

2022 Spring Adult Kickball

Notes & Reminders

KPRD Athletics Office 5930 Lyons View Pike Knoxville, TN 37919 (865) 215-1718

nnease@knoxvilletn.gov

THANKS

First of all, thank you for captaining/coaching your adult kickball team this fall.

This file takes the place of the Organizational Meeting. We will cover frequently asked questions and other items.

For the most in-depth information, please view the League By-Laws located on the Adult Kickball page.

www.KnoxvilleAthletics.com

HOW TO FIND INFO

(Please inform your teammates about these info outlets also)

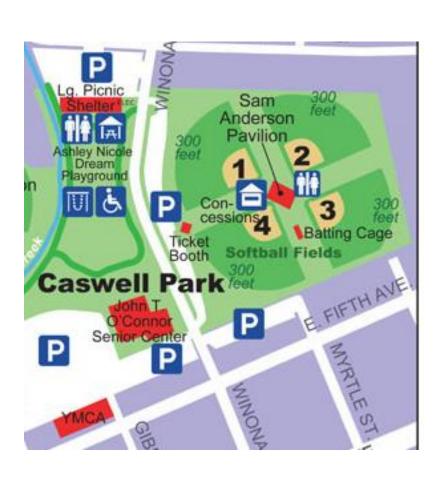
- 215-INFO (4636) after 4pm for weather updates & Twitter @knoxathletics
- www.KnoxvilleAthletics.com
 - Click on "Adult Kickball"
 - Or, http://kickball.knoxvilleathletics.com
 - Important notes listed with date (example Update 8/10…)
 - Google Calendar with Important Dates
 - Updated Schedule with results after games each week
 - Standings posted after 2nd or 3rd week
 - Team Roster Form
 - League By-Laws
 - And other important documents

FIRST GAME

- Please have your team arrive about 15-20 minutes before the first game
- Teams do not have to have jerseys or numbers, but encouraged to all wear the same color shirt
- Have the team fill out the Team Roster
 Form and turn it in to the Field Supervisor
- Turn in your Lineup to the Umpire



CASWELL PARK 620 Winona Street



Parking

- Behind Fields 1 & 4
- Around O'ConnorCenter
- Next to Playground

Park Entrance

By Ticket Boothbetween Field 1 & 4

CASWELL PARK RULES

- No pets on the field
- No weapons or explosives
- No alcoholic beverages and/or drugs (includes parking areas) or tobacco
- No fighting, profanity, or loud threatening language
- No vulgar or sexually suggestive wording on the uniforms
- When lightening is in the area, EVERYONE is required to go to your cars and wait for the "all clear" to resume play or until games are postponed for the night.



SAM ANDERSON PAVILION

- Concession Stand
 - Faces Field 1
- Field Supervisor Room
 - Next to Concession window
- Restrooms
 - Located in back of building facing Field 3



RULES

(By-Laws contain more elaborate list)

- Players can only play on 1 team
- All players must be 17 by April 1st
- Teams must have 8 or more players at game time with at least 4 females
- Ball Provided by KPRD Red WAKA Ball
- Time Limit 55 minutes No new inning begins after time expires
- Grace Period 15 minute grace period for first scheduled game of night (usually 6pm game). Time lost for waiting is counted in the time limit, so if 8 minutes late, time for game remaining is 47 minutes.

DEFENSE / PITCHING / ROLLING

(More detailed info in By-Laws)

- Teams may have between 8 and 11 players in the field
- The pitcher rolls the ball and must keep at least one foot on or behind the pitcher's plate until the ball is kicked
- All pitches/rolls must bounce at least twice to be legal
- No defensive player may cross the invisible line between 1st base and 3rd base prior to the ball being kicked
- The catcher must remain behind the kicker and directly in or behind the kicking box until the kicker makes contact with the ball. The catcher may not stand in front of the kicker, to the side of the kicking box, or so closely to the kicker as to interfere with his or her ability to kick, until contact is made with the ball.

OFFENSE / KICKING

(More detailed info in By-Laws)

- All players present are placed in kicking order
- There is no alternating gender requirement in the kicking order
- All kicks must go beyond the 15 foot line
- A player is "out" on the 3rd strike a foul ball is considered a strike
- A player advances to 2nd base on the 4th "Ball"



RUNNING THE BASES

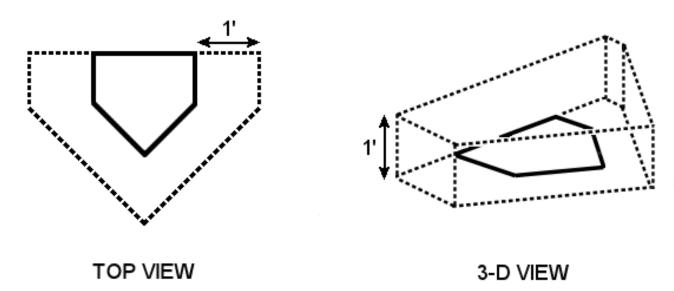
- Sliding No sliding in to first base after kicking the ball
- Players can not steal bases
- Player can not lead off
- Players must wait until the ball is kicked to leave the base.
 Leaving early results in the player being called "out"
- A runner/kicker is out when:
 - The fielder catches a fly ball
 - The kicker gets 3 strikes
 - The base is tagged on a forced run
 - The runner is tagged with or struck with the ball, except when struck in the head (unless sliding)
 - The runner is off base when the ball is kicked
- Tagging or Throwing at a Runner
 - A runner that is tagged or struck in the head shall be considered safe and advance to their intended based unless that player was sliding or intentionally placed their head in the path of the ball.

STRIKE ZONE



A strike shall be called when the ball:

- The ball passes through the 1-foot strike zone around home plate
- The ball bounces in the 1-foot strike zone above the strike zone
- Ball must bounce at least twice before crossing the plate



MERCY RULE

- All games will be scheduled for nine innings, but a game will be complete if a team leads by:
 - 20 runs after 5 innings
 - 15 runs after 6 innings
 - 10 runs after 7 innings

The team with the lead will be declared the winner. Teams may scrimmage or practice on the field as remaining time allows.

GAME PERSONNEL

- Umpires
 - 1 umpire scheduled for each game
- Field Supervisors on Duty
 - Available around fields to assist with questions about league rules and other questions you may have before or after your game



TOURNAMENT

- A single elimination tournament will be held after the regular season games have been played and make-ups have been attempted.
- Tiebreaker If tied after 7 innings or time expires, 1 inning will be played using the International Tiebreak Rule – player who made last out starts extra inning at 2nd base.
- Info on the tournament entry deadline will be emailed and posted on the website
- All players must play in 3 regular season games with your team to be eligible for tournament

PLAYER SAFETY

In case of ejections or issues, please see the KPRD Physical & Verbal Abuse Policy located in:

<u>www.knoxvilleathletics.com</u> > Adult Kickball > League Information

Ejection = 4 game suspension

Fighting = 1-year suspension

Games can be called by the umpire if issues with an entire team or both teams occur

LIGHTING POLICY

- Lightning
 - Severe Weather Alert system used to detect severe weather:
 - STOP play when 15 second horn blast occurs
 - Strobe light will flash when severe weather is detected
 - EVACUATE the park (car is safest place)
 - Play will resume when three 5-second horn blasts occur



GOOD LUCK & HAVE FUN

Thank you again for captaining a team and/or playing kickball this fall.

We hope you have a great experience!

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