



**TUALATIN HILLS PARK & RECREATION DISTRICT**  
15707 SW Walker Road, Beaverton OR 97006  
Athletic Center (503) 629-6330, Program Coordinator: mwarren@thprd.com

## **KICKBALL RULES**

**2008 NSA Softball Rules and THPRD Kickball rule supplement will govern kickball with the following emphasis and modifications:**

### **PLAYING CONDITIONS/WEATHER**

In case of bad weather it is the team manager's responsibility to call THPRD's rain out number: **(503) 629-6395**. A recorded message, updated **4:00pm** weekdays and **3:00pm** (2:00pm for 3:40 game starts) weekends will inform managers of game status for that day.

**Or check out our website at <http://www.thprd.org/sports/leaguesched.cfm> for game status.**

1. Once an umpire cancels a league game on a field due to weather or field conditions, all additional games on the same field will be canceled, unless specified on recorder (**503 629-6395**) or website. If games are canceled THPRD will attempt to update the recorder/website.
2. Makeup games scheduled by THPRD will be final. Team managers will be notified as to the time and location. Makeup games will be scheduled as days and fields become available. Doubleheaders may be scheduled.

### **EQUIPMENT**

1. Shirts are required to be worn by **all** persons actively involved in the game. Shirts with at least a 6" number on the back are required to be worn by all players. It's recommended that shirts of similar color be worn by all team players. Any protest regarding shirts must be brought to the umpire's attention **prior to the game starting**.
2. Shoes must be worn by all players. No metal, hard plastic, or polyurethane spikes or shoes with detachable cleats are allowed.
3. All teams must provide a good rubber kickball (10") for all games.

### **PLAYERS**

Team managers/coaches are encouraged to notify the District office, (503) 629-6330 during business hours at least 24 hours in advance, should they know that they will be unable to field a team for a scheduled game. During pre-game be sure it is a player who is going to share the information with the team.

### **GAME TIME**

1. Length of the games shall be seven innings or 60-minutes; whichever comes first. No new inning will begin after 60-minute time limit.
2. If, at game time, a team does not have the minimum required number of players to start the game, a 5-minute grace period will be given. If the team has more than the minimum number of players the game must begin on time. The player(s) must be on the field ready to play within the five (5) additional minutes. **The five-minute grace period is deducted from the time limit.**
3. 10 players on the field, and you must have a minimum of 4 women/men on the field. It is possible to play 5 women and 4 men (or vice versa), but not 6 women and 4 men (or vice versa).

4. In the event of a tie during league schedule, the game will be recorded as a tie for both teams. If the 60 minute time limit has not expired, an extra inning(s) shall be played to break a tie.
5. **Game clock used by the umpire will be the official time.**
6. Teams should hustle in and out between innings as there is a time limit in effect.
7. No infield practice is allowed after the first inning.

## **RUN LIMITS**

If after the 3rd or 4th complete inning a team is ahead 12 runs, the game is over and the team declared the winner.

## **COED MODIFICATIONS**

1. **Outfielders must stand 20ft. back from the dirt infield. ALL outfielders will be required to remain at this distance when any player is kicking until the ball reaches the plate or the player has made contact with the ball.**
2. Any player can play any position defensively.
3. Teams can bat the line-up, bat the roster or bat the wheel, alternating male, female, etc.

## **PITCHING**

### WARM-UP PITCHES

1. When the pitcher takes the pitching rubber for the first inning, s/he will be allowed 3 warm up pitchers.
2. After the first inning, the pitcher is permitted only one warm-up pitch between innings, unless a new pitcher is starting the inning.

### PITCHING

1. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
2. **No bouncies. A pitch that is higher than one foot at the plate results in a ball.**
3. If the ball falls short of the plate and does not cross over it the pitch will be called a ball.
4. If a pitched ball touches any part of the white lines that indicate the strike zone, the pitch will be considered a strike-thrown pitch. Even if the ball barely touches the outside of the line it is considered kickable.
5. The pitcher must stay within the pitcher's circle until the ball is kicked.
6. The ball is put in play when the pitcher rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, s/he should not attempt to kick it, and another pitch will be thrown.
7. **Player gets a maximum of three (3) tries. A missed attempt or foul counts as a try. After three tries, the batter is out.**

## **STRIKES**

A strike constitutes a pitch within the strike zone either not kicked, or missed by the kicker.

## **BALLS**

1. A ball is a pitch outside the strike zone.
2. If the ball falls short of the plate and does not cross over it the pitch will be called a ball.
3. A bouncing ball that is higher than 10 inches (bottom of ball) as it crosses home plate.
4. A pitcher leaving the pitchers circle before the ball is kicked.
5. Any catcher advancing forward of home plate before the kicker kicks the ball.

## **KICKING**

1. When kicking, contact with the ball must be made from below the knee. To be considered a fair kick.
2. All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
3. Bunting is allowed.

## **BALL IN PLAY**

1. When the pitcher or any other player has control of the ball within the pitchers circle the play ends.
2. If a runner intentionally touches or stops the ball, even if they are on base, the play ends and the runner is out.
3. There is no in-field fly rule. However if a player in the field purposely drops or does not catch the ball (as determined by the umpire) for the purpose of getting a double play, the umpire (at his or her own discretion) can allow just one out. If the umpire calls only one out in this instance the kicker shall be out, not a runner on base.

## **OUTS**

1. An out is a runner touched by the ball at ANY time while not on base.
2. Any kicked ball (fair or foul) that is caught.
3. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
4. A runner off of their base when the ball is kicked.
5. If a base runner advances in front of another runner or touches the runner in front of them they will be called out.

## **RUNNING**

1. Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they are running.
2. Hitting a runners neck or head with the ball is not allowed. Any runner so hit is safe and advances one (1) base beyond the one originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball, and is so called by the referee, the runner is out.

## **IF INJURED WHILE A BATTER/BASE RUNNER**

If a base runner is injured while running the bases and NO LEGAL SUBSTITUTE is available the last out (same gender in coed) may take the runner's position on the base and finish the turn.

Once the sub scores or is put out they go back to regular batting order and the injured player is removed from the lineup with no penalty (see Coed Exception #5 below).

**The injured player may not re-enter the game unless a legal sub was used.**

## SCORE KEEPING

1. Each team must bring an official score book and scorekeeper.
2. A team lineup must be submitted to the official scorer before the beginning of the game.
3. The home team is responsible for keeping the official scorebook. If the home team does not have a book, the visitor's book will be official. If neither team has a book, the umpire will keep score. His scorecard will be official and neither team will be allowed to protest the game based on score or batting order.
4. Scorekeepers are advised to confirm scores after each HALF inning.
5. It is mandatory to list last and first names of each player in the scorebooks.
6. The umpire must be notified immediately if there are any discrepancies with the two score sheets.
7. The umpire's name should be recorded in the official scorebook.
8. For **ALL** games played the **winning** team's manager **MUST** call **(503) 629-6395** or email the team's results **IMMEDIATELY** following the game. All teams should email Maura Warren at [mwarren@thprd.com](mailto:mwarren@thprd.com). When reporting a score, the following information should be given: **Game number, league, name of winning team and score.**

**The penalty for not reporting a score within 24 hours is a loss for both teams.**

## LEAGUE TIES

League ties will be determined by the record of which team won over the other during league play. If a tie still exists, total runs scored against the teams involved in the tie will be used with the least amount of runs determining the winner.

## FORFEITS

1. **Any team which forfeits two games will be dropped from the league and forfeit all fees paid.**
2. If at scheduled game time (plus 5 minute grace period), a team does not have the required number of players present, they must **forfeit** the game. All forfeits are scored 7-0.
3. Upon mutual team managers' request; officials will officiate games forfeited due to teams not having the minimum number of legal players at game time.
4. Games forfeited due to circumstances other than too few of players will not be played.
5. Teams involved in forfeit may "borrow" players from each other to meet minimum player requirement.
6. Non-rostered pick up players are not allowed to play. All players must be on the official league roster of one of the participating teams.
7. The length of the entire game will not exceed 1¼ hour past the original scheduled game time. The game may be stopped at any point when the time has expired.
8. **ALL LEAGUE AND NSA RULES, SANCTIONS AND PENALTIES WILL APPLY.**
9. All forfeits will be reported to the THPRD Program Coordinator.

## PROTESTS

The Tualatin Hills Kickball Program has established a procedure to deal with protests. Umpire judgment calls will not be reviewed. In general, all officials' decisions will stand, but if a coach/manager feels that protest is necessary regarding rule interpretation, the following procedure applies:

1. The captain or coach must inform the umpire verbally of the intent to file a protest at the time of the infraction and note it in the official scorebook.

2. For any protest, which involves an illegal player, the protest must be logged and entered into the book when the player in question enters the game. At that time, the player must produce valid I.D. identifying himself (State drivers license/DMV ID card).
3. The argument must be submitted in writing, along with a \$25.00 deposit, to the District Office by 5:00pm the following working day. Protests must include: 1. Date/time/location of the protested game. 2. Umpire's name. 3. Name of both coaches and teams. 4. The rule protested. 5. Explanation of protest.
4. Within 2 weeks, the Steering Committee and Program Coordinator will meet and award a decision.

If the protest is successful, the \$25.00 deposit will be refunded and the game rescheduled.

## **ROSTER CHANGES**

1. Players may be added and dropped until the Friday before the seventh game of the season. No new players may be added to the team roster after the deadline except in hardship cases.
2. **INDUSTRIAL ROSTER ADDITIONS:** For each company employee added to the roster a copy of a current (within three months) pay stub must be submitted with add form. Pay stub must list the company name, company address, employee name and date. Pay stubs may have pay information crossed out.
3. Out-of-district residents may be added to the roster **IF** the league **DOES NOT** reach the maximum number of teams. If the league is at capacity, an out-of-district player can only be added if an out-of-district player is dropped (must be done at the same time). **Players must allow two weeks to receive a THPRD Residency card and may not participate in a game until the card is received.**
4. If players are added to the team roster the manager must have a **copy of the official add form** to show during an ID check.

## **ROSTER/ID CHECKS**

1. The team managers must have their official team roster and all add/drop forms with them at **ALL** times for roster checks. Spot roster checks will be done throughout the season by THPRD staff, umpires and/or THPRD volunteers. All players must have proper photo ID at all games. **NO PHOTO ID, NO PLAY, NO EXCEPTIONS!**
2. Company/Business photo ID is acceptable for the industrial divisions only.
3. Team managers may have a copy of each player's ID in lieu of the player carrying the original with him/her **ONLY** if the picture and name are clear and legible.
4. Team managers may request an ID check of any player(s) at any time. If a player is in question the protesting team must ask the umpire to do an official roster/ID check on the player(s) requested. The team manager must supply the official roster and player(s) must provide proper photo ID. ID will be checked to assure that participating players correspond to official roster. The time limit is still in effect and will not be adjusted for ID check.

**A team found to be using illegal players during the game will immediately forfeit that game. All problems with illegal players must be reported to the Program Coordinator.**

## **PLAYER CONDUCT**

## **MANAGER/COACH RESPONSIBILITY**

1. Team managers/coaches are responsible for the behavior of all their team members and spectators who accompany their team to the game.
2. Managers/coaches are the only individuals authorized to speak to the officials regarding matters of rule interpretation or to obtain essential information.

**Note: We sincerely hope that none of the following steps have to be taken because of unsportsmanlike behavior on the part of players, coaches or spectators. Above all, this program strives to make the displaying of good sportsmanship a priority.**

## **UNSPORTSMANLIKE BEHAVIOR**

1. Any individual player, spectator, coach or manager found by the umpire to be acting in a disruptive manner at any time before, during or after a game will be asked to leave the premises. Failure to do so will result in further disciplinary action up to, and including, ejection from the league.
2. Abusive language or gesturing in such a manner as to indicate resentment (i.e. flipping the finger, etc.) used by any player or players before, during or after a game will mean ejection from the game. If player or players refuse to leave the premises, the game will be forfeited to the opposing team.
3. Any spectator using abusive language or gesturing in such a manner as to indicate resentment will be warned by the umpire. Continued abusive behavior will be cause for stopping the game and it will not be restarted until the spectator leaves the premises. If the spectator refuses to leave, the game will be terminated and both teams will receive a loss in the standings.
4. Any abusive action, physical or verbal, directed toward an umpire, District representative or District personnel, player, spectator, coach or manager before, during or after a game will mean automatic and permanent expulsion from the THPRD softball leagues. Telephone and letter will notify the manager of the expelled player.

## **DISCIPLINARY ACTION**

1. Any player, coach or manager ejected from a game **will** be reported to the Program Coordinator by the umpire calling the game.
2. Any individual player, coach or person actively involved in the game (i.e. base coach, score-keeper, etc.) ejected from a game **will not** be allowed to participate in the next scheduled league/playoff game and they are placed on probation for the remainder of the season.
3. Any player ejected from 2 games will be evicted from the league for 12 months from the date of the second ejection.
4. If a player is ejected from league play two years in succession, they will be suspended from participating in the Tualatin Hills Softball Program for the next three years.
5. All ejections, suspensions and other disciplinary actions will be followed up with a letter to the team manager.

## **TEAM/PLAYER CONCERNS**

1. If, in the opinion of the Tualatin Hills Softball Steering Committee, the THPRD, and the Umpires Association any player or team registered in the program displays conduct of such a nature as to put the safety of the participants, employees, spectators and umpires in jeopardy, or continually abuses the purpose and guidelines of the program, that player or team shall be placed on probation. The procedure for such probation is as follows:
2. The designated team manager and the team/player will be notified by mail to meet the Program Coordinator, Tualatin Hills Softball Steering Committee and a representative of

the officials association to review the events leading to the team/player probation. If either the team manager and/or player(s) refuse or fail to appear for the meeting, the team/player shall be ejected from further league play and put on probation for the following season and shall forfeit all entry fees.

3. At the meeting, the guidelines for further participation in the league of team/player(s) shall be set forth.
4. If the team/player(s) fail to comply with the conditions of participation, the team/player(s) shall forfeit all further games and all fees paid, and all players shall automatically be placed on probation for the following season of softball.

## **FACILITY REGULATIONS**

All Team members are responsible for enforcing these rules. If a team is found guilty of violating these rules, it will forfeit that evenings' game and will be placed on probation.

## **PLAYERS INSURANCE**

Tualatin Hills Park and Recreation District or the umpires association will not supply players' medical insurance. Players, coaches and the sponsors are responsible for their own insurance. Players play at their own risk.

## **THPRD COMPLEX**

1. Smoking is prohibited in the dugout area or on the playing field on the Complex fields.
2. Alcoholic beverages are not allowed on any THPRD property. Any individual player, coach, manager, scorekeeper or spectator found to be in possession of an open container of alcoholic beverage while in THPRD property will be excluded from THPRD properties for a minimum of 60 days. There will be NO refund of team and/or individual fees. If the person refuses to give their identity, the team manager will be contacted and the team will forfeit games until the person is identified. There will be NO refund of team/individual fees for any games forfeited.
3. Dogs must be on a leash at all times and must be secured. Owners are required to pick up all dog waste.

Players and spectators will be asked to leave the THPRD Complex after the last game of the evening within 15 minutes as the gate in the grass parking lot will be locked.

## **UMPIRES**

1. An umpire will be scheduled for each game in all leagues.
2. Umpires shall have final authority on all matters relating to the game. They shall have authority to conduct and supervise all game related decisions, when a District employed Field Supervisor is not present.
3. All paid officials will be provided under contractual agreement with THPRD. Anyone wishing to become an umpire should contact the THPRD Sports office at (503) 629-6330.
4. Any concerns regarding umpires may be in writing and given to the Program Coordinator. Managers/coaches are encouraged to call (503) 629-6330 if they have questions on rules, policies or procedures.

## **LOST and FOUND**

Any articles found at the game site will be collected, tagged and turned in to the Athletic Center by the Field Supervisor. They will be stored at the office for a period of two months. If they remain unclaimed after that period, they will be donated to an appropriate organization.

**SPORTS DEPARTMENT MISSION STATEMENT**

Tualatin Hills Park & Recreation District's Sports Department is committed to enhancing the quality of life for all its participants. The programs strive to establish a safe and caring environment that allows for individual and social growth by providing and facilitating positive fun and educational opportunities organized with responsible leadership.