



Bartlett Park District Cup In Hand Kickball League Rules 2021

CAPTAINS' RESPONSIBILITIES

1. All teams should send a captain or team representative to the Captain's Meeting.

NOTE: Modifications to the league rules may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made.

2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.

3. It is the captain's responsibility to make sure all league fees are paid in a timely manner and all players sign the roster/waiver by the start of the first game. Team's who do not pay their team fees by the conclusion of their 2nd game will be dropped from the league.

4. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.

5. Captains are responsible for notifying the Recreation Manager of a change of address, phone number, or e-mail address.

6. Team captains are responsible for the conduct of their team members and any team spectators at all times, including prior to, during, and after completion of the game.

7. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that captain to call the Recreation Manager and submit another contact name, if other than the co-captain.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, home phone number and signature.

2. Players must be at least 21 years of age. **Players must be 21 or older by August 1st, 2021.** ID's will be checked at the start of the season to match up with each team's roster.

3. Rosters are due **before the start of the first game.** Signatures are required on the official roster prior to participation in league play. If changes to the roster need to occur after the 1st game, captains must notify the Recreation Manager ahead of time. It is the discretion of the Recreation Manager to allow or deny the roster change. Any player removed from a team's roster may not be added to another team's roster for the remainder of the season.

4. A player may only play on one team. If a player is on more than one team's roster, he/she will be declared ineligible for that league.

5. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
6. For consideration as a resident team, 60% of the roster must reside in Bartlett.
7. Rosters will consist of a minimum of eight (8) and maximum of twenty (20) players.

BASIC RULES

Games are played 12v12

1. 12 players max on the field, 1 catcher.
2. 7 males max on the kickball field.
3. Teams must follow the following roster rules if playing with less girls than guys: **7 Guys/5Girls, 6 Guys/4 Girls, 5 Guys/3 Girls, 4 Guys/3 Girls, 3 Guys/3 Girls**
4. Teams may play with more girls than guys.
5. Teams must have at least six (6) players to play each week and at least three (3) females.
6. Games will be 6 innings or 1 hour, whichever comes first. The umpire will announce the last inning prior to its start.
7. Games will be considered a forfeit if the team does not have enough players to play after 10 minutes from the scheduled start time.
8. Teams are eligible to bring subs during the regular season and use players to play other teams to help field a team. Only players on the official Bartlett Park District roster will be allowed to play in the playoffs.

GAME PLAY

1. NO bunting – bunts will count as a foul ball.
 - Bunt: a softly kicked ball that does not cross the “bunting line” before it is fielded OR at the ump’s discretion.
2. Kicker must stay behind or near home plate when kicking. Kicker allowed to step on home plate and no more than 1 step in front of home allowed at ump’s discretion.
3. NO leading off bases.
4. NO stealing.
5. NO Tagging Up or advancing on caught fly balls – and runners are responsible for staying at their base/getting back to the start base if they leave.
6. No sliding. Anyone who does will be out.
7. Infield Fly Rule is not enforced. Players must advance at their own risk
8. **Teams must have a minimum of 3 players positioned in the outfield at all times.**
 - **Outfielders must be in the outfield grass during each pitch.**
9. OUTS:
 - Defense can throw (or kick) the ball to 1st base to get a runner out.
 - Defense can throw (or kick) the ball to other bases for a force out if applicable.
 - Defense can throw the ball at base runners to “PEG” a player out.
 - Defense CANNOT kick the ball at a runner on a PEG attempt.
 - NO head shots on a PEG. Runners hit in the head on a PEG are safe and get an extra base.
 - If a player moves their head into the path of the ball, they will be considered out.
 - **If a PEG attempt bounces before hitting a runner, the runner will be safe.**
 - **A peg cannot be on a redirection. The player throwing the ball must have control of the ball when throwing.**
 - **Once a runner is successfully out on a PEG, the play is considered dead and other runners can only advance to the base they were already going to.**

10. ALL pitches MUST be thrown underhand and slow pitch (no spin or bounce).

- If excessive, the referee may ask you to switch your pitcher.

11. 3 fouls is considered an out – NO STRIKES OR BALLS.

INNINGS

1. 6 innings in a game

- UNLESS we reach 1 hour warning – no new inning will be started after 1 hour.

2. Mercy Rule – to decrease the chance of having blowouts early in the game (boring for everyone) teams can:

- Only score 5 runs per inning.
- The last inning is unlimited runs.
- **Games CAN end in a tie during the regular season.**

3. Kicking Orders

- Kicking order must rotate girl, guy, girl, guy, etc. the entire game. If you have more girls than guys or vice versa, you still MUST rotate girl, guy, girl, guy in the kicking order.
- Every player must bat, and must bat once before anyone kicks for the second time.
 - All guys must bat before any guy bats twice, all girls must bat before any girl bats twice
- **All players can bat regardless of playing in the field**
- Teams must use the same kicking order each time through the line after the first order has been established.

4. The losing team will ALWAYS bat first at the beginning of the LAST INNING (unlimited runs) – this limits blowouts by the winning team

CUP IN HAND

1. All active players (defensive fielders and offensive kickers/runners) MUST have liquid (ANY liquid allowed including water) in their cups ABOVE the designated line (2nd groove in a standard solo cup)

- If a fielder makes a catch/gets the offensive player out in anyway BUT loses too much liquid from their cup (under the designated line) – the offensive player is SAFE and all players move up if forced.
- If a fielder makes a play for an out/outs is found (by the ump) to have less than the designated amount of liquid, the player will be allowed to stay on the base where they were played on and all other runners will be safe at their new bases.
- A fielder CANNOT place their cup in their mouth/armpit/etc. or set/drop their cup to make a play (if this happens, the play is dead and the offensive player is safe/given the next bases)
- If a fielder makes a play WITHOUT A CUP IN THEIR HAND the runner advances to the next base or the base they were running towards
- If a runner's liquid level falls below the line, the runner is out

2. Teams MUST have a designated refill person ready to refill teammates cups – keeps pace of game

3. Umpire rulings will automatically go against any player who purposefully (umpire's discretion) spill liquid from cup before the umpire has a chance to check fill amount.

4. Amazing play: the ref can deem an AMAZING play that supersedes the designated liquid line rule and the out remains (this is very rare)

5. If a Bartlett Park District staff member or umpire deems a player TOO UNRULY, they can tell the player to continue with WATER ONLY

- **Failure to comply will result in this player being ejected from the league**

* Teams without the minimum players will forfeit after 10 minutes from their designated start time

* **Playoffs ONLY – at the beginning of each game, both teams MUST submit a written list of their batting order to the umpire***

STANDINGS

The top 4 teams advance into the playoffs. If 2 or more teams have identical win/loss records, the following tie-break rules will be in effect:

- a. Any team with a forfeit during the regular season automatically loses all ties.
- b. Head to head record during the regular season;
- c. Run differential between the teams tied
- d. Team with fewest runs allowed against all teams in all regular season games;

*If 2 or more teams are tied, the process will repeat itself after a team is eliminated.

RULE VIOLATIONS

1. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for the player and possibly the team.
2. We ask that you respect the rights of the officials and Park District Staff. If, for any reason, an official or Park District Staff is physically or verbally threatened or abused, or struck by a player or captain before, during or after a game, that person will be expelled from participation in any adult leagues indefinitely.
3. Use of excessive foul language by players and spectators must be policed by their respective captain. Violation of this rule could result in forfeiture of the game.

LEAGUE INFORMATION

1. All rules, schedules, and standings will be available online at <http://www.teamsideline.com/bartlettparkdistrict> Teams may access the schedule by clicking on the “Kickball League” on the left side of the screen.
2. Changes in the schedule will be e-mailed to the captains when they are produced.
3. Standings will be updated online within 48 hours after the completion of each night’s games.

The Bartlett Park District reserves the right to modify any and all league rules, regulations, and procedures as necessary.