

CITY OF RENO

ADULT KICKBALL LEAGUE



Rules and Regulations

The City of Reno Parks and Recreation Department kickball leagues will be governed by current World Kickball Association rules and regulations unless superseded by this document.



CITY OF RENO
PARKS & RECREATION DEPARTMENT
ADULT KICKBALL PROGRAM RULES AND REGULATIONS

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 kickballs 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.

Fields and Facilities

Locations

Reno Sports Complex (RSC), located at 2975 North Virginia Street in Reno.
Idlewild Park Field 3 (IW3), located at 2055 Idlewild Drive in Reno.

Fields

The kickball infield is square with equal sides of 70ft. Pitching distance for kickball is 50ft. The strike zone extends to 1ft. on either side of home plate, and 1ft. high. There will be lines (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 at Reno Sports Complex are 300 feet and Idlewild Field #3 is 310 feet.

Inclement Weather Policy

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 conditions are safe for players and staff.

Scheduled games may be postponed or rescheduled due to weather conditions. The Athletics Coordinator and Supervisor will make the decision to postpone or reschedule in the event of inclement weather. All team managers will be notified via email ahead of the first scheduled game. The Athletics Coordinator will make every effort to reschedule games for the same night of the week during the regular season, however rescheduled games may take place on a different night of the week if necessary.

In case of inclement weather, please call the Weather Hotline at 775-657-4637 between 4:00-5:00pm, or check our website at www.teamsideline.com/reno for updates. Field conditions will be determined prior to the first game of the day. Please do not call the Athletics office for field conditions or the status of scheduled games. Games will be played unless notified otherwise.

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 evenings and some

weekends. Please call the Athletics Office for availability at 775-657-4657.

Warmups

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 the safety of others.

Field Coordinators

City of Reno staff are scheduled to be at RSC during all kickball games. Field Coordinators are hired to oversee operations during league play (field maintenance, accidents, incidents, etc.). Players and spectators are expected to abide by and respect the Field Coordinator and all City of Reno staff present.

Umpires

Prior to the start of the game, the umpire will meet with one person from each team. This person will be the only one to address the umpire during the game. If you have any problems with an umpire, please contact the Head Umpire or Athletics Coordinator, do not take matters into your own hands.

Spectator and Player Safety

Only rostered players may be in the dugout. Spectators are not allowed in the dugout. All players must stay in or behind the dugout except for two base coaches and one on deck batter. Failure to comply with this rule could result in ejection from the complex.

Child Care

Guardians must always supervise children. Guardians are fully responsible for their children. If problems persist, you may be asked to leave the complex. Children are not allowed on the fields during games. Children are allowed in the dugout ONLY if supervised the entire time.

Food and Beverages

No food and/or beverages, including alcohol, are allowed to be brought into the Reno Sports Complex. You may not bring ice chests or coolers. Only water in bottles is okay. No tailgating is allowed in the parking lot. Field Coordinators have the authority to confiscate any prohibited items including but not limited to coolers, containers, ice chests, glass and cans. Beer can be purchased at the snack bar and is allowed only in spectator areas, not on the field or in dugout areas. Anyone participating or intending to participate in a game should refrain from consuming alcohol during or prior to their scheduled game. Staff reserve the right to remove anyone from the facility for not abiding by the rules set forth by the department.

First Aid

Limited first aid supply is available at the Reno Sports Complex, located in the Field Coordinator's office. Please contact a staff member to assist you. EMS services are within minutes of the facilities. Teams are ultimately responsible for their own first aid supplies.

Blood Rule

In the event a player, coach or umpire is bleeding or has blood on their uniform, the umpire shall:

- Stop the game and allow treatment if the injury affects the continuation of the game. (i.e., major

injuries, not scrapes, etc.).

- Apply the rules of WKA regarding substitution, short-handed player, and re-entry if necessary. Exception: A team can play shorthanded with up to eight (8) players without the penalty of an out. If a team drops to eight (8) players because the injured player needs assistance the game may continue only if the opposing manager agrees.

Lost and Found

The lost and found is in the Field Coordinators office at RSC. We strongly suggest that you write your name and phone number on all equipment. Parks and Recreation are not responsible for any items left behind. Items not claimed by the end of the season will be donated to a local charity.

Maintenance

Please notify the Field Coordinator or call the Athletics Office if there is a problem with scoreboards, fields, or lights.

League Information

Game Schedules

League schedules are provided for all team managers and are also posted on TeamSideline. It is the team manager's responsibility to inform all players of game times and schedules.

Game Cards

Please complete the game card prior to your scheduled game time. 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 name. 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.

To ensure the most accurate standings, both teams' managers must review and sign the game card at the end of the game. By signing the game card, you agree that the final score is correct, so please check it before you sign the card. Managers should verify runs scored at the end of each half inning. Once a pitch is thrown to start the next half-inning, the umpire's score stands.

Standings

Please verify that standings are correct week by week. All standings will be updated weekly and will be posted at the Reno Sports Complex and on the website, www.teamsideline.com/reno. If you have any corrections or questions regarding the standings, please contact the Athletics office.

Forfeits

If a team forfeits either one or both of their final games their position in the standings is revoked and they will lose their slot in the postseason tournament.

General Kickball Rules

Players and Teams

Players must be 18 years or older to play and must have identification available for roster checks. Players may not play on more than one team per night. League schedules cannot be reworked for players who play on more than one team.

- Teams shall consist of a maximum of ten (10) players on the field and a minimum of eight (8) players.
- Coed kickball teams shall have a minimum of three (3) women on the field.
- All players can kick. Lineup does not have to alternate male/female.
- The official batting order must be presented to the umpire prior to the start of the game.

Players discovered playing under another player's name will be placed on probation for the remainder of the season and will be suspended for a minimum of two games or up to a one-year suspension. Managers that knowingly use a non-rostered player under a rostered player's name will also be put on probation and/or suspended.

Rosters

Maximum number of active players per roster is twenty (20). All team managers must have a roster 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 the fifth (5th) game of the season, or with Coordinator approval. 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 Community Center - 1301 Valley Road, Reno. The Athletics Office phone number is (775) 657-4657.

Equipment

Ten (10) inch kickballs are provided by the Parks and Recreation Department for each game. We do not supply any other equipment. Foul and home run balls must be retrieved by the at-bat team immediately.

Uniforms

Uniforms are not required for the kickball league.

Scorekeeping

The umpire 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.

Substitutions

Players may sub in and out of the game at any time. Starters may re-enter after being subbed out if they re-enter in the same position they were originally.

Game Length

The umpire will be the official timekeeper. New innings will not begin after fifty minutes (50). NO INNING LIMIT. Unlike softball, there are no extra innings; the game can end in a tie. The game clock will only be stopped for 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 delays 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.

Five-Up Rule

In the first half-inning, the batting team may score a maximum of 5 runs. After the first half-inning, the team that is behind may score until it takes the lead by no more than 5 runs. Once it reaches a 5-run lead over the opponent, the half-inning ends. The team that is ahead at the start of its at-bat may score a maximum of 5

runs during that half-inning. This run limit resets each half-inning and alternates between teams based on the current score.

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 game protest, 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) 334-2262.

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 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 results of the game will not be accepted. *****

Forfeit

Teams must have a minimum of eight (8) players to start a kickball game. If a team starts with the minimum number of players and the ninth (9th) or tenth (10th) eligible player arrives, they may be added at any time at the bottom of the line-up. Teams may not add the additional hitter(s) after the game has started.

- If a player is injured, disqualified, or there is an emergency, and cannot continue playing, the game will continue, except their position in the batting order will not be an out. Teams may not drop below eight (8) players.
- If a player is ejected from a game, that person's spot in the line-up will be an OUT every time that person is due to bat. No substitutions allowed ejected players.
- There will be a five (5) minute grace period for all games except the 9:45pm game. The opposing team will automatically receive two (2) runs. The game clock will begin running at game time. This grace period will begin once the prior game is over.
- In the event a forfeit is 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.

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.

Game Play Rules

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

Pitching/Catching

Pitchers 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 then it is a ball; however, the kicker has the option of kicking the ball if they choose. If any part of the ball passes over the line around the plate, then it is a strike. The pitcher must stay behind or have one foot touching the pitching rubber until the ball crosses the 1st – 3rd diagonal. If the pitcher crosses the pitching rubber, then an illegal pitch will be called. The kicker does have the option of kicking, if they choose, and takes the result of that play.

No fielder may advance across the 1st – 3rd base diagonal until the ball is kicked. If a pitcher or fielder makes an out by illegally advancing past the 1st -3rd base diagonal line, the runner will be declared safe.

The catcher must be positioned at least SIX (6) 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. A pitched ball must bounce at least twice before crossing the front edge of home plate. The final bounce across home plate may NOT be any higher than 1 foot off the ground as measured from the bottom of the ball. There are no other pitching restrictions (spinning, curves, etc.)

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 and out. Any foul balls are considered a strike, unless the batter is female with one strike left. If a female kicker fouls off strike 2, she is allowed an additional courtesy swing.
- Runners may tag and advance on a foul ball once the ball is caught.
- All kicks must be made by foot or leg below hip level 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. If not caught, it is a strike.
- Players must kick the ball past the 1st - 3rd baseline (if not bunting). The ball must stay beyond the line to be fair. A kicked ball 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.
- One (1) bunt per team, per inning is allowed.
- Kickers may not stop the ball with their foot and then kick it.

Balls

The following ball will be used for the kickball leagues:

- 10-inch rubber Voit kickball

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. Pursuant to the USA 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 a flagrant foul, 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 considered an 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:

- If the runner intentionally uses the head to block the ball, and is called as such by the official, in which case the runner is out.
- 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 of the runners with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

Outs

An out is considered:

- A count of 3 strikes
- A runner touched by the ball any time while not on base
- Any kicked ball that is caught
- A ball tag on a base to which a runner is forced to run
- 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.

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.

Other Rules

- If a rule is not otherwise stated here standard WKA rules hold.
- If a male kicker is walked (three straight balls without a pitched strike or kicked foul ball) 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 "TIME" has been called, the play is over. Play will resume once the next pitch is thrown.
- ONE base awarded on overthrows from the last base touched.
- The pitcher and infielders may move up to the 1st / 3rd base intersection line, but they cannot cross the intersection line until the ball is kicked. Outfielders must remain on the grass until the ball is kicked.

Manager Responsibilities and Player Conduct

The Kickball league will be governed by the “Player Code of Conduct” which follows. The Parks and Recreation 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 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: 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 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: Probation for the remainder of the 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 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: Probation for the remainder of the 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 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: Probation for the remainder of the 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 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: 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 is ejection from the game. 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. During suspension the 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 league participants are governed by these rules and regulations 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, 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 please call 775-657-4567.

Thank you for participating in our leagues!