



## SPRING/SUMMER 2019 KICKBALL LEAGUE RULES

Astoria Social reserves the right to change, add or delete any League Rule or regulation that in their best judgement will benefit the program. Team managers affected by the change will be notified. It is the team captain's responsibility to know and understand Astoria Social Kickball League Rules and to inform team members of rules and league requirements.

The league reserves the absolute right to suspend or ban any players or prospective players from further or future activities, including playing in the league or signing up, based upon the actions of that players on or off the field as defined by the league, these rules, and our Code of Conduct as stated below, or for any reason except on the basis of sex, age, race, ethnicity, nationality, disability, mental, sexual orientation, gender, gender identity/expression/dysphoria, sex characteristics, religious, creed or individual political opinions.

**Violation of any of the league rules could result in expulsion from the league with forfeiture of registration fee.**

### LEAGUE STRUCTURE

**Games will be played at Dutch Kills Playground on Thursday nights at 6:00, 7:00, 8:00 and 9:00 PM with two games being played simultaneously. Please note that start times may be changed due to improper field lighting or weather. Captains will be notified accordingly in these instances.**

**Roster Size:** There are 16 teams with 15-19 players each.

**Game Format:** There will be 7 innings or 60 minutes of play per game. The umpire will notify both team captains 10-minutes prior to the 60-minute mark, if applicable, and the game will end upon completion of the current inning. Each inning will consist of three outs.

**Schedule:** There will be 10 regular season league games followed by 3 weeks of playoffs.

**Playoff Structure:** The playoffs will expand to encompass three weeks. The league will have two divisions of eight teams each. All teams will be seeded based upon their overall record. The winner of each division will be the (1) and (2) seed, dependent on record.

Playoff Week 1:

Will consist of seeds (16) through (9) in single elimination play. Two teams will move on to the next week of playoffs, which will take place the following Thursday.

**Playoff Week 2:**

Will consist of the two teams from the first week and seeds (8) through (5). At the conclusion of play, one team will remain and move on to the final week of playoffs.

**Playoff Week 3:**

(5) seed (winner of the previous week) vs. (4) seed

Winner of previous game vs. (1) seed

(3) vs. (2) seed

Championship match

**Tiebreaker:** In the event of a tie in season records, the first tiebreaker will be based on head-to-head record, followed by runs against, followed by record against the other playoff teams, followed by runs scored.

## **LEAGUE INFORMATION**

**Equipment:** The league will provide kickballs, bases, cones, scoreboards and a first aid kit. Each league member will receive an Astoria Social Kickball league shirt with their sign-up fees.

**Safety:**

- Please note that we are playing on blacktop. There should be no cleats, only athletic shoes/sneakers.
- Protective equipment is recommended in the event of pre-existing injuries. For personal safety, Astoria Social does not recommend players to play if they have an injury. League umpires and officials have the ability to make a determination regarding a player's game status where necessary for the safety of league members.
- The head official may deem a player unfit to continue. In this event, the player must leave the lineup and cannot play the field. There will be no automatic out in this situation.
- Players may not appear on the field of play, at any time, in an intoxicated condition or under the influence of any other type of drug which might affect the individual's safety or the safety of others.
- Players are responsible for their own insurance coverage.
- Astoria Social does not carry insurance to cover players injured during practice, league, or tournament play. When all rules and regulations are strictly followed, the potential for injury still exists. Involvement in this activity is done at the participant's own risk.

**Referees:** The league will provide at least one (1) referee for each league game.

## **TEAM ROSTER / PLAYER ELIGIBILITY**

Rosters are the private property of Astoria Social and the teams involved. Generally, the team captain has autonomy to select their team, with returning players given preference on returning to their team. However:

- Rosters must be more than 13 and no more than 19.
- Each team must have four females on their roster, at a minimum.
- A player may be on only one roster in the same league.
- Unrostered players are not allowed. The attempt to add any unrostered player to a game will result in an immediate forfeit for that team.
- Players must be 21 years old or older by the first scheduled league game.
- **The roster form submitted by Astoria Social staff is the Official Roster.**
- Falsification of waiver signatures will result in the team being suspended from league play. Astoria Social reserves the right to place players on teams.
  - in the best interest of the league,
  - to ensure that roster size is comparable to all other teams, and
  - to ensure that enough females are on rosters.

**The league reserves the right to finalize the rosters on teams at all times.**

**Subs:** In the event that a team has less than 8 rostered players available for a game, they may use 1-2 subs. Subs must be league members and must be approved by the league official prior to the game. If a team has 8 players present, no subs are allowed. If a team has 7 players present, 1 sub is allowed. If a team has 6 players present, 2 subs are allowed. If a team has less than 6 rostered players available for a game, they will have to accept a forfeit and can still decide to play for fun if the other team agrees.

**Banned & Suspended Players:** Teams are responsible for ensuring that all of their rostered players are eligible to participate in Astoria Social league play. Any team with a banned or suspended player in their lineup will FORFEIT the game, and additional TEAM penalties will be assessed under the **Code of Conduct**.

**Rain Out Policy:** It is inevitable that it will rain at some point during the season. Upon such occasion, league officials will deem whether or not there will be kickball games. This decision will be made in the best interest of the safety of all of our players. In the event of cancellations or delays, our captains will be notified. We will also post this information to our social media pages.

**Make-Up Games:** In the event of a rainout, we will make our best efforts to reschedule the matchups at the discretion of league officials.

**Rescheduling:** No games will be rescheduled at the behest of a team.

**Uncommunicative/Unable to Perform Players:** In the event a player on a team either a) cannot make games after the release of the schedule; b) injures themselves and cannot play or c) does not respond to communication; the captain may request an additional player(s) to complete the roster. This request must be made to league officials.

## GAME RULES

The object of the game is simply to score more runs than your opponent. Our games will be played over 7 innings. In the event of inclement weather or other unplayable conditions (i.e. darkness), the game may be as short as four innings.

**Amount of Fielders:** There may be no more than 11 players on the field at one time. Teams must have six rostered players present to avoid a forfeit. If present, each team must have at least 2 females on the field per inning.

**Balls/Strikes:** 4 balls constitutes a walk. A ball is a pitch that is outside the strike zone or does not touch the ground at least twice or roll before reaching the kicking box. We will be playing with a 3 strike count. Strikes are: an attempted kick that is missed or a ball rolled in the strike zone that is not attempted. The strike zone will be indicated by the cones.

**Fouls:** A foul ball does not count as a strike. Three (3) fouls constitutes an out. An attempted bunt that rolls foul constitutes a foul ball. Any bunted or kicked ball that travels outside of the kicking box cones is immediately ruled a foul ball, regardless of whether or not it comes back into fair territory. Any bunted or kicked ball that travels within the kicking box and briefly drifts into foul territory but makes its way back into fair territory before reaching first base will be ruled a fair ball. If a fielder touches said ball in foul territory, ball will be ruled a foul ball. If any part of the ball is touching the foul line when it lands, it will be considered fair play. If a player in fair territory touches the ball before it lands, even if the ball is in foul territory, it will be considered fair play.

**Kicking Box:** A kicker cannot kick a ball while outside of the kicking box. This is the area that surrounds home plate and extends as far as the front of home plate and the back sideline cones. The area in front of the kicking box begins fair territory. The catcher cannot impede the kicker in his/her attempt to kick.

**Pitching:** The pitcher must start the act of pitching with at least one foot within the pitching mound. No bouncing. Fielders must stay behind the pitcher until the ball is kicked otherwise a re-kick may be granted by the official. No fast pitching. This will be at the discretion of the official. Any balls thrown too fast will be considered a ball and the pitcher will be asked to slow down their pitches. If a pitcher is asked more than three times to slow down their pitches, the team captain will be responsible to replace the pitcher with another player.

**Outs:** You can strike or tag a base runner with the kickball or tag the base to deem a player out. Please note that throws with unnecessary force that strike a runner can lead to discipline. It is in the judgment of the head official. NO HEAD SHOTS. If a ball directly hits the runner in the head, the runner will automatically be deemed safe. If the runner is hit near the head in the neck/shoulders or is hit in the head due to ducking into the ball, the runner will still be deemed out.

**Base Paths:** Runners may attempt to dodge or avoid a tag, however they may not leave the base path. Any runner outside the base path will be out.

**Outfield:** Designated outfielders must maintain their position and cannot move forward into the infield while a play is in motion. If an outfielder moves to the infield and impacts the play, a re-kick may be granted by the official. The rover is the only exception to this rule.

**Stealing/Leading:** Is prohibited. If caught leading, the runner will be deemed out.

**Overthrows:** In the event of an overthrow, a runner will be given one base.

**Bunting:** Is allowed, but limited to 2 bunts per inning per team. Anything other than a full kick will be deemed a bunt by the umpire. If the bunt limit is exceeded during any one inning, the result of the extra bunt will be an out.

**Bases:** There will be a safety base at first & home base. This base is for the runner only. If the fielder steps on the safety base and not the actual first base, the runner will be called safe. (Exception: if it is deemed necessary to avoid a collision/injury). For purposes of the field, the safety base is deemed foul territory. In the event of a close play, if the fielder is blocking the running lane or safety base at first base, causing the runner to slow down or change their running motion to avoid contact, runner will be ruled safe.

**Forfeits:** A team must have 6 rostered players within five minutes of the start of the game. For example, both teams should have at least six players by 6:05 PM for a game scheduled to start at 6:00 PM. If not, it is a forfeit.

**Official Game Time:** The attending Astoria Social Umpire's time will be the official time for determining forfeits. It is the responsibility of the team captain to check with Astoria Social to confirm the official start time for their games. Teams must have six rostered players within 5 minutes of their scheduled start time.

**Line-Up:** All participating players must appear in the lineup. Players cannot just play the field. Furthermore, only league members may play in league games. Teams must maintain the same kicking order for the entirety of the game. In the event of an improper kicker, the resulting play is nullified and the player is automatically out with no advancement by any base runners. Teams can play without 2 females present, however there will be 1-2 automatic out(s) for each missing

female to be enforced at the end of the line-up. Each team must complete and submit a lineup before their turn at bat. Once submitted the lineup is final and cannot be changed unless there is an injury or additional players show up and need to be added. Additional players will be added to the end of the lineup.

**Delay of Game:** Teams taking too long to get their team on the field or a kicker up to bat will receive a delay of game warning. After the first warning is issued, the umpire may enforce an out or may remove a player from the field if team continues to delay the game.

**Tagging:** Is allowed. This rule is in accordance with baseball rules; the runner cannot leave the base prematurely.

**Infield Fly Rule:** An infield player cannot purposefully drop the ball to create a double play. In the event of a pop-up into the infield, the kicker may be ruled automatically by the umpire. The umpire must make this call immediately after the ball is kicked. If there is no call, the infield fly is not in effect. This rule applies when runners are on first and second, or first/second/third and there are less than two outs. It is solely at the umpire's discretion.

**Time:** In order for a play to be ruled dead, the fielder must have possession of the ball and request time from the official. Only when time is granted will the play be ruled dead. Time will not be granted if the runners have a maintained forward motion when rounding the bases. If one or more players have stopped their forward motion and time is called, heard, and granted; only then will the play be ruled dead.

**Mercy Rule:** If a team is up by over 15 points, the mercy rule is in effect after the 4th inning.

**Pinch Runners:** A runner may request a substitute runner. In the event it is granted by the official, it is the last kick out.

**Injury/Wet Court:** An umpire may call the play dead at any point, at their discretion, if a player appears injured or is visibly impacted by field conditions.

**Base Coaches:** One base coach is permitted at both first and third base.

**Sidelines:** Teams must stay on their sidelines at all times. Only the base coaches are permitted to be close to the opposing team while they field.

**Scorekeeping:** The head official is the official scorekeeper of the game. Any disputes/corrections to scoring must take place at the conclusion of that half inning. We encourage teams to track the score as the game progresses.

**Players Who Arrive Late/Leave Early:** Any player who arrives after the start of the game can enter the game and will be placed at the end of the kicking order. In the event a player cannot

stay until a game is decided, that player is removed from the kicking order. There will be no automatic out.

## UMPIRES

- Only captains can discuss calls with the umpire.
- Before each game, umpires will discuss any ground rules in effect.
- Umpires can discipline a player when justified (I.e unsportsmanlike conduct, fighting, delay of game, excessive verbal abuse).
- Umpires can call a game due to weather, darkness or other factors, including player safety.
- Umpires will call time out as soon as the ball reaches the infield and the runners are no longer in forward motion.
- Umpires have discretion to carry out the games through rules that may be based on unforeseen circumstances and not stated in these rules.

## POST-GAME

Our post game bar for the summer season is 3308 Eats N Drinks, located at 33-08 Broadway. Drink specials will include \$6 sangria, \$5 well drinks and select appetizers, \$4 shots and select beers, and free signature cocktails for ladies from 930-1030pm. There will also be karaoke and bar games.

## CODE OF CONDUCT

Astoria Social has established the **Rules** and **Code of Conduct** to ensure all individuals and teams participate in a safe and sportsmanlike manner. Providing a quality kickball program requires the cooperation of all managers, captains, players and spectators. Any demonstrations of misconduct (on and off the field) can and will result in disciplinary action, and can jeopardize your player's and/or team's eligibility to participate in any Astoria Social sports program. Captains who violate any Rules or the Code of Conduct may lose their captain status within the league. (\*Please note the code of conduct is a rule and is to be taken seriously)

The league reserves the absolute right to suspend or ban any players or prospective players from further or future activities, including playing in the league or signing up, based upon the actions of that player(s) on or off the field as defined by the league, or for any reason except on the basis of sex, age, race, ethnicity, nationality, disability, mental, sexual orientation, gender, gender identity/expression/dysphoria, sex characteristics, religious, creed or individual political opinions.

**Violation of any of the league rules and code of conduct could result in expulsion from the league with forfeiture of registration fee.**

## **DEFINITIONS**

- The term “individual” includes: team captain, team manager, player and spectator.
- The term “official” includes: umpire and Astoria Social League director.
- The team captain/manager and entire team are responsible for the conduct of its individuals.
- Misconduct will result in penalizing an individual or a team with respect to the Astoria Social leagues, tournaments and facility access.

## **CATEGORY I**

**Minimum Penalty:** Warning.

**Maximum Penalty:** Banned from Astoria Social Programs/Facilities.

**NO INDIVIDUAL SHALL:**

1. Demonstrate dissent by throwing equipment or objects or any other forceful action.
2. Bring illegal, altered or non-approved equipment onto the field.
3. Discuss with an official, in any manner, the decision reached by an official (except the team manager.)
4. Use unnecessary rough tactics in the play of game.
5. Use abusive or intimidating language or gestures toward any official or individual on or off the playing field. (Including any and all Astoria Social activities, gatherings and events)
6. Use profane, obscene or vulgar language, in any manner, at any time, on or off the playing field. (Including any and all Astoria Social activities, gatherings and events)
7. Appear on the field of play, at any time, in an intoxicated condition or under the influence of any other type of drug which might affect the individual’s safety or the safety of others.
8. Consume or possess beer or alcoholic beverages in any City facility parking lot.
9. Leave behind excessive trash.
10. Demonstrate unsportsmanlike conduct. Good sportsmanship and conduct is expected at all times. Unsportsmanlike conduct includes (but not limited to) such actions as: treating teammates unfairly i.e. not letting players enter the game, for any reason other than injury; harassing/threatening league members and/or league officials on the field and/or in a public setting (including any Astoria Social activities, gatherings and events) As has always been the case, such actions are prohibited and can cause removal from the league for the safety and well being of (all) league members.

**Umpires also have the ability to eject league members for conduct that violates these rules. In the event a player is ejected twice, they are subject to removal from the league with a loss of league dues.**

## **CATEGORY II**

**Minimum Penalty:** Forfeit of game(s).

**Maximum Penalty:** Banned from Astoria Social Programs/Facilities.

NO INDIVIDUAL SHALL:

1. Fail to leave the park when directed to do so by an official.
2. Bring beer or alcohol either onto the playing field or into the dugout at any time during an official game. This includes any "Borrowed Players" participating in the game.

### **CATEGORY III**

**Minimum Penalty:** Ejection and Additional Suspensions (team and/ or individual) and probation for one year.

**Maximum Penalty:** Banned from Astoria Social Programs/Facilities.

NO INDIVIDUAL SHALL:

1. Lay a hand upon, shove, or make unnecessary physical contact with an official.  
(Including any and all Astoria Social activities, gatherings, and events)
2. Make direct or implied threats, either verbally or physically, toward an official. (Including any and all Astoria Social activities, gatherings and events)
3. Strike an official or individual with any object or equipment.
4. Physically attack, assault, or strike any official or individual. (Including any and all Astoria Social activities, gatherings and events)
5. Damage, destroy or steal property of Astoria Social, league players, and/or Park/City property.
6. Multiple violations of the Code of Conduct will result in an escalation of penalties.

### **SPECTATORS**

Spectators (friends/family) are encouraged to come down to the field and cheer on friends and family. However, no spectator may heckle any player from the opposing team nor yell out any vulgarities towards players/umps. If so, they will be asked to leave. Spectators may sit on the bench, however they are not to cross the entrance to the field and must stay behind the cage at all times. Failure to adhere to these rules may result in an ejection.

### **PARK REGULATIONS**

It is the responsibility of the team manager, players and spectators to be familiar with all park regulations and related ordinances or stipulations of use.

### **NON-DISCRIMINATION NOTICE**

Astoria Social prohibits discrimination on the basis of race, ethnicity, national origin, sex, religion, age, sexual orientation, or disability in its services, programs and activities. Anyone who believes he or she has been discriminated against may file a complaint with Astoria Social league managers.

The league reserves the right to modify these rules at any time in furtherance of making sure the league and its players/captains/umpires/officials continue to demonstrate fair play and sportsmanship. In such instances, the league will be notified of such a change.

**This publication can be provided in an alternate format upon request. E-mail:  
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