

**HOWARD COUNTY DEPARTMENT OF RECREATION AND PARKS**  
**7120 Oakland Mills Road**  
**Columbia, Maryland 21046-1677**  
**410-313-4716**

## **Adult Sports League Standard Rules**

### **Player Eligibility**

1. Rosters are to be submitted on the official roster form. Each Player's full name, signature, age, address and phone number(s) must appear on this form. Players listed without signature and ages are ineligible.
2. Any individual whom has been subject to disciplinary action(s) by the Department may be placed on a public on-line ineligibility list maintained by the Department of Recreation and Parks. The list shall include the name of the individual suspended and the release date.
3. Managers must check the on-line ineligibility list prior to the start of the season. Any team using an ineligible player shall automatically forfeit each game in which the player participated. If a team uses a suspended player or a player under an assumed name, that team shall automatically be dropped from the League without refund and or be subject to disciplinary actions as deemed necessary by the department Each game played with that player and all scheduled games not played shall be forfeited to the opponents.
4. Protests as to the use of an ineligible player must be made within 48 hours of game time and no protest fee is required. The protest must be submitted in writing to the Department.

### **DISCIPLINARY ACTION**

1. A player, coach or manager who is ejected from a game by an official shall be suspended from any participation for at least 1 game (not including the game from which he/she was ejected). Any further ejection during the current season shall be dealt with more severely by the League Director.
2. Anyone who strikes, shoves, pushes, bumps or otherwise physically or verbally threatens an official or a member of his/her team or any other team or spectators shall automatically be suspended from all Department sponsored activities for at least 1 year from the date of the incident.
3. The use of vulgar or profane language may result in the ejection of that player from the game.
4. The team manager is responsible for the conduct of their team and spectators.
5. A team member and or spectator may be removed from the immediate field area when deemed necessary by the game official or HCRP staff. Failure to leave the area when requested may result in immediate forfeiture of the game.
6. The Howard County Employee Manual requires the Department to take action against anyone who harasses any Department of Recreation and Parks staff.
7. Substance abuse by player personnel during the game shall be subject to ejection by game officials and/or disciplinary action to be taken by the League Director.
8. Any player, coach or manager suspended from play from another program or jurisdiction shall also be suspended from participation in any program operated by the Howard County Department of Recreation and Parks.
9. Individual player disciplinary protest must be made in writing to the league director within 48 hours of the disciplinary action. Individual player protest can only be received through the team manager. All team or individual disciplinary actions are communicated to the team manager. It is the team managers' responsibility to notify their team/player of disciplinary action taken by the department.

## **Miscellaneous**

1. ALCOHOLIC BEVERAGES ARE PROHIBITED IN THE PARKS. Action will be taken against any individual or team in violation of this policy.
2. No smoking or the use of Tobacco products is allowed on the playing field or Bench area.
3. A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. An athlete shall not continue competition unless the bleeding is controlled and the wound covered.

## **Forfeit Policy**

1. Teams who forfeit a game will be required to pay the officials fee for that game. The fee will be based on the per game fee the game officials are paid. If a team forfeits 2 games (doubleheaders for adult softball) they may be dropped from the league without refund. Teams who participate in a league where a forfeit bond is required must repay the forfeit bond before there next scheduled game.

# **Kickball League Rules**

(Updated 3/30/10)

## **Area of play:**

1. The field dimensions will be determined by which field location the game is played on. The pitching area is in the center of the diamond where the line from 1<sup>st</sup> base to 3<sup>rd</sup> base and 2<sup>nd</sup> base to home plate intersects. There will be a circle 10 feet in diameter around the pitching mound that will be used as the area of control.
2. The strike zone extends to 1 foot on either side of home plate, and 1 foot high. There will be a box around the plate (1 foot on all sides), which marks the strike zone. If any part of the ball falls within the zone or hits the line, then it is a strike.

## **Rosters/Lineup:**

1. Teams can have a maximum of 10 players on the field. Teams may play with as many girls, up to 10, as they wish. A team may start with 9 players (at least 4 must be women with no more than 5 men). If a team does not have enough women/men they must play short and they will get an automatic out when that position is reached in the batting order. When the 10<sup>th</sup> player arrives they must kick at the bottom of the order. One of the players must be catcher. Rosters are limited to a maximum of 18 players.
2. Line-up must be boy, girl, boy, girl etc... or girl, boy, girl, boy etc... Teams playing with more girls must kick this way until there are no more guys left.
3. The kicking order cannot change but you can change the fielders as long as you keep at least 5 women in the field. Kicking order can change at the start of the second game.
4. The official order must be provided to the other team before the start of the game.
5. Teams may kick 12 players in the batting order. To do this they must have 6 guys and 6 girls in the lineup.

## **Rules of Play:**

1. Games will last for 7 innings, with the game being official after 5 innings (4 ½ if the home team leads). When game time has reached 50 minutes, one more full inning will be played (the game will be shortened if necessary).
2. If a game is tied at the end of 7 innings, and the time limit has not been reached, there will be extra innings. If the time limit has been reached the game is over.
3. Any team that is not ready to take the field within 10 minutes after the scheduled kick off time shall forfeit the match (this will only be allowed for the 6:00 pm games). No grace period for games scheduled after 6:00pm.
4. If a team leads by ten runs or more after 5 innings the game will be declared over.
5. No bouncing of the ball to the kicker higher than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than 1 foot off the ground when it reaches the plate then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.
6. If the pitch touches any part of the line around the plate, it is a strike.
7. The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher crosses outside of the pitching area, an illegal pitch will be called.
8. No fielder may advance forward the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked, however anyone can field a bunt. If a fielder illegally advances beyond the 1<sup>st</sup>-3<sup>rd</sup> diagonal, or the pitcher illegally leaves the pitching area, and the ball is kicked it is obstruction. If the kicker reaches 1<sup>st</sup>, and all runners advance at least one base, the obstruction is ignored. If the kicker does not reach 1<sup>st</sup>, or any runner does not advance at least one base, the offensive team has the option of taking the result of the play, or the kicker being awarded 1<sup>st</sup>, and all other runners returned to the base at the start of the play unless forced by the kicker being awarded 1<sup>st</sup>.
9. The catcher must be positioned at least 3 feet from the kicker, 3 feet behind the foul line and behind the plate until the ball is kicked. The catcher cannot interfere with the kicker.
10. The count begins at 1 ball, 1 strike.
11. Pitching must be underhand only.
12. Pitches must be rolled on the ground. There are no speed limitations.
13. All players must kick the ball with their foot.
14. All kicks must be taken at or behind the home plate or a strike will be called.
15. If the ball is kicked in front of home plate, and the fielder catches the ball the kicker is out.
16. All kicks must be past the 1<sup>st</sup>-3<sup>rd</sup> baseline. The ball must stay beyond the line to be fair. Any kick 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.
17. Kickers may not stop the ball with their foot and then kick it. If this is done a strike will be called.
18. A team may kick 12 players. However, at least 6 of these players must be female.
19. Runners must stay within the base path when a play is being made on them.
20. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
21. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
22. 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.
23. There will be an extra first base placed next to first base. The extra base is for the runner to tag and an out will not be called when the fielder tags this base and not the regular base. The fielder may not interfere in any way with the runner tagging first base.

24. It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention.
25. Pursuant to the ASA 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 flagrant, the offender shall be ejected.
26. Neither leading off base, nor stealing a base is allowed. A runner leading off base before the ball is kicked is out.
27. Hitting a runner with the ball above 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 so called 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, the runner is out. It is the umpire’s judgment.
28. If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead. The runner closest to home is out and all other base runners must return to their original base.
29. When a runner is hit with the ball above shoulder level, other runners on base may be advanced only on a force.
30. A foul is: A kick landing out of bounds; a kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touching a fielder in fair territory is automatically in play) or any kick that does not meet the minimum kick requirement (1<sup>st</sup>-3<sup>rd</sup> base diagonal).
31. A count of three (3) outs by a team completes the team's half of the inning.
32. An out is: Count of three (3) strikes; a runner touched by the ball at ANY time while not on base; a runner who is on the same base with another runner and is tagged with the ball; any kicked ball (fair or foul) that is caught; a ball tag on a base to which a runner is forced to run; a runner leading off base before a ball is kicked. On the second foul ball after 2 strikes, the batter must kick the ball fair or they are out.
33. 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.
34. Once the pitcher has the ball in control and is inside the area of control and all runners have stopped advancing play will stop and time will be called. Play will resume once the next pitch is thrown.

**Additional Rules:**

1. All teams are asked to respect each other and display good sportsmanship.
2. All games will be officiated by ASA Umpires.
3. Coaches will receive packets at least one week prior to the start of the season.
4. Coaches are responsible for keeping track of the batting order, inning and score in their scorebooks. If there is a dispute over the batting order, inning or score, we use the books to make the final decision.
5. If a male kicker is walked 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.
6. There is NO Infield Fly Rule.
7. 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.
8. All protests must be made in writing or by email to the league commissioner no later than the next day.
9. Some fields will have out of bounds areas. The referees will declare these areas before the start of each game. If the ball enters one of these areas, the ball is dead and play will stop. Extra bases may be awarded depending on the particular field. Check with your umpire for details.
10. If a rule is not otherwise stated here standard ASA softball rules hold.