject to a \$10.00 service fee.
  2. Sponsor fee and team fee refund requests submitted to Rec & Ed between fourteen and seven days before the team's first scheduled game will be subject to a 50% service fee.
  3. Sponsor fee and team fee refund requests that are submitted to Rec & Ed less than seven days before the team's first scheduled game will be denied.
  - D. If a manager writes a check that is returned for non-sufficient-funds (NSF) or written on a closed account, the team in question will forfeit all of its remaining games after being notified by Rec & Ed. A cash payment in the amount of the returned check plus an additional \$50.00 league re-entry fee must be paid before the team will be allowed to participate again.
11. **ROSTER LIMITS**  
There is no limit on Kickball team roster size.
12. **SUSPENSIONS**  
Upon recommendation by a Rec & Ed staff member or umpire, any player, coach, manager or team affiliate may be suspended or put on probation for unsportsmanlike acts, whether physical or verbal. Please see Rec & Ed's Policy on Probation, Suspension, and Hearing Procedures (posted online).
13. **TEAM CLASSIFICATION**  
Rec & Ed reserves the right to classify teams registered in its kickball programs according to ability level.
14. **TRANSFER OF PLAYERS**
- A. A player may transfer from one team to another after he/she has obtained a written release from his/her former coach, returned his/her uniform, submitted a player release form signed by his/her former coach, submitted a new player contract signed by the coach of his/her new team, and paid the \$2.00 transfer fee.
  - B. A coach may refuse to release a player if the player does not return his/her uniform. In all other cases, a coach may not refuse to release a player.
  - C. A released player will be allowed to transfer back to his/her original team only once.
  - D. Player fees cannot be transferred from player to player.
15. **UNIFORMS**
- A. Uniform shirts are recommended but not required.

## **PLAYING RULES**

16. **AFTER GAME CONDUCT**
- A. Any player, coach, manager, **or spectator** who displays unsportsmanlike conduct or directs disparaging comments to an umpire or Rec & Ed staff member after the conclusion of a game will be suspended for a minimum of one additional game.
  - B. Any participant previously ejected from a game that at the conclusion of the game displays unsportsmanlike conduct or directs disparaging language to an umpire or a Rec & Ed staff member will be suspended for a minimum of one additional game.
  - C. Suspensions outlined in 15-A & B cannot be appealed. Suspensions of this nature are automatic.
  - D. Suspensions for more than one game may be appealed in accordance with Rec & Ed's Policy on Probation, Suspension and Hearing Procedures (this policy is available on the website).
17. **AUTOMATIC OUT**
- A. Whenever two male players kick consecutively, an out will be called before the second male kicker takes his turn. Two females may kick consecutively without penalty.
  - B. When a player can no longer play due to ejection, injury, or some other cause and a legal substitution cannot be made, an out will be called whenever the missing player's turn comes up.
18. **BALLS**  
A ball is called when –

1. the pitcher throws a pitch outside of the strike zone;
  2. the pitcher throws an illegal bouncy;
  3. any fielder or pitcher advances towards home plate beyond the 40' line between first and third base before the ball is kicked;
  4. the catcher crosses home plate before the kicker or fails to field behind the kicker
19. **BASE DISTANCES**  
A. The official base distance for kickball is 60 feet, and are set by contracted staff at all ball fields.
20. **BLOOD RULE**  
A player, manager, or umpire who is bleeding or who has blood on his or her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered 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 up to the umpire's JUDGEMENT. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall stop the game and immediately call a manager or other authorized person to the injured player and allow treatment.
21. **BORROWING PLAYERS**  
A. If a team lacks the minimum number of players (8) to begin the game, it may borrow players from the opposing team, as long as the manager of the opposing team agrees. If borrowed players are used in this way, the game will count in the standings.  
B. Borrowed players must be rostered players from the opposing team.  
C. If the team borrowing players acquires the minimum number of players after the start of the game, all borrowed players must be returned to the sending team and may be used as legal substitutes without penalty.  
C. Players taking over for borrowed players must assume the borrowed players spot in the kicking order.
22. **BOUNCY** (*Penalty: if any of the below occurs, a "ball" is called*).  
A. Pitched ball that does not touch ground at least once before reaching home plate.  
B. Pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to crossing home plate.  
C. A pitched ball that exceeds one foot in height from the bottom of the ball during the first bounce after crossing home plate.  
D. A pitched ball that is higher than one foot at the plate.
23. **COURTESY RUNNER**  
A courtesy runner may be employed during the game under the following conditions:  
A. The courtesy runner may enter the game after the kicker/runner or runner reaches base safely and time is called by the umpire.  
B. The courtesy runner must be the last person of the same gender **who is the furthest from their turn to kick and who is not already on base**.
24. **DEFENSIVE POSITIONING**  
Fielders do not have to alternate according to gender.
25. **EXCESSIVE SPEED PITCHING RULE**  
The pitch shall be released at a sufficiently moderate speed to allow the kicker to comfortably make contact with the ball. The evaluation of excessive speed is left entirely up to the judgment of the umpire. The umpire shall notify the pitcher who delivers a pitch with excessive speed by calling "ILLEGAL PITCH". The penalty is a ball on the kicker. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
26. **FORFEIT TIME**  
A. Game time is forfeit time in all leagues.  
Exception: **If the manager of the team with enough players agrees in the presence of the umpires(s)**, the game may be postponed ten minutes to wait for the arrival of the minimum number of players for his/her opponent to field a team. However, teams will not be given any additional

time to play the game (see below example).

Example: If a game is scheduled to begin at 6:15 pm and the minimum number of players does not arrive on site until 6:25 pm, no inning may begin after 7:30 pm, not 7:40 pm.

27. **GAME BALLS**

- A. The official game ball will be the Voit 8.5", red ball.
- B. At the beginning of each game, the home team shall supply a kick ball.

28. **HITTING RUNNER**

- A. Hitting a runner with the ball above shoulder-level is not allowed. Any runner hit above the shoulders is safe and advances one (1) base unless the runner intentionally uses the head to block the ball, and is so called by the umpire (in which case the runner is out). A runner who is sliding and hit by the ball above shoulder level MAY be called out at the umpire's discretion.
- B. Excessive force by a fielder throwing at a runner, even if below the shoulders, may be penalized at the umpire's discretion. Every effort must be made to keep the game safe for everyone.

V

- A. There are no restrictions on the number of dead ball home runs a team or player may kick during a game. On any fair-kicked ball over the fence for a home run, or a four base award, the kicker and all runners are credited with a run. The kicker and any baserunners do not need to run the bases. **Note: This would eliminate any appeal play the kicker or baserunners.**

30. **HOME TEAM**

- A. During regular season play, the home team is the team listed first on the league schedule.
- B. A coin flip will designate the home team during all tiebreaker and playoff games.

31. **INFIELD FLY RULE**

No infield fly rule will be called.

32. **KICKING**

- A. All kicks must be by foot or leg, below the knee.
- B. All kicks must occur:
  - 1) At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
  - 2) Within the kicking box. Kicker must have at least a portion of the plant foot within the kicking box during the kick. Kicker may line up outside of the kicking box.
- C. National League - All kicks in fair territory must travel beyond the 10 foot line. Kicks that do not travel beyond the 10 foot line will be counted as strikes on the kicker. **If the defense fields/touches the ball before it crosses the 10 foot line, the kick will be counted as a strike on the kicker.**  
  
Municipal and Community Leagues - All kicks in fair territory must travel beyond the 30 foot line. Kicks that do not travel beyond the 30 foot line will be counted as strikes on the kicker. **If the defense fields/touches the ball before it crosses the 30 foot line, the kick will be counted as a strike on the kicker.**

**Note: Failure to comply with the kicking rules A & B will result in a foul ball being called on the kicker.**

33. **KICKING ORDER**

- A. Kicking orders must alternate by gender. All players present will be in the kicking order even if there are more than 10 players present. Teams are welcome to alternate between two line up lists (organized by gender) as long as there are at least 4 women present.
- B. Any team member that arrives after the game begins will be added to the appropriate gender list.
- C. Either gender may kick first.
- D. Whenever two male players kick consecutively, the offensive team will be charged with an out before the second male kicker takes his turn kicking.

34. **MAXIMUM RUN RULE**

The maximum number of runs that can be scored in one half-inning is ten.

35. **MERCY RULE**
- A. A mercy rule or “run ahead rule” is used in all Rec & Ed kickball league play. Whenever one team attains a significant lead over its opponent as described in Sections A and B of this rule, the game ends and the team with the lead is declared the winner.
  - B. The mercy rule is in effect if a team is ahead by 20 runs after four innings of play or if a team is ahead by 12 runs after five innings of play.
  - C. Complete innings must be played unless the home team reaches the run ahead limit while at kick. When the visiting team reaches its limit in the top half inning, the home team must have their opportunity to kick in the bottom half of the inning.
36. **MINIMUM OUTFIELDER RULE**
- A. Prior to the pitch, four fielders must be in the outfield when ten fielders are used.
  - B. Prior to the pitch, three fielders must be in the outfield when eight or nine fielders are used.
- Penalty:** The first violation of this rule results in an **illegal pitch** and a team warning. After the team warning, flagrant violators may be ejected.
- Note:** The outfield is defined as the outfield grass.
37. **MINIMUM PLAYER RULE (5-5)**
- A. A team may start and/or finish a game with no fewer than eight players.
  - B. Legal male/female or female/male gender combinations include: 6 - 6, 6 - 5, 5 - 5, 5 - 4 and 4 - 4.  
**NOTE: It is legal to play more women than men in the field as well as in the kicking order.**  
Exception to B: A team may not play 4-4 when a fifth player of either gender is available.
  - C. Should a team be unable to comply with A and B above, the opponent will be awarded the game by forfeit.
38. **OUTFIELD FENCE DISTANCE**
- The playing field shall have a clear and unobstructed area of at least 250 feet from home plate between the foul lines.
39. **OUTS – defined:**
- A. A count of three (3) strikes or four (4) fouls per time at kick
  - B. Any kicked ball (fair or foul) that is caught
  - C. A ball tag or a fielder holding a ball while being in contact with a base to which a runner is forced to run, before the runner arrives at the base
  - D. A runner touched by the ball or who touches the ball at ANY time while not on base while the ball is in play
  - E. A ball tag of a runner on base, in which the runner does not tag their originating base when a ball is caught
  - F. Runner intentionally uses the head to block the ball
40. **PITCHING/CATCHING**
- A. A bouncy is a pitch that is higher than one foot when it crosses the plate. A bouncy is a “ball”.
  - B. The pitcher must stay behind the pitching strip (60’ line) until the ball is kicked. Failure to do so results in a ball being called by the umpire.
  - C. The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked.
  - D. Only the catcher may be positioned in front of the pitcher.
    1. No fielder may advance forward the 1<sup>st</sup>-3<sup>rd</sup> diagonal until the ball is kicked.
    2. Outfielders must remain in the outfield until the ball is kicked.

Failure to abide by these rules will result in a “ball” being awarded to the kicker.
41. **PROTESTS**
- A. There will be no protests of an umpire's judgment decisions.
  - B. Protests involving rule interpretations must be submitted in writing within forty-eight hours after completion of the game and must be accompanied by a fee of \$20.00 which will be returned if the protest is allowed.



- C. A team must notify the plate umpire of its intent to protest before the next pitch (if on the last play of the game, the protest must be lodged before the umpire leaves the playing field). After the protest is declared, the plate umpire shall inform both scorekeepers to note the point of the game when the protest was made and the game must be completed.

42. **REGULATION GAME RULE**

One hour will constitute a complete game regardless of the number of innings played.

Exception: See TIME LIMITS and "Time Limit Extension."

43. **SHOES**

- A. Shoes must be worn by all players.
- B. Metal, hard plastic, or polyurethane spikes similar to the traditional triangular sole and heel plate configuration are not allowed.
- B. Shoes which bear hard plastic or polyurethane cleats which are not in the traditional triangular sole and heel plate configuration and possess safety nubs are allowed.
- C. Shoes with detachable cleats that screw on the shoe are not allowed; however, shoes with detachable cleats that screw in the shoe are allowed.
- D. **If a player is found in the game wearing shoes not allowed on the list above, it is an automatic out in his or her next at bat.** The player will leave the game immediately (the team plays short-handed if no substitutes are available) but may re-enter the game one time if they have legal shoes to change into. Any further instances will result in ejection, since this is a safety issue.

44. **STRIKES**

A strike is –

1. A pitch in strike zone that is not kicked
2. A missed attempt to kick the ball
3. A foul ball

Note: The Strike Zone is defined as: home plate, one foot to either side of the plate, and one foot above home plate.

45. **SUBSTITUTIONS & RE-ENTRY**

- A. Any starting player or substitute may be withdrawn and re-entered into the game once, provided the player occupies the same position in the kicking order.
- B. Violation of the re-entry rule shall result in the ejection of both the manager and the player who was re-entered illegally.
- C. Violation of the re-entry rule is handled as a protest that can be made at any time before the last out of the game.
- D. A player shall be officially in the game when his or her name has been entered on the official score sheet or announced. Furthermore, substitute players will be considered in the game without penalty as follows:
  1. If a batter - when he/she takes his/her place in the kicking box.
  2. If a fielder - when he/she takes the place of a fielder substituted for.
  3. If a runner - when the substitute replaces him/her on the base he/she is holding.
  4. If a pitcher - when he/she takes his/her place on the pitcher's plate.
- E. Whether announced or unannounced, any play made by or on the substitute player shall be legal.

46. **TIE BREAKER (DURING THE GAME)**

- A. If a game is tied after seven innings of play, each offensive team will begin every half inning with a runner on second base.
- B. The runner who begins the inning on second base shall be the player who is scheduled to kick last in that respective half-inning.
- C. League time limits still apply.

47. D. See Time Limits & Curfew section B.

**TIME LIMITS & CURFEWS**

A. Time Limits

1. The game clock begins at the first pitch of the game.  
Note: The umpire may start the game clock if (1) he or she has announced that it is "game time" and (2) he or she has given teams one minute from the announcement to throw the first pitch.
2. All games shall have a 1 hour time limit.
3. No new inning shall be started after the time limit has expired. However, any inning already in progress when the time limit expires must be completed.
4. An inning ends after the third out of the bottom half of the inning.  
Example: If the game clock begins at 6:15 pm and the third out of the bottom of the fifth inning occurs at 7:16 pm, the sixth inning should not be started.

B. Time Limit Extension

1. In order to break a tie game, the last game of the evening on a diamond may be continued beyond the time limit, if the managers of both teams agree to continue play. The umpire should inform both teams of this option, but does not decide whether to extend the game or not.
2. The home plate umpire may call the game due to darkness, curfew, inclement weather, or other causes that interfere with the continuation of play.

C. Curfews

1. Curfew at VMP 1, 2, 3 and Southeast #1 and #2 is 11:50 pm.
  2. Curfew at VMP 4 is 10:50 pm.
  3. Lights on VMP 1, 2, 3 will be shut off at 12:00 am and on VMP 4 at 11:00 pm.
  4. The Parks and Recreation Department has the final decision on any change in curfew.
- Note: If there is not enough time to play the last scheduled game of the evening, either of the managers during the pre-game conference may elect not to play it. However, if they agree to play the game under the time limit, the game stands as long as it meets the minimum required innings necessary for a regulation game.

48. **WALK RULE**

The modified *Fulton Walk Rule* will apply in all leagues.

**Fulton Walk Rule:** If a kicker is intentionally walked or walks on the first four pitches, the result is a one base award and the next kicker must kick.

Exception: With two outs, the kicker has the option to walk or bat.

Note: Should a kicker-runner pass another kicker-runner when choosing to walk, no out shall be called during this dead ball period. A kicker-runner advancing to second base without touching first base, shall be out if properly appealed.