



FUQUAY-VARINA

Adult Kickball Handbook

Fuquay-Varina Parks, Recreation & Cultural
Resources Department

www.fvparks.org

5/31/2022

Inclement Weather Information

www.fvparks.org

*Select "Facility Status" under the sports icon
If your facility is CLOSED your activity is CANCELLED*

Weather Hotline: 919-552-2698

Sign up to receive text alerts online!

*Both the weather hotline and webpage are updated weekdays by 4pm and weekends
by 8am.*

Mission

To provide diverse recreational opportunities and facilities that enhance social development and community well-being through welcoming parks, public spaces, facilities, organized activities, cultural resources, and special events.

I. General Information

- a. All rule interpretations will be administered by the Fuquay-Varina Parks, Recreation & Cultural Resources Department (FVPRCRD).
- b. Participants must be at least 18 years of age on or prior to the first scheduled day of practice.
- c. A captains meeting will be held prior to the season. Each team is required to have a representative at the captains meeting.
- d. Captains shall bring their own team of players. Free agents will be allowed to register and will be assigned a team at a later date if needed.
- e. All who wish to participate in Fuquay-Varina Parks, Recreation and Cultural Resources Athletic Programs must register and pay the registration fee prior to participating. (Participants that wish to participate on more than one team must register and pay prior to roster cutoff for each team)
- f. Each team shall consist of a maximum of 25 and a minimum of 12 players. This may be adjusted by the Fuquay-Varina Parks, Recreation & Cultural Resources Department.
- g. All players will be required to check in prior to each game. Players must show valid identification (State Driver's License, State ID Card and/or Passport) in order to participate in the game.
- h. All rosters must be finalized by the day prior to league games beginning. There will be no roster additions after this date.

II. Communication

- a. **24 HOUR RULE:** During sports of any kind, disagreement and confrontation are inevitable. For this reason, we have adopted the "24 HOUR RULE", which simply states that no member of the team shall discuss game situations until at least 24 hours after the game. This rule helps to move the discussion away from the presence of other players and allows all parties to have time to put things in perspective and cool off if necessary.

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Fuquay-Varina Community Center

(FVPRCRD Main Office)

919-552-1430

info@fvparks.org

Fuquay-Varina Parks, Recreation & Cultural

Resources Admin Office





919-552-9140

III. Weather Updates

- a. Decisions are made weekdays by 4pm and weekends by 8am or as status changes. Once the decision is made, FVPRCRD will email captains so that they can communicate with their team any changes. You can also check for updates by visiting www.fvparks.org and selecting 'Field Status' icon. If your facility is listed as "CLOSED" then your activity is cancelled. Participants may also check the town's **weather hotline by dialing 919-552-2698**.
- b. An attempt will be made to reschedule all games that are cancelled due to inclement weather. Captains may not request to change game times once schedule has been posted.

Text Message Alert Sign-up Instructions

1. Go to FVPARKS.ORG
2. Either:
 - Hover your mouse over the "Sports" tab, which will bring down a list of links. From there, you will find the "Alerts from PRCR" link on the left-hand side; click the link to go to the Alerts page.
 - Or click the "Sports" tab, which will take you to the main sports page. From there, you will find and click the link labeled "Alerts from PRCR".
3. You will then be directed to the Fuquay-Varina Alert Center. Find the link in the grey box labeled **"Notify Me ®"**
4. Click the "Notify Me" link. (To subscribe to text and/or email alerts.)

5. Type your email address in the box labeled "Email Address" and click the button labeled "Sign In".
6. For text message alerts, check the 2nd box that reads ***"I would like to be able to receive text messages on my mobile phone"*** and type your desired phone number in the box provided. Click save before continuing.
7. Underneath the Alert Center there are two icons beside PRCR Alerts:  & 
 - o To subscribe or unsubscribe, you must click the Mobile phone icon,  beside PRCR Alerts. Once completed there will be a green check mark on the icon, which will look like: 

You will receive a text message asking to receive text alerts from PRCR. Reply **"Y"** to opt into the service. Once you reply **"Y"** you will receive a text confirming that you are signed up to receive text alerts.

IV. Uniforms and Equipment

- a. Each team will be required to have matching uniforms with numbers on the back. No two players on the same team may wear the same number. Any participant not wearing the team uniform may be withheld from competition. Jerseys and team names shall contain no vulgar or offensive language or graphics.
- b. No jewelry, including earrings, shall be worn by any player, except for medical identification or wedding bands.
- c. No player shall wear metal cleats.

V. Game Rules

- a. All games are governed by local league rules listed in this manual. If this manual does not cover a specific rule, calls will be made using the ASA slow pitch rule book.
- b. One (1) official will be provided for each game.
- c. Game balls will be provided by FVPRCD.
- d. The home team, as listed on the game schedule, will occupy the 3rd base dugout for all games.
- e. No new innings shall be started after sixty (60) minutes of playing time. If there is time remaining once the third out is recorded, the next inning shall begin. There is no time limit for the championship game.
- f. Game times are 6:30, 7:30 and 8:30. There will be a 10-minute grace period for all games. Games must be started when both teams have the minimum number of players required (8), but teams are not required to begin a game before the scheduled time. If a team needs to use the 10-minute grace period, the game clock will be started, and the team will have 10 minutes to have eight (8) players. If a team does not have eight (8) players at the end of the 10-minute grace period, the game will be ruled a forfeit.

- g. Games tied after sixty (60) minutes of play and/or seven (7) complete innings shall be recorded as a tie, except playoff games. If a game is tied after 7 complete innings and time remains on the clock, teams may play up to two (2) extra innings. Playoff games must be played until a winner is reached.
- h. **Mercy Rule:** If a team is ahead by 20 runs at the completion of the 4th inning (3.5 if the home team is ahead) or ahead by 15 runs at the completion of the 5th inning (4.5 if the home team is ahead), the game shall be called a complete game by the umpire.
- i. Pitching distance will be set at forty (40). The base path distance will be set at sixty (60) feet.
- j. Runners will be called out if they remain on their feet and crash into a defensive player attempting to make a play on the runner and holding or receiving the ball. Any contact by a runner on a defensive player that is deemed excessive and avoidable may result in the runner being called out. Defensive players may not block a bag without possession of the ball.
- k. A team is not allowed to have more than 5 male players in the field at any time.
- l. No out will be assessed for the missing ninth or tenth player except where the absence of the player causes a 3rd consecutive male kicker.
- m. If, for any reason, three (3) male players are kicking consecutively in the lineup, an automatic out will be recorded but the kicker will retain his turn.
- n. Continuous Lineup – Teams will bat all players that are present at the game and must keep the same lineup for the entire game.
- o. No late arriving players shall be added after the beginning of the 3rd inning.
 - i. Any late arriving player will be added to the bottom of the lineup.
- p. Teams whose line-ups are reduced due to injury may continue play as long as they field eight (8) eligible players. An out will be recorded only when the vacancy forces three (3) males to bat consecutively. If a player is injured during his/her turn to kick and is unable to finish the next kicker will assume the injured players ball/strike count and the injured player will be permanently removed from the game.
- q. Teams whose line-ups are reduced due to ejection may continue the game as long as they field eight (8) eligible players. An out will be scored each time the vacated position comes to kick.
- r. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate. If a substitute runner is on base when his/her

position in the lineup occurs, an out will be recorded and the next kicker will kick. Substitute runners must be of the same gender.

VI. Pitching and Fielding

- a. The pitcher must stay on or behind the pitching rubber until the ball is kicked. Failure to abide by this rule results in a ball. If kicker decides to kick the ball, it will be considered live.
- b. The pitcher must have at least one foot on or directly behind the pitching rubber when releasing the ball.
- c. No part of the pitcher's front foot may be in front of or across the front edge of the pitching rubber.
- d. No player may field in front of the pitcher other than the catcher, and no player may advance past the 1st- 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
- e. The catcher must field directly behind the kicker and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. Failure to abide by this rule results in a ball.
- f. A pitch outside the strike zone is a ball.
- g. Balls must be pitched by hand. NOTE: If an offensive player chooses to kick the pitch, the result of the play will stand. *EXAMPLE: If a player chooses to kick a bouncing pitch, and gets called out running to first, that player is "out" and cannot re-kick due to a bad pitch.
- h. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

VII. Strikes

- a. The strike zone extends 1' out from the side and rear edges of Home Plate and up to 1' directly above the plane.
- b. A pitch must be no more than one (1) foot off the ground through the strike zone.
- c. A strike is:
 - i. A pitch within the strike zone that is not kicked;
 - ii. An attempted kick missed by the kicker inside or outside of the strike zone;
 - iii. A foul ball is a strike
- d. Three (3) strikes is an out.
- e. No courtesy fouls.

VIII. Balls

- a. A ball is:

- i. A pitch outside of the strike zone, as judged by the official, where a kick is not attempted;
- ii. An illegal bouncing pitch;
- iii. Any fielder or pitcher advancing on home plate before the ball is kicked;
- iv. Any catcher crossing home plate before the kicker or failing to field behind the kicker.

IX. Kicking

- a. A player's foot or leg must make all kicks.
- b. All kicks must be behind home plate. The kicker may step on home plate to kick.
- c. No Bunting is allowed. A bunt is ruled an out.
 - i. A bunt is any kicked ball that does not cross the twenty-five (25) foot bunt arc.

X. Running

- a. Players are only allowed to advance when the ball is kicked.
- b. No leadoffs or stealing is allowed. A runner off the base when the ball is kicked is OUT.
- c. Players are out as the result of a force out, tagged with the ball, or hit with the ball from the shoulders down. If a player is struck above the shoulders that runner is safe and may advance to the base they were trying to advance to. If a runner is struck above the shoulders, umpire will call time and runner may advance. If a player ducks and is hit with the ball in the head the runner is OUT.
- d. Runners who make deliberate contact with defensive players to dislodge a tag or interfere with the defense are OUT.
- e. If a player leaves the base path to avoid a tag or throw the runner is called OUT.
- f. Runners must tag up on a caught ball.
- g. One point is awarded for each player that reaches home plate.

XI. Forfeiture Fees

- a. All games will start at the regular scheduled game time or immediately following the previous game.
- b. If a team forfeits one game for any reason, they will be issued a warning. Any future forfeits will incur a \$50 penalty. Forfeiture fees must be paid in full before the teams next scheduled game. If a team does not pay their forfeiture fee prior to the next game, said game will be ruled a forfeit and an additional \$50 fee will be applied. Any team with outstanding fees will not be eligible for post season play and will be ineligible for future seasons.
- c. All forfeiture fees will accumulate for each game forfeited (this includes all regular season games). If a team has a balance at the end of the regular season, the fees will be split among all players on the roster and applied to his/her account. Individuals and their households will not be allowed to register for any future activities until forfeiture fees have been paid.

XII. Schedules and Tournaments

- a. League games will be held on Tuesday and/or Thursday evenings. Due to the size of the leagues, additional nights may be required. In the event games are rescheduled, additional days of the week may be needed for scheduling.
- b. At the conclusion of the regular season, all leagues will play a single-elimination tournament.
- c. Tournament seeding will be based upon the final regular season standings. Ties will be broken by head to head results. If a tie still exists, then the tie will be broken via coin flip.
- d. Tournament games will be played by regular season rules (including time limits). Only the championship game will have no time limit (mercy rule still applies).
- e. Higher seeded team will be the home team.
- f. All tournament games must play until a winner is reached. If the time limit is up and a tie exists, the game will continue until:
 - i. The home team is winning after the top half of any inning is complete.
 - ii. The visiting team is winning after the completion of any full inning.
- g. The Town of Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to make changes to activity schedules when necessary.

XIII. Awards

- a. The Fuquay-Varina Parks, Recreation & Cultural Resources Department will provide a team trophy that will be displayed at the Community Center.
- b. Teams that win the tournament championship will receive "Championship T-Shirts" for each rostered player.

XIV. Code of Conduct

- a. Any coach, player or spectator that is ejected by an official or town staff member will be suspended for the team's next scheduled game. Suspensions may be longer if the offense is considered especially egregious. All suspensions are at the discretion of the Athletic Program Administrator.
- b. No coach, player or spectator shall berate, belittle or taunt opposing team players, spectators or coaches. Any unsportsmanlike conduct will not be tolerated. A warning will be issued on the first offense. If continued after the first warning, offenders will be ejected and must leave the premises.
- c. No coach, player or spectator may harass or continually argue with umpires, scorekeepers or FVPRCRD Staff. Offenders may be warned or immediately ejected if the behavior is particularly inappropriate. All judgment calls are final.
- d. Coaches, players or spectators that have been ejected from an official game will be automatically suspended for the next game. Suspensions may be longer depending upon the severity of the offense. If ejected, offender must vacate the premises. Failure to abide by this will result in forfeiture of the game.

- e. Tobacco products, drugs and alcohol are prohibited at all games and practices. Violations will result in a minimum one (1) game suspension.
- f. Smokers are encouraged to be courteous of others around them. If you must smoke, please do so outside of the spectator fence area. No smoking/tobacco is permitted on the field.
- g. Pet owners are asked to leave pets at home for town sanctioned athletic events.
- h. No spectator (non-coach) may enter the field of play to argue or discuss an on-field issue. Violations will result in an immediate ejection.
- i. No coach or player may deliberately or intentionally try to injure or harm another player or coach. No player, coach or spectator shall be guilty of physical attack as an aggressor upon any players, official or spectator.
- j. The Fuquay-Varina Parks, Recreation and Cultural Resources Department reserves the right to suspend any coach, spectator or player found to be violating the mission, vision or philosophy of the department.