



Parks and Recreation Division

Kickball League Rules and Organizational Procedures:

Kickball at a glance: The City of Beloit is offering kickball for the purposes of fun and recreation! Kickball is a simple game consisting of 2 teams, bases, and a big rubber ball. Played like baseball, the object is to score more runs than the opposing team. We will play with 10 fielders, 7 innings (or 45 minutes), 2 base coaches allowed, no bouncies, no head shots, one base on an overthrow, forced outs, no ghost men, and no bunting! The following rules will govern all City League games. For the enjoyment of all, proper respect and civility is required of all patrons. Arguing and fighting are not allowed, if something comes up please handle it in a friendly manner **before** an issue arises!

Organizational Policies (Team Managers are responsible for knowledge of league rules)

Fees

1. Team Registration is \$125.00 per team (same as last year!) Discounts available for teams that register for wiffleball league in the same season!
2. The completed registration fee must be paid at time of registration; we cannot hold a spot for any team until payment and registration form are completed.
3. Fees are non-refundable.
4. Please make checks payable to "City of Beloit".
5. Fees paid by teams cover 100% of the direct costs of the program (umpires, kickballs, awards, first aid supplies, scorecards, lights, field equipment, etc).

Registration

1. Fall registration is open on a first come-first served basis until Thursday, September 5th, 2019.
2. Registration will be taken at the Parks & Recreation Office at 2351 Springbrook Court, Beloit, WI 53511. Office hours are Monday through Friday from 7:00 am - 4:00 pm.

The Pre-Game Details

1. Schedules will be available on line at www.teamsideline.com/beloit on Friday September 6th.
2. All teams will play a 7 game regular season.
3. Only 8 teams/division will be accepted (a waiting list will form following the 8th team).
4. The Parks & Recreation Office will notify all managers of all make-up games.
5. Weather cancellations will be made, if possible, by the Parks & Recreation Office by 4:00 pm. Teams should call the Weather Hotline, 608-364-2890 x 4 or check our Facebook Page.
6. After 4:00 pm, any decision to cancel games will be left to the umpire's judgment.
7. Games will begin on Tuesday, September 10th, 2019.

Rosters

1. Leagues are family friendly. Players should be at least 13 years old (some exceptions may be made by the League Director- the priority is to keep everyone safe).
2. Team rosters are limited to 20 players.
3. Players may be added and dropped at anytime without charge by calling 608-364-2890 x 2 or e-mailing waites@beloitwi.gov . Roster changes need to be done 24 hours in advance; changes at the field cannot be accepted.
4. Use of players not listed on the team roster will result in a forfeit.
5. Players are limited to one team per night/per league.

The Game

1. Games will begin at their scheduled times, there is no grace period.
2. Games will be 7 innings or roughly 45 minutes.
3. Teams should have at least 6 players to start and continue a game. If additional players arrive, they may be added to the bottom of the batting order.
4. A minimum of 2 players on the field at all times MUST be female.
5. A team will forfeit if:
 - a. They do not have at least 6 players.
 - b. They do not have at least 2 females.
 - c. An ineligible or suspended player is used.
 - d. An ejected player refuses to leave the premises.
 - e. There is continued unsportsmanlike conduct.
6. Teams are allowed one forfeit without penalty. A second forfeit results in a \$25 re-entry fee due two days prior to next scheduled game.
7. A captain will be the only player to discuss calls/rules with the umpire.
8. The umpire will keep the official score, managers should confirm score after each at bat.
9. The game will be called if a team is ahead by 15 runs after three complete innings or by 10 runs after four complete innings.
10. Time outs will only be called by the umpire in their discretion.

The Players

1. Each player is responsible for their conduct at all times, remember this is kickball for fun!
2. No metal cleats are allowed!
3. Attire must be appropriate and acceptable (umpire's judgment).
4. ABSOLUTELY no sliding, players may be ejected for unsportsmanlike conduct.

The Playing Field/Equipment

1. The bases will be 60 feet apart, the pitching rubber is 35 feet from home plate.
2. A 10" Voight rubber kickball will be used.
3. No gloves or mits are allowed.
4. Shoes must be worn by all players at all times- no sandals, no metal cleats.
5. Jewelry, other than wedding bands, shall not be worn.

Pitching

1. Balls and strikes will be up to the umpire's judgment. Pitches should be at a moderate to fast pace and not bounce too much at any point.
2. The pitch should touch the ground at least four times before crossing the strike zone.
3. The strike zone is home plate and 12 inches on each side of home plate.
4. The pitcher must keep a pivot foot on the pitching rubber at the time of release.
5. Play ends when the pitcher has control of the ball at the mound.

Batting

1. Batters will get 2 strikes or 3 balls.
2. Batters must kick the ball from the plate or behind the plate. A ball kicked from in front of the plate will be called an “illegal kick”, and be considered a strike (and an out if the batter already has one strike called).
3. A batter is out if an illegal kick is caught.
4. 3 balls will result in a base on ball (walk).
5. A batter caught batting out of order will be out.
6. A batter will be called out for bunting.
7. A batter will be called out if the kicked ball does not cross the 1/3 line (about 12’).
8. A batter will be called out if they kick a foul ball after there is one strike.
9. A batter will be called out for kicking an infield fly with runners on 1st and 2nd or 1st, 2nd and 3rd with no outs or one out (The Infield Fly Rule).

Base Running

1. A base runner cannot leave the base until the ball is kicked (result will be a dead ball-out).
2. **One base** is awarded to a base runner on an overthrow.
3. A base runner is out if they are touched by the ball at anytime while not on base, bouncies okay, face shots not allowed (umpires judgment) unless the base runner is ducking or lowering their body to avoid being hit by a ball.
4. A base runner is out if forced to a base that has already been touched with the ball.
5. If a base runner is needed due to injury, a runner of the same gender must take their spot.
6. A base runner is out if they interfere with a defensive player attempting to play the ball (umpire’s judgment).
7. A base runner is not out if:
 - a. They run behind or in front of the fielder, out of the baseline, to avoid interference.
 - b. They hold their base until a fly ball is caught and then attempts to advance.
8. Once a base runner is more than half way home, they must proceed home.
9. A base runner, off of the base, struck by a kicked ball is out.
10. A base runner may over run first base only, but may be played on if they make an “aggressive motion” towards second base.

Awards/Misc

1. League Champions will receive City of Beloit, League Champion t-shirts.
2. Weekly score and standings will be posted at the field.
3. If a team wishes to sign up for both wiffle ball and kickball leagues (in the same season, summer leagues or fall leagues together), there will be a \$25.00 discount!