



Des Peres
Adult Coed Kickball
League Rule Book

INTRODUCTION

Hello and welcome to the Des Peres Adult Coed Kickball League. My name is Corey Newgent. I am the Sports and Fitness Supervisor here at The Lodge Des Peres and the league administrator for the Adult Coed Kickball League. My office is located on the lower level of The Lodge Des Peres down inside the Fitness Center. Please feel free to stop by and introduce yourself or to ask questions regarding our league.

Thank you for taking the time out of your schedule to participate in our league. It doesn't matter if you are a team captain or just a rostered player, I am very grateful you chose Des Peres Parks & Recreation as the home for your kickball league. The league schedule/standings will be updated at the conclusion of play each week and can be found our website at:

<https://www.desperesmo.org/437/Kickball-Adult>

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LEAGUE PHILOSOPHY

The Des Peres Coed Kickball League is designed as a recreational kickball league for people to come out and play the game they love and have an enjoyable experience. The primary purpose of the adult sports program is to offer each participant the opportunity to pursue, through athletics, the physical and emotional benefits of such an activity. All too often the emphasis in such participation is placed on winning at all cost. Good sportsmanship is expected and must be maintained at all times. The purpose of the code of conduct, applicable to every participant and spectator, is to stimulate and motivate a return to good sportsmanship, proper conduct on and on the field, and to fully comply with the rules and policies of the Des Peres Parks and Recreation Department.

The code of conduct, as defined below, will be enforced. All participants and spectators will be expected to carefully review the rules and requirements set forth and are solely responsible for their actions both on and off the playing field. Improper behavior can and will directly affect the future participation of the individual's entire team. The code of conduct applies to all plyers, managers, team captains and spectators. This code applies to any individual or team and the penalties can be applied to any individual or an entire team. This code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.

EXPECTATIONS OF TEAM CAPTAINS / ROSTERED PLAYERS & SPECTATORS

- Conduct myself in a dignified manner relating to emotions, language, attitude and actions
- Act at all times to protect the principles of fun, safety and development of all athletes
- Demonstrate respect for the ability of opponents as well as for the judgment of umpires
- Display control and professionalism at all times under any circumstance
- Respect the rights, dignity and worth of every person, including opponents, umpires, administrators, parents, athletes, and spectators
- I will be a positive role model for my teammates and patrons and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, umpires and spectators at every game, practice or other sporting event.
- I will not engage in any kind of unsportsmanlike conduct with any umpires, coach, player, or parent such as booing, taunting or using profane language or gestures, etc.
- I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
- I will play by the spirit of the rules and to resolve conflicts without resorting to hostility or violence.
- I will treat other players, coaches, officials and spectators with respect regardless of race, sex, or ability.
- I will never ridicule or yell at other participants for making a mistake or losing a competition.
- I will respect the officials and their authority during games and will never question, discuss, or confront coaches or referees at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will not any time lay hand upon, push, shove or threaten an official, spectator, employee or participant.
- I will not use unnecessary rough tactics in the play of the game against an opposing player.
- I will not smoke at the baseball diamonds.
- I will not appear on/at the facility in an intoxicated condition.
- I will not play under another individual's name, falsify name, or falsify address on an official roster.

UMPIRES

All umpires for the Des Peres Parks and Recreation kickball league are hired in-house. All umpires are experienced and have been certified through ASA or USSSA at some point during their umpiring careers. There will be one umpire provided per game. Umpires are responsible for calling all outs at home plate and in the field of play. Umpires have the right to call a game at any time because of rain, darkness, fire, panic, or other causes which may place patrons or players in danger. If the game is less than five innings old (4-1/2 if the home team is ahead), games will be postponed and rescheduled. Umpires will also be responsible for scoring each team with a sportsmanship rating at the conclusion of each game (1) Below average, (2) Average (3) Above average. Teams must maintain a sportsmanship rating of 1.5 to qualify for the playoffs.

Coed Kickball Guidelines: Ages 18 & Older

The below playing standards and rules are to serve as a guidelines and recommendations for the Des Peres Coed Kickball League.

EQUIPMENT

TOPIC	RECOMMENDATION
Size of Kickball Used	10" Red Playground Style Ball
Length of Bases	65ft.
Length of Pitching Rubber to Home Plate	50ft.
Cleats	Cleats are allowed but metal spiked cleats may not be worn. Closed toed athletic shoes are also allowed.
Team Uniforms	Matching shirts are encouraged but not required

GAME STRUCTURE

TOPIC	RECOMMENDATION
Game Start Time	For the first 4 weeks of the season game start times will be 6:00pm and 6:55pm. The remainder of the schedule will have 6:15pm and 7:10pm start times.
Game Length	Games are 7 innings or 50 minutes or 10 rule after 5 innings (4-1/2 innings if the home team is winning). No new inning may start after 50 minutes. Any inning in progress will be completed. A game tied after 7 innings remains a tie unless it's a playoff game.
Rules Followed	General Softball rules are followed to govern the kickball league
Legal Pitch	A legal pitch is one that is gently rolled towards the center of home plate.
Rosters	Rosters are to be completed online by following the directions given to captains by the league administrator. Teams may roster up to 20 players.
Substitute Runners	We allow a team to use one pinch runner per inning and this must be the same gender and must be the person who made the last out. In the event it occurs in the first inning with no outs it must be the person listed last in the batting order.
# of Players Needed to Start/Finish a Game	A team must have at least 7 players in order to start and finish a game. If a team has 10 players then 4 players must be female. If a team has 9, 8 or 7 players then 3 must be female.
Batting Order	Teams must alternate positions in the batting order by gender. If a team has less than 10 players, positions must be alternated in the batting order as far down as possible. Males cannot bat back-to-back.
Recording Outs	The batter is out in situations similar to softball (force outs, pop outs). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. The runner will be safe if hit above the shoulders.

Ball In Play	The ball is put in play when the pitcher “KINDLY” rolls the ball toward home plate and the batter attempts to kick the ball.
Batting Rules	The batter must wait for the ball to be within two feet (about two steps) in front of home plate before kicking the ball. If the batter does not like the pitch, he/she should not attempt to kick it, and another pitch will be thrown. There are no strikeouts or walks. A batter gets 2 attempts to kick the ball. One missed attempt is an out. Two fouls is an out. Bunting/Half Kicking is now allowed and is an automatic out.
Baserunner Rules	A runner who leaves the base before the ball is kicked into play is out and the ball is dead. Leading off and stealing bases is not allowed.
Defense Positioning	All infielders will be required to remain behind the pitcher until the batter makes contact with the ball. If the ball is caught by an infielder who was in front of the pitcher, the ball is dead. The batter will be awarded first base and all runners awarded one base whether they are forced to advance or not. If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being live and in play.
Scoring	Umpires will have the official score of the game and should check in with each team at the conclusion of each half inning to ensure the correct score is being kept. Each team captain will be required to sign the scoresheet at the conclusion of the game.
Infield Fly Rule	Will not be used for this league.
Safety Bag at First Base	Runners going to first trying to beat out a play must use the orange safety base to avoid collision. The 1 st baseman must use the white base.
Field #2 Safety Rules	On Field #2 any ball kicked in the air over the walking path in left field will be an automatic out. Any ball that rolls over the walking path in left field will be a ground rule double.
Field #3 Safety Rules	On Field #3 any ball kicked into the air into the playground in left field will be an automatic out. Any ball that rolls into the playground will be a ground rule double.
Alcohol Policy	Alcohol will be permitted in the dugout area but will not be allowed on the field of play. Glass bottles are not allowed in the Park.

LEAGUE AWARDS

- Championship t-shirts will be awarded to each playoff winner.

TIE BREAKER

- In case of a tie when it comes to seeding the teams for the playoffs:
 1. Head-to-head competition.
 2. Run Differential in head-to-head competition
 3. Least amounts of forfeits.
 4. Fewest runs allowed total season.

INCLEMENT WEATHER POLICY

- In case of inclement weather on the day of the game, please check the weather information page located on our website at <http://www.desperesmo.org/139/Weather-Cancellations>

SPORTSMANSHIP

- Abusive or insulting language, acts of unfair play, or any other inappropriate behavior judged by the official will result in suspension or forfeit.
- A player, manager, coach, or spectator who is ejected from a game by an official shall be suspended for at least one (1) additional game (next league game played by that team). A second ejection during the season shall be an automatic suspension for a period of at least one (1) year from the date of the second incident.
- Any player, manager, coach, or spectator who approached an official in a negative manner after the conclusion of a league game shall be suspended for at least one (1) game.
- Anyone who makes physical contact with or threatens an official shall be suspended for at least one (1) year from the date of the incident.
- Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the League.

PROTESTS

- Judgment calls by officials are not able to be protested.
- Any protest on player eligibility must be brought to the attention of the officials before the end of the game.
- Any protest on a rule interpretation must be made at that time, before the ball is put back into play. In order to do this, the official must be informed that you would like to protest at the time of the play. You can submit formal protests to the Sports & Fitness Supervisor at cnewgent@desperesmo.org. Along with the protest, we require a \$25 refundable deposit. If the Sports & Fitness Supervisor finds the protest valid, they will issue back the \$25 and take necessary action. If the protest is found invalid, the \$25 deposit is forfeited to Des Peres Parks and Recreation.

FORFEIT POLICY

1. There is no grace period for late arrivals. Game time is forfeit time.
2. The official will declare a forfeit and award a “win” to the team that is ready to play with the correct number of players.
3. If neither team is ready to play with the minimum number of players after then both teams will receive a forfeit.
4. Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player’s effect on the game’s outcome.
5. Forfeited games will not be rescheduled.
6. If your team is not going to be able to make it to your game, please contact Corey Newgent by 3:00pm that day at (314)835-6166. If you cannot reach him, leave a message and then contact the supervisor on duty at 314-835-6150.

7. In this situation, we will contact the opposing team to inform them of the situation. Your team will receive a loss with a score of 0-7 and no further action will be taken
8. Any team forfeiting twice in a season will automatically not be in next year's league.
9. If you do not call and no one from your team shows up for a game, your team will be removed from the league.
10. In order to gain re-entry into the league, you will need to pay a \$25 reinstatement fee before the start of your next game. If you pay the reinstatement fee, your team will still receive a 0-7 loss for the no show/no call game. However, you will play the rest of the games as they were originally scheduled.

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