



2020-2021 Indoor Kickball Rules

TEAM RULES

1. All Leagues:
 - A. Teams are made up of 6 starting players.
 - B. Teams must have a minimum number of five players to start and finish a game. Teams must have a minimum of three females and two males or vice versa.
 - C. The kicking order must alternate male, female or female, male. Teams may bat up to 12 players. The number of extra kickers must be declared before the start of the game. Once the game has started, extra kickers are not allowed to be added to the lineup.
 - D. Players may play any defensive position throughout the game.
 - i) Teams can play with a maximum of 6 players on the field. Players can assume any position they like.
2. Team Rosters:
 - A. Every player must sign a City of Boulder Team Roster for each team they play on before they can participate.
 - B. Players are considered ineligible if they have not signed a Team Roster.
 - C. Team rosters are collected by the official the night of your first game.
 - D. Teams may have an unlimited number of players on their roster.
 - E. Players can be added to a Team Roster during the season. Rosters are kept on file in the binder at your particular facility. Please see the official to add players to your Team Roster.
 - F. Players must be 18 years old to sign a Team Roster and play in Boulder Adult Sports Leagues.
 - G. Team Roster Freeze goes into effect after the last regular season game.
 - H. For the Playoffs, Team Rosters may be checked along with player ID's before the games.
3. Team Conduct:
 - A. Team Managers are responsible for the conduct of their team both on and off the playing surface. The official will direct conduct violations to the Team Manager to be corrected before play resumes.
 - B. No alcoholic beverages are allowed inside the facility at any time.
 - C. It is each team's responsibility to clean up after themselves after each game. All trash should be thrown away and cleared prior to leaving the facility.

PLAYING RULES

1. Playing Field:
 - A. Base distance is 47 feet.
 - B. Pitching distance is 40 feet.
 - C. Strike zone is 1 foot either side of home plate and 1 foot high.
 - D. No alcoholic beverages are allowed in City of Boulder indoor facilities.
2. Equipment:
 - A. Non-marking athletic shoes must be worn at all times while playing.
 - B. Players may wear protective equipment providing it does not offer the wearer an unfair advantage.
 - C. All players must wear a shirt and shorts or pants.
 - D. Midriff baring clothes are not allowed in City of Boulder leagues
 - E. Costumes are allowed as long as they meet the equipment parameters above.

3. Game Play:
 - A. A game is considered a complete/regulation game if seven innings have been played, the time limit has expired, or the home team has scored more runs in six and a half innings, whichever comes first.
 - B. Run Spread Rule: 15 runs after 3 innings, 10 runs after 4 innings.
 - C. Game time is forfeit time. 6:30 PM games only: If a team does not have the minimum number of 5 players to start a game, the team with the legal number of players has the option of asking for an immediate forfeit or to start the game clock and allow the other team up to ten minutes to field enough players to play. If the team short on players is able to field a team within the ten minute grace period the game will then start in the 2nd inning with the remaining time on the clock. Failure to field 5 players within the ten minutes will result in a forfeit.
 - D. Games will end at the 45 minute mark regardless of the score (including ties). In the event of an unfinished inning the score will revert back to the last full inning played.
 - E. Extra Inning Rule: Games tied after the end of 7 innings with time left on the clock will go to a one pitch game. Any foul ball is an out. The start of the inning begins with the last player who kicked in the previous inning on 2nd base with no outs. After one extra inning and the game is still tied, the last player who kicked from the previous inning will start on 3rd base. This procedure will continue for any subsequent extra innings until the winner of the game is determined or the game time has expired.
4. Pitching/Catching
 - A. No bouncies. A pitch that is higher than one foot at the plate, and called as such, results in a ball. The ball can bounce as high as it wants as long as it is no higher than 1 foot when crossing the plate.
 - B. The pitcher must stay behind the pitching tape until the ball is kicked. Failure to do so results in a ball.
 - C. No player may field in front of the pitcher other than the catcher, and no player may advance in front of the red line 30 feet from home plate until the ball is kicked. Failure to abide by this rule results in a ball.
 - D. The catcher must stay directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.
 - E. Pitchers must stay behind the pitching tape when pitching.
5. Kicking
 - A. Kick count starts at 1-1.
 - B. All kicks must be made by foot.
 - C. All kicks must occur at or behind home plate. A kick in front of home plate is called a foul. If that kick is caught in the air or off a wall it will be an out. If the kicked ball hits the roof or any structural support for the roof it will be considered a foul ball.
 - D. Bunting is allowed, but the bunted ball must cross the "bunt line" or kick will count as a strike. Bunt line is straight grey line 5 feet in front of home plate. Any ball that does not cross the 'bunt' line will be considered a foul ball.
 - E. All walls in fair territory are playable. Meaning kicks can be caught off the wall for an out and batters can kick balls against a wall.
 - F. If a ball comes in contact with any one of the 3 hoops or the standards and chains connected to them on the far end of the field will be considered a live ball.
 - G. If a ball goes through any one of the 3 hoops at the far end of the field it will be considered an automatic homerun.
6. Running
 - A. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
 - B. Runners are not allowed to lead off the base.
 - C. Runners are not allowed to steal bases.
 - D. A runner off the base when the ball is kicked is out.
 - E. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.
 - F. A ball thrown out of play will advance runners 1base.
7. Strikes

- A. A count of 3 strikes is an out.
 - B. A strike is a pitch within the strike zone either not kicked or missed by the kicker.
 - C. The strike zone is 1 ft. high and extends 1 ft. to either side of home plate. The official has the final authority of the strike zone as the kicker's box is not marked.
 - D. The kicker is declared out if they accumulate a count of 3 strikes.
 - i) EXCEPTION: If a kicker advances to a 2-strike count, then either one more strike or two foul ball strikes is an out. (The "Courtesy Foul" rule).
8. Balls
- A. A count of 4 balls advances the kicker to first base.
 - B. A ball is:
 - i) pitch outside the strike zone.
 - ii) an illegal bouncy.
 - iii) any fielder or pitcher advancing on home plate before the ball is kicked.
 - iv) any catcher crossing home plate before the kicker or failing to field behind the kicker.
9. Fouls
- A. If a kicker advances to a 2-strike count, then either one more strike or two foul ball strikes is an out. (The "Courtesy Foul" rule).
 - B. A foul is considered:
 - i) A kick landing out of bounds.
 - ii) A kick land in bounds, but traveling out of bounds on its own before reaching first or third base.
 - iii) A kick in front of home plate.
 - iv) A kick that does not cross the 'bunt' line.
 - v) Any ball that goes out of the gym on the fly.
 - vi) The foul lines extend from home plate to the meeting of the red 30 foot line and the gym walls on either side. (The pillars on either side of the gym).
 - vii) Any ball that comes in contact with the pipes connected to the roof or any structures hanging from the roof.
10. Outs
- A. 3 outs by a team completes the team's half inning.
 - B. An out is
 - i) A count of 3 strikes or on the 2nd strike, two foul balls ("Courtesy Foul" rule).
 - ii) A runner touched by the ball at any time while not on base
 - iii) Any kicked ball(fair or foul) that is caught
 - iv) A ball tag on a base to which a runner is forced to run
 - v) A runner off base when the ball is kicked.
 - vi) Any ball caught off the wall or a basketball hoop on a fly.
11. Ball in Play
- A. Once the pitcher has the ball in control and on the mound, the play ends.
 - B. If a runner intentionally touches or stops the ball, the play ends.
12. Designated Runner/Player Positions
- A. The designated runner will be last person due up to kick that is not currently on base.
 - B. If case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held.
 - C. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the player removed.
 - D. No ghost runners are allowed. If it is a player's turn to kick and that player is still on base a designated runner will be used.
 - E. The pitcher may only be replaced once per inning.
13. Forfeits
- A. Non Appearance Forfeit: When a team fails to show up for their assigned game without notification. The team must pay a \$25.00 forfeit fee prior to participating in their next scheduled game.

- B. Failure to pay the forfeit fee shall result in another Non Appearance Forfeit. Another \$25.00 fee will be assessed.
- C. Exception: If a team has to forfeit, the team must contact the opposing team and the Sports Office at 303-413-7465 by 4:00 pm the day of the game or by 2:00 pm on Friday for games played on the weekend. If notified properly, there will be no forfeit fee charged.
- D. After 3 forfeits by a team, that team will be dropped from the league and the remaining games will be rescheduled.
- E. All fines can be paid in person or by phone at the East Boulder Community Center.

LEAGUE STANDING RULES

1. Tiebreaker Rule: When 2 or more teams have identical win-loss records at the end of league play, the following method will be used to determine league standings.
 - A. Fewest number of forfeits
(If a team has more forfeits than another team it is tied with, that team is eliminated from the tiebreaking)
 - B. Head to head (or group)
(The head to head standings of the tied team, when the teams remaining in the tie have played each other equal number of times.)
 - C. Head to head (or group) run differential
(within the teams remaining in the tie, in games played against each other, the team with the biggest runs for/against difference remains in the tiebreaking)
 - D. Head to head (or group) runs against
(within the teams remaining in the tie, in games played against each other, the team with the fewest runs allowed remains in the tiebreaking)
 - E. Total season runs for
(within the teams remaining in the tie, the team that has scored the most runs in the season remains in the tie)
 - F. Coin toss if two teams remain in the tie, a draw by lot if more than two team remain in the tie.
2. Final standings will be posted within 24 hours of your last regular season game; any protest of standings must be made within 24 hours of posting. After 24 hours, standings are final.
3. Championships:
 - A. The League Championship is awarded to the winning team of the final playoff game, 1st seed versus 2nd seed. Overall record will not count in the final game. It is winner take all.
 - B. In the event there is a league with an odd number of teams, there will be a 'play in' for the championship game. The winner of the 2nd vs. 3rd seed game will play the 1st seed for winner takes all Championship.
4. Competitive Parity:
 - A. The Program Coordinator has the right to place teams appropriately to preserve competitive parity within the leagues
 - B. Teams that win their league with 0 or 1 loss will be required to move up a higher division the following season, or at the Program Coordinator's discretion. This move may be waived if the roster changes by 5 or more players.

SCHEDULING

1. All games are scheduled by the Program Coordinator.
2. Games are not rescheduled for any reason except for adverse weather conditions causing the facility to close.
3. Games will only be cancelled if the facility closes. If you feel this may be the case please call the weather line at 303-441-3410.

CITY OF BOULDER PARKS AND RECREATION-SPORTS

ADULT SPORTS

OBJECTIVES AND PURPOSES

The objectives and purposes of the Boulder Parks and Recreation Department Adult Sports Leagues shall be to foster, develop, promote, and regulate amateur sports in the City of Boulder; to establish rules and regulations governing all teams participating; to engage in any activity that will be beneficial to the participants and the leagues' well-being, and to extend the sports as wholesome recreational activities.

GENERAL POLICY STATEMENT

The Boulder Parks and Recreation Department reserves the right to change any and all rules, regulations and policies whenever due cause warrants a change. When a change is made, all managers of teams affected by the change will be notified immediately.

GENERAL POLICIES

The regulations stated under General Policies will govern all adult sport leagues: basketball, softball, dodgeball, volleyball, kickball and soccer.

Animals: No animals will be allowed in any sport complex with the exception of service animals with clearly marked insignia.

Bottles and Kegs: No bottles or kegs are allowed at the sport complexes.

Pleasant View Soccer Complex – No alcohol is allowed.

Sportsmanship and fair play will be the hallmark of all adult sport programs.

The Rules Committee that governs all Boulder Parks and Recreation Adult Sports will be composed of the Recreation Supervisor and the Program Coordinator for the respective sport.

TEAM REGISTRATION

In the event that we receive the maximum number of team entries during registration, the following priority will be used for teams on the waiting list.

One, teams that played in the same league and classification last year or teams moving up a classification.

Two, teams that were first added to the waitlist.

Three, teams that contain the highest percentage of City of Boulder residents.

Entry Fees and deadlines vary with each sport or league; please refer to the entry fee listed under each sport. Entries must be received by the published deadline or late fees may be incurred. Teams will not be considered entered until their entry fee has been paid in full.

Dividing Teams: The Boulder Parks and Recreation Department reserves the right and authority to place teams into leagues or divisions so competitive parity can be achieved.

Limit of Team Entries: The number of team entries will be limited due to facility availability. All entries are taken on a first come, first served basis. To assure team entry, team fees must be paid at the time of registration as designated on the specific league information.

ROSTERS

Each player must sign the roster/waiver form before playing to be considered an eligible player.

Teams may have as many players on its roster as desired. All rosters must be turned in either typed or printed in a neat manner. Teams may add players at any time during the season unless designated by specific league rules.

Refunds: Absolutely no entry or player fees will be refunded once the deadline has passed.

Players may play in as many leagues as they want but only one team per league. Players must sign a roster/waiver for each team they play with.

Participants must be 16 years of age in order to play in the Adult Sport Leagues.

Current varsity athletes in the particular sport from either high school or college are ineligible during "on" season.

NO OFFICIAL PRESENT RULE

In the event that an official fails to be present and the two teams wish to play:

1. The game supervisor must be notified.
2. The absent official form must be signed by both team managers and the game supervisor.
3. At the game's end the form must be given to the game supervisor.
4. The scores will then be entered into the official record.

In the event that an official fails to be present and the two teams do not wish to play, a makeup game will be scheduled at Program Coordinator's discretion.

Release of Liability: It is the manager's responsibility to see that each player is aware and agrees that there are certain inherent dangers and risks involved in playing and participating in the sports of basketball, softball, dodgeball, volleyball, kickball and soccer. By accepting the role of manager you assume the liability for all players who have not signed the roster. All players must realize that they may be exposed to possible injury in connection with participation in the sport. All players are to be notified that the City of Boulder, the affiliated facilities, affiliated teams, and any staff members will not be held responsible for injuries.

City of Boulder Parks and Recreation Player Code of Conduct

Definitions

Manager - A person designated as the team spokesperson. One who is either a player or non-player

Player - A person who actively participates in the game, whether it is playing or sitting on the bench, and who is on the roster.

Spectator - A person who comes out to watch the games for entertainment with no physical involvement.

Official - A person on the field to administer the official rules.

Participation - Any involvement in the Boulder Parks and Recreation Department activities such as spectating, officiating, playing, coaching, registering for classes, or attending non-sporting events.

Recreation Activity - Any class or event sponsored by the Boulder Parks and Recreation Department.

Program Coordinator - The full-time Parks and Recreation employee designated to organize and supervise the activity.

No player shall:

- * At any time lay a hand upon, shove, strike, or threaten an official, player, or spectator.
- * Refuse to abide by an official's decision.
- * Be guilty of obscene gestures, objectionable demonstrations, or dissent of an official's decision.
- * Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player.
- * Be guilty of physical attack as an aggressor on any player, official, or spectator.
- * Be guilty of using foul language (swearing) or abusive verbal attack upon any player, official, or spectator.
- * Appear on the field under the influence of alcohol to the extent that he/she is inclined to cause harm to him/herself or another player.

Officials are required to suspend the player immediately from further play and report the player to the Program Coordinator.

Minimum Penalty: Removal from the game, suspension from the team's next game and placed on probation for the remainder of the season.

Maximum Penalty: Suspension from all City of Boulder recreational activities for life. Case is subject to review the following year. Police involvement.

No player shall:

- * Discuss with an official in any manner the decisions reached by an official. Exception: The manager or captain may confer with the official(s) in a reasonable and civil manner.
- * Smoke while coming off or going onto the field of play in any recreation facility.

Minimum Penalty: Warning by the official.

Maximum Penalty: Suspension from all recreational activities for one year and probation for the following year. Case is subject to review the following year. Police involvement.

1. Any player being placed on probation for the remainder of the season and reported again for the violation of Code of Conduct will be suspended for the remainder of the season.

2. Any player removed from a game must leave the field, court, or facility immediately. This includes any and all city property and any other property used by the City of Boulder for programs. Failure to do so will carry a maximum penalty of suspension for the remainder of the season.

3. Any person on probation who violates the Code of Conduct will be placed on suspension until the case can be heard by the Parks and Recreation Department.

4. Any person wishing to appeal a decision reached by the Parks and Recreation Department should do so by calling the department at 303-413-7465 to set up an appointment to discuss the decision reached within 72 hours of the incident.

5. Any ejected player must pay appropriate fine and sit out the designated number of games prior to playing again.

No Official Present Rule:

In the event that an official fails to be present and the two teams wish to play:

1. The field supervisor must be notified.
2. The absent official form must be signed by both team managers and the field supervisor.
3. At the game's end the form must be given to the facility supervisor.
4. The scores will then be entered into the official record.

In the event that an official fails to be present and the two teams do not wish to play, a make up game will be scheduled at Program Coordinator's discretion.

Failure to comply will result in suspension of playing for the remainder of the season.

7/13/2021