



Summer 2021 COED KICKBALL LEAGUE

The Greater Elizabethtown Area Recreation & Community Services is organizing its Summer Coed Kickball League to begin play on June 1. Teams/individuals interested in playing in the league should review the information below and **submit a team roster and registration fee no later than Friday, May 14 to be included in the league schedule.**

- Dates:** June 1 – Mid August (Tuesday nights)
8-game schedule & league playoffs
- Game Times:** 6:30 – 9:30 p.m.
- Location:** Elizabethtown Park Field
- Rosters:** Minimum 10/Maximum 20 player roster (Include names, addresses and phone numbers)
Teams must have 3 females on the court at all times
- Registration Fee:** \$150/team
- Game Fees:** Each team will pay the umpire \$10 before each game
- Non-Resident Fee:** \$10/team. Your team is considered a Non-Resident team if over 50% of your players live outside of Elizabethtown Borough, Mount Joy Township, or West Donegal Township.
- Registration:** **Deadline to register is Friday, May 14.**
- Questions:** Call Nate Diegel at 717-367-0355
Email: NateDiegel@GetintoGEARS.org

GEARS Coed Kickball League

Summer 2021

The Greater Elizabethtown Area Recreation & Community Services Coed Kickball League season consists of an 8-game schedule. All games will be played at the Elizabethtown Community Park Field. Games will be played on Tuesday evenings between 6:30 and 10:30 pm. All rainout games will be rescheduled by the GEARS office. Teams should be warmed up and ready to play at their scheduled game time. There is a 5-minute grace period from the scheduled start time until forfeit is declared.

Field

1. All games will be played at the Elizabethtown Community Park Field. Alcohol and tobacco are not permitted at the Park.
2. The kickball diamond is a square with each base 60 feet apart. The pitching mound is 43 feet from home base.

Team Roster/Player Eligibility

Maximum 20 player/Minimum 10 player league roster

1. To be officially added to the roster, a player's name (with address, municipality & phone number) must be called or e-mailed in to GEARS before he/she plays his/her first game.
 - a. Call 717-367-0355 or e-mail NateDiegel@GetintoGEARS.org. Violation of this rule will result in forfeiting the game that player was involved in.
2. A player may only play for one team during a given season. Once the person has played for one team that is the team he/she must complete their season with.
A player will only be eligible to play in the playoffs if he/she is on the roster before 4th game of the season.

Team Composition/Lineups/Substitutions

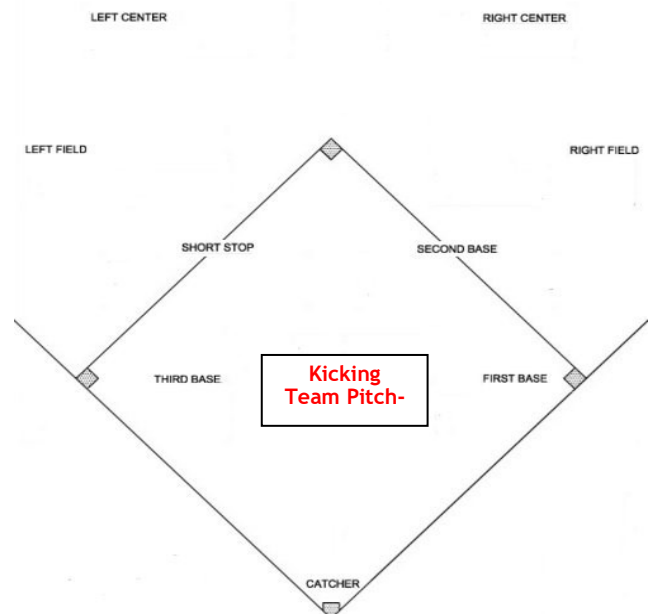
1. A team can begin a game with as few as 8 players, with at least 4 of them being female. Automatic outs will be recorded for the other 2 missing players in the team's lineup. The automatic outs do not have to be recorded for the last two spots in the lineup, but must remain consistent within the kicking order. Players arriving late may be added between innings or half-innings.
2. A full team should have 9 players playing the field and at least 10 kickers to maintain the male-female alternating lineup.
3. Teams will use roster batting for their lineups. Anyone who is present may be in the kicking lineup (so if you have more than 10 players, everyone may kick). Kicking lineups must be alternating male and female. If a team does not have an alternating lineup to start the game, an out must be recorded between all male kickers that are back-to-back.
Pitcher will pitch to his/her team.
Minimum of 2 females must be playing the infield (1st, 2nd, shortstop, 3rd and catcher) and minimum of 2 females in the outfield (left, left-center, right-center and right field) at all times.
6. If an injury occurs to a player in the line-up during the game and he/she is unable to continue, teams do not have to take an out for that "at bat". Not taking the out is only for that injured player.
7. Teams may substitute fielders freely, as long as the substitute player is already in the kicking lineup and the lineup remains unchanged. A substitute player who is entering the field who was not already in the kicking lineup must use the regular substitution rule to do so. A regular substitution means that a starting player may re-enter the game in the same spot they were subbed out for one time. The substitute player may not re-enter the game once they are subbed out by the starter.
8. There are no designated kickers and no pitch runner (unless there is an injury). The pinch runner shall be the person on that team who has made the last out if one is needed due to injury.

Equipment

1. WAKA official adult kick balls will be supplied by GEARS.
2. All players must wear athletic shoes. Players are allowed to wear cleats, but shoes with any type of metal spikes or shoes with detachable metal cleats are not allowed. Teams are encouraged to purchase matching shirts, but it is not required. Team members must at least try to wear similar colors.

General Rules

1. Each team will supply their own pitcher. Pitcher can be substituted by another player at any time.
2. There will be no balls or strikes. Each kicker gets 2 pitches/ chances to kick the ball in play. Even if the kicker does not attempt to kick the ball, it still counts towards the 2 pitch rule. If the kicker is unable to kick the ball in play after 2 pitches, it is recorded as an out. Each team will get 3 outs per inning.
3. Bunting is not allowed. A bunt attempt will be recorded as a failed pitch attempt and will be recorded as an out if done on the 2nd attempt. A bunt will be determined by the umpire.
4. The play is dead when the ball is controlled, runners have stopped and the umpire calls time for the ball to be returned to the pitcher.



5. All kickers must be behind the front of the plate when contacting the ball.
 - a. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
 - b. Accidental double kicks are considered a foul ball.
 - c. An out for a kicker can be made in the following ways:
 - d. After 2 pitches - pitches that are not kicked also count as attempts..
 - e. If the pitcher **intentionally** contacts a kicked ball. In this instance, all runners will return to the base(s) last occupied. If the pitcher is contacted by a kicked ball in any other way, the ball will become dead, runners will return to their bases last occupied, and the pitcher will re-pitch to the kicker. The unintentional dead ball contact will not count as a pitch to the kicker.
 - f. Fly balls caught in fair or foul territory.
 - g. Ground balls fielded to a base for a force-out.
 - h. The kicker contacts the ball beyond the front of home plate.
 - i. Tagging the runner out or throwing the ball at the runner and hitting him/her between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).
 - i. The ball can be thrown at the runner as long as the throw is **below the shoulders**. A ball that hits a runner's head will be deemed dead and the runner will be awarded one base from the last legally touched base. (Exception: a player who is not in regular standing/running position and is hit in the face/head will be ruled out. Ex: bending down to avoid getting hit)

Base Running

1. A runner may not lead-off or steal. He or she must remain on the base until the ball is contacted by the kicker. PENALTY: The ball becomes dead, the pitch does not count, and the runner is out.
2. Pinch runners are only allowed in cases of injury. The pinch runner shall be the person on that team who has made the last out.
3. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to the previously occupied base(s) unless forced to the next base.
4. A kicked ball that strikes an advancing runner is considered dead and the struck runner is out. The kicker will receive first base, and other runners may only advance if forced.
5. There is no infield fly rule.
6. **No sliding or diving to a base.** If this occurs, the runner is automatically out. No sliding or diving is allowed in order to tag a runner. If this occurs, the runner is awarded one base from the last base touched.

Defense

1. There is a maximum of 4 defensive players allowed in the infield before the ball is kicked (not including the catcher). If a team lines up defensively with more than 4 infielders or a 5th player advances onto the infield before the ball is kicked, the play is dead and the kicking player advances to first base regardless of the result of the play. Other runners may advance if forced.
2. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball, *or is holding the ball*. In the event the defense obstructs a runner, the runner, and any other runners affected by the obstruction, will be awarded the base he/she would have reached had there been no obstruction.
3. Fielding/Pitching Line - the imaginary line that connects first and third base
 - A. No fielder may advance past this line until the ball is kicked. If a defensive player begins the play in front of the Fielding Line and contacts a kicked ball in fair territory, the kicker will receive first base, and all runners on base will advance to the next base if forced.
4. The catcher must stay behind home plate away from the kicker until the ball is kicked.
5. A ball that is played by the defense and subsequently thrown out of play will result in the base runner(s) being awarded *the base they were going towards plus one additional base*.

Game Time and Length

1. All games will start at their designated times. There is a *5-minute* grace period until forfeit is declared. The umpire will declare a contest a forfeit and have the discretion to amend the *5-minute* forfeit time rule in the event of unforeseen circumstances.
2. The game shall consist of 7 innings or a 45 minute time limit, whichever may occur first. The game will be final after the time limit is exceeded. No new inning will start after the 45 minute time limit.
3. Games may end in a tie unless the tie occurs in the playoffs.
4. Each team may only score a maximum of 8 runs per inning.
5. If a team cannot mathematically win a game they will have the choice of finishing the game or putting an end to it via mercy rule.

Additional Rules

1. The home team will keep the official scoresheet that will be provided by GEARS.
2. Each team will pay the umpire \$10 per game.
3. Umpire fees will be paid by GEARS for playoffs.
4. Unsportsmanlike conduct will not be tolerated. Examples of unsportsmanlike conduct are, but not limited to, refusing to leave the field after an ejection, shouting curse/threatening words towards players or umpire, or intentionally trying to harm a player or umpire. If a player is ejected at any point during a game, that player will serve an automatic 1 game suspension for his/her team's next scheduled game as well. Further punishment resulting in unsportsmanlike conduct will be at the discretion of the Program Coordinator and may result in a permanent ban from the league.

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Summer 2021
GREATER ELIZABETHTOWN AREA RECREATION & COMMUNITY SERVICES
Coed Kickball League

TEAM NAME _____ Circle division you wish to play in: 1 2

TEAM CAPTAIN _____ ALT. TEAM CAPTAIN _____

Home Phone # _____ Work Phone # _____ Home Phone # _____ Work Phone # _____

E-mail Address _____ Email Address _____

	<u>NAME</u>	<u>COMPLETE ADDRESS - with Zip Code</u>	<u>PHONE #</u>	<u>TOWNSHIP/BORO</u>	<u>Email Address</u>
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Please Note:

- Maximum 20/Minimum 10 player roster
- Registration Fee: **\$150/team + \$10** for Non-Resident Teams
- Make checks payable to: **GEARS** Due Date: **5-14-21**
- Individuals must provide their own accident insurance.

Please list any team preferences to be considered during scheduling: _____