

Responsibilities of Team Captain

1. Informing all players of the game time and location. This includes checking the playoff schedules the first day of posting and every day following competition.
2. Represent each member of their team and be the only one to discuss rule interpretations and calls with the officials of the league.
3. Be familiar with all schedules, rules, policies, and procedures of the Town of Atoka Parks and Rec Department
4. Assist the Atoka Parks and Rec staff with the implementation of the sportsmanship policy and stress to each participant its importance.
5. Be at the site at least 10 minutes prior to the start of every contest in order to be sure the team roster is recorded on the scorecard and that any necessary equipment is checked out.
6. Communicate with the Parks and Rec office throughout the season about any problems or concerns that may be occurring at the site.
7. Reporting any team conflict reflecting any scheduling problems for the members of your team.
8. Represent his/her team by cooperating with the supervisors at the site concerning any protest, incidents, or accidents that may occur as well as with the Atoka Parks and Rec staff the day following such occurrences
9. Game time is forfeit time.
10. A team must have at least 6 players to start the game.

Players and Equipment

1. Each team shall consist of 10 players, 5 women and 5 men. Each team must have a minimum of 8 players, 4 men and 4 women in order to begin a game. Any team that begins a game with 6 or 7 players may add players to the bottom of its line-up (to a limit of 10 batters).
2. **Substitutions:** Rosters are unlimited. Each inning, any 10 players may play the field and any 8 players may bat.
3. **Balls:** The game ball will be provided for all kickball matches.
4. **Shoes:** Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. **Any player seen wearing metal spikes after the first pitch of the game will be ejected.**

Game Format

1. A game will consist of six (7) innings or 60 minutes, whichever comes first. No new inning will begin once the 60-minute time limit has expired. Any inning which has been started prior to the time limit expiring will be completed. Championship games will not have a time limit.
2. **Forfeit:** A team must have the minimum number of players to start a game. Teams not ready to play at the scheduled starting time shall be penalized one run for every minute the game is delayed. Teams not ready to play at ten minutes after the scheduled starting time shall forfeit. "Ready to play" includes having the scorecard filled out and IDs checked. The game clock begins at the captains meeting.
3. **Extra Innings:** In the event that the score remains tied after 7 complete innings or 60 minutes, extra innings will be played until the tie is broken. The team at bat will begin with a runner on second base.
4. **Run Rule:** If a team is ahead by 15 runs after 4 complete innings (3-1/2 if the home team is ahead), or 10 runs after 5 innings (4-1/2 if the home team is ahead), then the game will be considered complete. The run rule will apply to all games including championship games.
5. **Called Games:** In the event of inclement weather or power failure of more than 15 minutes, the following will constitute a complete game:
 - a. Four innings have been completed (3-1/2 if the home team is leading).
 - b. The game has reached at least 25 minutes in elapsed time.
6. If the game is called due to weather before the time limit (25 minutes) or inning limit (4 innings) has elapsed, then the game will be replayed from the exact point where play was stopped. If play stops due to inclement weather, the final decision will be made by the Sport Supervisor.
7. A team may not finish a game with less than 6 players. **In Co-Rec, the kicking order must alternate between men and women. If two men or two women kick adjacent in the batting order, an out must be taken.**
8. There are free substitutions, although a substitute must play for one entire inning before eligible to be removed. **In Coed, the substitute must be of the same gender.**
9. The kicking order may consist of up to 10 players in Men's and Co-Rec. Anyone on the team may take defensive positions in the field. If playing with less than 10, the kicking team may only send to the plate the number of batters they are fielding

Pitchers

1. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bouncies are permitted.
2. Each kicker will receive a maximum of 3 pitches. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.

Kicking

1. The kicking order may change each inning.
2. The offensive team (pitcher and kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out, no runs will be allowed, and the inning will be over.
3. The kicker must contact the ball within the boundaries of the box around home plate. If a kicker contacts a ball outside the box, he/she will be called out and all runners must return to their original base.
4. Foul balls on the 1st or 2nd pitch will be ruled foul. If a foul is kicked on the 3rd pitch, the batter will be out.
5. There are no walks.
6. A kicked ball must clear the bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the 3rd pitch, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.

Fielding

1. Defensive positioning is restricted by the following:
 - a. No more than 6 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 10 fielders, 4 must begin each play in the outfield area.
 - b. Each team must provide a catcher. The catcher must field from behind the kicker. The catcher must remain at least 3 feet behind the kicker and may not cross home plate until the ball is kicked.
2. In coed rec play, a maximum of 3 males and 3 females may play in the infield. This maximum includes the pitcher and catcher. The remaining players will play the outfield.
3. The kicker is out in situations similar to softball (forceouts, flyouts, etc). In addition, a runner is out when he/she is hit by a thrown ball below the shoulders. Any runner hit above the shoulders is safe. In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base. However, if the runner

- intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).
4. In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
 5. There is no infield fly rule.

Conduct of Players

1. **Verbal Conduct:** The use of profane language directed to one's self or another will not be tolerated. Arguing with an other player in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in one or all of the following actions:
 - o Warning
 - o Ejection
2. **Ejections:** A player ejected from a game shall not participate in that game again. The umpire may eject a player from the field area if deemed necessary. If ejected from the field area, the player shall leave within two minutes. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from **ALL** intramural contest (including other sports) until they see the proper staff member in charge of that sport
3. **Alcohol:** No alcoholic beverages are permitted within the park confines. If a spectator or player is caught drinking on the premises they will be ejected from the park. If a player is caught drinking, that player will be suspended for 1 game. If the same player is caught a second time they will be permanently banned from the league and any future leagues and events sponsored by the Atoka Parks and Recreation Department.