



Co-Ed Kickball Rules

All Adults participants agree to participate at their own risk and will use their own insurance, if needed. Neither SPAR, the City of Shreveport nor any game official will be held responsible if a player is injured.

ENTRY INFORMATION:

- Entry forms, entry fee and rosters must be turned into the SPAR Athletic Office no later than **4:30 p.m.** on denoted registration deadline. All forms are online.
- League play will begin: **Spring** second week of April and **Fall** the second week of September of the current year.
- Player must be at least **12** years of age or older to participate in the Family Division. Adult Coed players must be **18** years of age or older to participate in the Coed Division. Players must have a picture Id's at all games he/she is participating in.
- After the schedules are drawn up, **NO GAMES WILL BE RESCHEDULED EXCEPT FOR SPAR CANCELLATIONS.**

ENTRY FEE:

- Fee is \$50.00 Payments can be made over the phone with a card or in person by cash, check, card or money order.
- All fees are due by registration deadline.

SCHEDULES:

SPAR Kickball games will be played on weekdays. The number of games and game days will be determined by number of teams registered.

PLAYOFFS:

- Playoff formats are determined by the number of teams in the league that season. The league coordinator will send out playoff details to all coaches during the season.
- Ties in the final regular season standing are broken first by head-to-head match-ups, then by runs allowed, then by runs scored/run differential.
- Playoffs will be played in a One day tournament style bracket. A date will be selected in advance to ensure the participation of those willing to participate.

TEAM SIZE:

- League format: Coed 10 v 10 (at least four females)
- Team size: Teams must have a minimum of 10 players on the roster, though it is suggested to have a maximum of 15 players on the roster.
- Teams must have at least eight players to play a legal game (at least two women). When fielding, teams will have no more than 10 players in the field (maximum of six males). All players, however, will kick.
- A team with four females, should have two females in the outfield and two in the infield. If only three females, the team should have their females placed 2:1 (team's choice as to infield or outfield). If only two females, you should have one in the infield and one in the outfield.



- If a team only has two females after the first inning, that team will take an out where the third female would kick.
- If a team plays with only eight players they are not required to have a catcher.

UNIFORMS:

- All rostered players are required to wear matching or similar color shirts/jerseys with a number on the back for the games. Uniforms are the coaches' responsibility, not SPAR.
- Players are not allowed to wear metal cleats/spikes.
- Any equipment in question should be brought to the attention of the official. The official will make all final decisions with regard to equipment discrepancies.

ROSTERS:

- Please print or type rosters. Include full name, no nicknames. Each team may have a roster maximum of **20** players.
- The Official SPAR Kickball rosters will be held at the **Athletics Office**. All players must be listed on a certified team roster form provided by the Athletics office. **No team will play without a roster.**
- A player cannot be added to a roster at game time. Additions must be made at the SPAR Athletics Office or via email. (*See Example for email roster addition, last page*). **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** Deletions must be made at the **SPAR Athletics Office** with proper identification. Players **may not** be **added** to the roster after the designated deadline.
Roster Exception: In the event of an emergency Military, Police and Fire Department.
- Players **may not change** teams after the first Wednesday of league play. **Prior to,** a change may be made either at the player's request or the coach's decision to dismiss the player. If a player voluntarily requests a change he/she must come to the SPAR Athletic Office with proper identification.
- Players may only play on ONE SPAR Kickball team roster.
- **I.D.'s and roster checks will be administered during the season.**
- If a player is guilty of playing for another SPAR team other than the team he/she is registered with, he/she will be suspended from league play for the remainder of the season. The coach who used the ineligible player will also be suspended two (2) games and placed on probation for the first offense. Second offense the coach who uses the illegal player will be suspended for the season or indefinitely from any SPAR Athletic programs. A team guilty of playing a non-rostered player will have every game that he/she illegally participated in forfeited.
Discretion of SPAR STAFF
- All players/coaches must sign a player registration form (waiver) before participating in the Spring/Fall Kickball League.

WAIVERS:

In order to participate in the league, each participant must sign a waiver. Due to COVID-19, we encourage all players to visit <http://myspar.org/253/Athletics> and fill out the Player Registration (waiver) online. **NO WAIVER...NO PLAY.**



FORFEITS:

- Games start on time! Game Clock starts at designated game time.
- Games will be forfeited if a team is not ready to play at the scheduled game time. **THERE IS A FIVE (5) MINUTE GRACE PERIOD, FIRST GAME ONLY. At the Discretion of SPAR Staff**
- Umpires will call forfeits. Forfeits are played for 45 minutes, to allow time for the staff and team to prepare for the next game.
- If your team forfeits a game during the season, the following rules apply: First Offense: Loss of game and warning issued.
- Second Offense: Loss of game and staff reserves the right to remove team from playoffs. Third Offense: Removal from the league.
- If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game. This will still be considered a forfeit, but is a courtesy to your opponent.
- Teams have until ten minutes past the designated start time to field a full squad (minimum numbers of players required to play according to the rules). Refer to rules regarding the guy/girl batting ratio. Anything less than the minimum must be approved by the staff and opposing team. Games start on time! Game Clock starts at designated game time.

Forfeit rule: 10 minutes after game time. A team that is short players may use no more than three players from another team to play a game, as long as the opposing team consents. If one team has less than the minimum number of players [eight total (two females)] at ten past the designated start time, it is up to the staff and opposing team as to what is allowable - this decision will ultimately be made by the SPAR staff. A team is always welcome to scrimmage for the remaining time of the 55 minutes game clock.

DISCIPLINARY ACTIONS:

- **Game umpires and athletic staff** will have complete control of all games and all actions within the parking lot, playing field and all facilities associated with play.
- Boisterous behavior and unsportsmanlike conduct such as:
 - Unduly yelling and screaming at participants or official(s).
 - Profane language or gestures.
 - Public threat or physical violence and/or drunkenness.
 - The use of alcoholic beverages at the game site or on the premises.
 - **The dugout will be checked after each game. If signs of alcoholic use is found; that team will forfeit the next scheduled game and will be suspended until the coach meets with the SPAR Administrator.**
- A violation of any of these standards will constitute partial or permanent program suspension at the discretion of SPAR STAFF.
- **A player or coach** ejected during a game for any reason will be immediately suspended from play until he/she meets with the SPAR Administrator. Following the meeting the suspension may be extended depending on the circumstances surrounding the ejection. Any player or coach ejected for fighting during or after the game might be suspended for the remainder of the season.
- Two (2) accumulative suspensions during one (1) season will constitute suspension from play for one (1) year from the date of the second infraction. **Entry fee will not be refunded.**



- **Any player or coach ejected** from the game must leave the facility and grounds for the remainder of that game and the duration of his/her suspension. **They must contact SPAR Administration, phone number (318) 673-7748 or (318) 673-7749 to set up a meeting.**

PROTEST PROCEDURES:

- If a manager is protesting an ineligible player, he/she must notify the umpire-in-chief **before completion of the last inning**. If a **substitute** enters the game and he/she is suspected of being ineligible, the protest must be lodged **before the last out of the last inning**. The umpire-in-chief will then notify the scorekeeper who will annotate the time, inning, team protesting, number of outs, number/location of base runners, and the player being protested. **The game will resume after staff has been notified of protest and both teams are aware of being played under protest. Rosters and ID's will be checked.**
 - The only grounds for lodging a protest are:
 - Misinterpretation of a playing rule
 - Use of an ineligible player.
- The manager must submit a formal letter of protest along with a \$25 check payable to **City of Shreveport**, no later than **4:30 p.m.** the following business day. If the protest is upheld, the \$25.00 will be refunded.
- At every scheduled **SPAR** league game, each participant will be required to have proper **picture** identification in his/her possession. He/she must produce this I.D. (driver's license) to any umpire or SPAR official if asked to do so. If this I.D. is not produced, the individual cannot participate.
- Failure to produce a picture I.D. 20 (twenty) minutes after the game he/she was protested in will result in a forfeit.
- Any player found ineligible during the course of the season will have every game in which he/she participated forfeited.

APPEAL PROCEDURES:

- Players, coaches and spectators may appeal any suspension or disciplinary action taken as a result of improper behavior. Additionally, the representative may appeal any decision based on an authorized protest.
- There are five levels in the appeal process which must be followed in sequence:
 - First Level: Meet with SPAR Superintendent of Athletics
 - Second Level: Meet with SPAR Athletics Division Manager / Lead Superintendent
 - Third Level: Meet with SPAR Assistant Director.
 - Fourth Level: Meet with SPAR Director.
 - Final Appeal: Meet with SPAR Council.



SPORTSMANSHIP:

✓ The purpose of Adult SPAR Leagues is to have fun: MEET.GREET.COMPETE. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

To see our code of conduct policy:

Visit www.myspar.org

LEAGUE CANCELLATION/RAINOUT:

- Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. SPAR staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league. If the league is canceled, SPAR staff will change the website immediately.
- If we do cancel, follow next week's schedule (ex. If October 12 is cancelled teams should follow the October 19 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, SPAR reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.
- Rainouts will be called no later than 3:00pm on Game Day; this information will be given to Head Coaches only via Email/Text thread. We will also update our Facebook/Instagram status with rainouts.
- These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: CAPTAINS please advise your team of these rules and thanks for your participation.



HIV-HEPATITIS B-BLEEDING PLAYER

Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.

Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. In the event of a player injury during the game, that's witness by a SPAR STAFF. Player must notify umpire/staff immediately. Players cannot re-enter the game in an alternative jersey until permission is granted from the umpire/SPAR Staff.

NOTE: If the player's replacement uniform (shirt) is not the same basic color as his/her teammates permission must be allowed to re-enter the game.

PLAYING RULES

PARK RULES:

1. The possession or consumption of any alcoholic beverage on city property is rigorously prohibited. The parking lots are also city property.
2. No pets are allowed in any Shreveport City Sports Complex. Please leave your pets at home.
3. NO SMOKING or NO VAPING.
4. Please see full version of park rules for further information.

GAME LENGTH, TIME & SCORING:

- All games are seven innings or 55 minutes (warm up time included). The official will keep the game's time. If seven innings cannot be played in the allotted time, the official will announce when the last full inning (top and bottom) will begin.
- (Note: Due to differing circumstances in each and every game, some games may finish short of 55 minutes in length. Please respect the official's call in this matter. He/She must keep all games on time in fairness to teams playing later hours and due to facility permit restrictions.)
- Games start on time! Game Clock starts at designated game time. Teams must be prepared to play.

BALLS, STRIKES, FOULS, & WALKS:

- The strike zone extends one foot on either side of home plate and one foot above the ground.
- An attempt to kick and miss is a strike.
- Pitches that bounce more than one foot above the ground will be considered an illegal



pitch, and thus deemed a ball.

- All pitches must be rolled underhand. In certain situations, the official may ask a pitcher to take off some speed or spin of the pitch.
- All kickers will start with a one ball, one strike count. A kicker with two strikes is allowed one more “free foul” ball (courtesy). A foul ball after the “free foul” (courtesy) ball will result in an out.
- All kicks must be made by foot and must occur at or behind the front most point of home plate (often designated by a line that connects the outermost lines of the strike zone). It is a foul ball if the majority of the kicker’s foot is planted in front of home plate.
- Bunting is NOT allowed. A legal kick is one in which a player full extends his/her leg when making contact with the ball at home plate. This is determined at the official’s discretion.
- If a male is walked, and a female follows him in the kicking order, the female has the choice to also take a walk (follow-on walk) or kick. This is the female kicker’s choice. Official will enforce the follow-on upon request and will not be responsible for notifying the batter in each walk situation.

KICKING ORDER & BASE RUNNING

- Up to 10 players can play in the field (with two females in the infield and two females in the outfield). However, if a team has more than 10 players in total, all players will kick. No more than two males can kick in a row at any time. If a team has more males than females, the females will kick in the rotation so that no more than two males kick in a row. The order of the females should remain fixed during that game. Before the first male can kick again, the rest of the team should have already kicked.
- There are no designated kickers allowed. If a player is to kick, they must play at least one inning in the field. If a player only plays the field and does not kick, they will be considered an out.

SUBSTITUTIONS

- Free substitution is allowed provided that the player occupies the same position in the kicking order.
- Any base runner that is injured may be replaced by a courtesy runner who made the last out. Any player who is injured while in the field will require normal substitution.
- An automatic out will be awarded if a player who is listed in the kicking order is unable to kick (assuming a substitute is not available).



RUN SCORING LIMIT & MERCY RULE

- In the first four innings of a game, a team may not score more than seven runs in each inning.
- Starting in the fifth inning and for the remainder of the game, a team may score an unlimited number of runs each inning.
- (Exception: if the final inning of the game is declared and it is the first, second, third, or fourth inning of the game, there is no limit to how many runs can be scored.)
- A mercy rule will be enforced, and the game will be over, if after five complete innings, a team is winning by 10 or more runs. This rule is also enforced during the playoffs. (Note: if, after the game is over, and there is still time for the teams to play, they may continue to play unofficially until the allotted time is reached.)

OUTS, BASE RUNNING & FIELDING

- Players are considered out by the following means: (1) Striking out, (2) A fly ball caught by the defense, (3) A throw-out at one of the lead bases, (4) Being tagged with a ball that is in possession of a defensive player, (5) Being touched by a live ball (kicked ball in fair territory or ball thrown by defender), (6) Fouling out, (7) Caught leading off, (8), Making contact with fielder.
- Runner may not leadoff or steal a base. Runners can leave the base once the ball is kicked. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the kicker will be first up in the next inning.
- Runners may tag-up on both fair and foul fly-balls that are caught for an out. A foul ball that is dropped is dead and runners may not advance.
- When a ball is deemed out of play, the runner is granted the base he/she is going to (at the point of the throw), plus one more. (Note: in cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted second and third in overthrow situations.)
- Base runner to defensive player contact will be closely watched by the official. Any excessive contact or collision (depending on the initiator) may result in an out/safe call and/or ejection. This includes contact with the catcher. Sliding is allowed, but should not be used to break up a double play or act as interference with the defensive player. If the official determines the runner's slide was used in this way the runner may be called out.
- There is no infield fly rule. Additionally, if a fielder deliberately drops the ball (as determined by the official) in order to get a double-play, all runners, including the kicker) will be deemed safe.



- Hitting a runner with a thrown ball ABOVE shoulders level is not allowed. Any runner hit above the shoulders is considered safe. Players may be hit anywhere below the shoulders with a thrown ball and will be considered out. A runner intentionally using his/her head to block the ball, in the eyes of the official, will be deemed out. If a runner is hit above the shoulders, but is ducking out of the way or sliding into a base, the runner will be out because the contact above the shoulders was not intended.
- A ball is deemed out of play when: (1) The ball is thrown or kicked over or beyond the fence, (2) The ball is thrown or kicked beyond the imaginary line extending from the end of the backstop (if there is no fence), (3) The ball becomes stuck in a tree, under a fence, etc., (4) The ball is interfered with in any way not natural to legal gameplay (stuck in team area, stolen by dog, etc.)
- A play is considered over where the official calls “time” or when the runners have come to a rest and a fielder in the infield has the ball and is not attempting to make a play anywhere.
- As described earlier, there may be no more than 10 players in the field, with a maximum of 6 males. If there are four females in the field, two must be in the outfield, and two in the infield. If there are three females in the field, the team can choose where to put two of them. If there are two females in the field, one must be in the outfield and one in the infield.
- The pitcher cannot cross the line designating the pitcher’s mound until the ball is kicked or crosses the plate.
- The catcher cannot cross home plate until the ball is kicked or crosses the plate.



FIELD DIMENSIONS

- ✓ The Kickball diamond is a square with equal sides
- ✓ All bases are 60 feet apart.
- ✓ The distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches.
- ✓ The distance between home plate and the pitcher's mound is 42.5 feet.
- ✓ At home plate, the strike zone can be designated with spray paint, by cones, or both. If painted, a line will be sprayed one foot from both sides of the plate with a line across the front of the plate that connects these two lines.
- ✓ The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with foul lines behind home plate.
- ✓ At first and third base, a cone will be placed (or line painted) 10 feet in front of each base and 10 feet behind each base. Infielders must stay between these cones until the ball is kicked.
- ✓ At first and third base, a cone will also be placed 25 feet behind each base. Outfielders must stay behind these cones until the ball is kicked.
- ✓ 10' game ball will be used





REVISED February 1, 2021



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