



NORTHWEST OTTAWA RECREATION PROGRAM

Grand Haven Area Public Schools, 1415 Beech Tree St., Grand Haven, MI 49417

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KICK BALL RULES & REGULATIONS 2008

1. **General** - The Northwest Ottawa Recreation Program (NORP) is a cooperative program sponsored by the City of Grand Haven, Grand Haven Charter Township, Grand Haven Board of Education, City of Ferrysburg, Robinson Township, and is administered by the Board of Education. The activities are conducted for the residents of the Grand Haven Area Public School District consistent with the following principles.
 - a. The Recreation Program reserves the right to restrict the participation of non-residents and make decisions of eligibility of all players.
 - b. Make decisions on all protests and disputes.
 - c. Has jurisdiction over questions that are not specifically covered by these rules and regulations.
 - d. Resident teams are defined as a team roster consisting of 75% or more resident players. Resident = Lives in GHAPS District Boundaries: GH City, GH Twp., City of Ferrysburg, or Robinson Twp.
2. **Team and Player Eligibility** - Team player fee and roster with complete player information must be turned into the Recreation Office prior to team's first game or forfeit game(s). Players must be at least 16 years old.
 - a. **Player deadline** - new players may be added prior to teams last two (2) games.
(Exception: player substitution from the stands agreed upon by both team managers).
 - b. **Teams** - rosters are limited to 20 players.
 - c. **Players** - player may NOT play on more than one team.
(Exception: player substitution from the stands agreed upon by both team managers).
 - d. **NO transfer of players allowed**, unless team dissolves.
 - e. **High School Students** - shall not violate the codes of the Michigan High School Athletic Association.
Those students participating on High School sport teams may play after season ends.
 - f. **Managers** - are responsible for player eligibility. All players must be listed on team roster. Rosters are available for inspection during office hours.
3. **Playing Field**
 - a. The field equals the dimensions of a softball field. The pitching strip is in the center of the diamond, 42 feet 5 1/8 paces from home plate, and directly aligned with the first base/third base diagonal.
 - b. The strike zone extends 1 foot on either side of home plate.
4. **Equipment**
 - a. **Uniforms** are not necessary.
 - b. **Balls** - The official game ball will be provided by league.
 - c. **Metal spikes or front cleats** are not allowed. The liability of someone getting hurt by metal spikes is so great that they will not be tolerated.
 - d. **Proper team equipment** is the manager's responsibility.
5. **Games** - games will not be rescheduled for team convenience. Official ASA rules will govern with the following local rule exceptions:
 - a. **Number of players** - minimum of (8) players are required to start (or continue a game) and no more than 9. If the required number of team members are not present, the game will be a forfeit. You may pick up a player from the stands (limit 2 players/game) vs. forfeiting the game, only if both managers agree prior to the start of the game. Players from the stands can be from the same division, but only if agreed by both managers prior to the game. Both managers must put the agreed players full name on the score sheet along with their signature. If both teams cannot agree, then game is still considered a forfeit. Game time is forfeit time. Umpires will not be required to work game that is a forfeit. (NOTE: 9 players= 6 infield & 3 outfield. 8 Players= 5-6 infield & 2-3 outfield.
 - b. **Games** - will automatically end and are official if one team has a ten (10) run lead after 4 ½ innings with the home team ahead, or if one team is ahead by twenty (20) runs after 3 ½ innings with home team ahead.
 - c. **Rained Out Games** - games will be rescheduled with the game starting over. However, games will be official after 4 ½ innings if home team is ahead.
 - d. **Time Limits** - Games limited to 1 hour. No new inning shall begin after 1 hour from start of game with game being official regardless of inning.
 - e. **Tied games** - if a game is tied, it may continue until tie is broken at end of complete inning. First game can continue within the 1-hour time limit until 9 innings, second game until darkness. Umpires time is official.
 - f. **Tie Breaker Rule** - If after the completion of seven (7) innings of play, the score is tied, the following tie breaker rule will be played to determine a winning team. Starting the top of the eighth inning, and each half inning thereafter if time permitted, the offensive team shall begin its turn at kick with the player who is scheduled to kick last in that respective half inning be placed on second base (ei. If the number five kicker is the lead off kicker, the number four kicker in the line up order will be placed on second base). If the tie is not broken in the allotted time, then the tie game will be rescheduled only if it affects the team league standings for first place.
6. **Pitching/Catching-**
 - a. A legal delivery is a ball delivered underhand and at a slow to moderate speed. Bounces are permitted. (Limited to 12" from ground to top of ball).
 - b. The Pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball.
 - c. No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st - 3rd base diagonal until the ball is kicked. Failure results in a ball.
 - d. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure results in a ball.

7. Kicking-

- a. All kicks must be made by foot.
- b. All kicks must occur at or behind home plate. A kick in front of home plate is considered a foul.
- c. The kicker must take a full kick at the ball. A kicker who bunts the ball is out and the ball is immediately dead.
- d. There is no infield fly rule.

8. Running-

- a. 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 base line. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
- b. Neither leading off base, or stealing is allowed. Runners cannot leave the base until the kicker has made contact with the ball or runner on the base will be out.
- c. Hitting a runner with the ball above the shoulder level is not permitted. Any runner hit above the shoulders is safe and advances 1 base. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.
- d. After a kicked ball is caught, runners must tag their originating base before running to the next base.
- e. Base runners must not interfere with the play in progress. A base runner that does interfere will be charged with interference resulting in being called out on the play.
- f. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.
- g. One base on an overthrow: Ball going over fence.

9. Strikes-

- a. A count of 3 strikes constitutes an out.
- b. A Strike is: 1. A pitch within the strike zone not kicked. 2. A pitch missed by the kicker. 3. A foul ball.

10. Balls-

- a. A count of 4 balls advances the kicker to first base.
- b. A Ball is: 1. A pitch outside of the strike zone. 2. Any fielder or pitcher advancing on home plate before the ball is kicked. 3. Any catcher crossing home plate before the kicker or failing to field behind the kicker.

11. Outs-

- a. A count of 3 outs by a team completes the team's half of the inning.
- b. An out is: 1. Any combination of 3 strikes/fouls. 2. A runner touched by a kicked ball at any time while not on base. 3. A fielder throwing a ball at the runner with medium force (an umpire will decide if a fielder used unnecessary force to throw at the runner; in this case that player will be ejected and the runner will be called safe). 4. Any kicked ball (fair or foul) that is caught in the air. 5. A ball tag on a base to which a runner is forced to run. 6. A runner off of his/her base when the ball is kicked.
- c. A foul is: 1. A kick landing out of bounds. 2. A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touched by an in-bounds fielder is automatically in play). 3. A kick where contact is made with the ball in front of home plate.

12. Ball In Play-

- a. Once the pitcher has the ball in control and in the pitchers circle, the play ends.
- b. If a runner intentionally touches or stops the ball, the play ends.
- c. If the umpire calls a timeout, the play ends.

13. Unlimited Substitution Rule -

- a. **All players first and last names** must be listed in line up order for entire game.
- b. If a player comes late for a game that player must be added to end of existing line up order. If a player is not present, do not put in line up order.
- c. If a player listed in line up order of a team using the "unlimited" substitution is taken out of game for injury or having to leave game early, that position in line up order is skipped with no penalty.
- d. If a player reaches base safely, then is injured and must come out of game, sub runner (courtesy runner) must be last player in line up order preceding the injured player who is not on base.
- e. Free substitution will be in effect at the beginning of each half inning for team taking field. Once half inning has started, the defense can only make one defensive substitution change except for an injured player or replacement of pitcher.
- f. The unlimited substitution rule is designed to enable a team to play as many players as possible.
- g. **No stealing in this league.**

14. Regular Substitution - allows teams to play and list 9 players in the line up order. Because "unlimited" substitution rule allows skipping a kicking spot with no penalty if a player is injured or having to leave game early, a team playing with 9 players under regular substitution rule and dropping to 8 players may also skip that position in the batting order without penalty.

15. Appeal Plays - umpires will call runner out for missing a base or leaving a base before fly ball is caught when play ends. All consequences remain the same if appealed. Appeals may still be made for batting out of order or illegal re-entry.

16. Protests - no protest will be accepted on judgment calls. No protest will be considered unless made in accordance with ASA rules. Managers must inform umpires before ball is put back in play that the game is being played under protest. The umpire then will note protest on score

sheet. You must file a protest within 48 hours of the game, along with a \$25 protest fee. Illegal roster protest can be made at any time during the season.

17. **Rained Out Games** - information on cancellation of games due to rain or severe weather will be announced on WGHN FM (92.1), listed on the NORP website (www.ghaps.org/norp) or call the Recreation Program Office cancellation line at 850.5125 starting at 4:00 p.m. If decision to play game is made at the field the umpire will decide if field is playable. Teams should report to field if in doubt.
18. **Conduct of Players** - unsportsmanlike conduct, profanity, obscene language, unnecessary roughness, threatening comments will not be tolerated on or off the playing field. Umpires have authority and are asked to eject any player from games for unsportsmanlike conduct. The Recreation Department has the authority to suspend any player or manager for just cause. Anyone caught in the use of profanity will be ejected from game and suspended for the next game.
 - a. Any player, coach or manager ejected from game is automatically suspended from that person's next game in our leagues. Upon review, The Recreation Department may suspend player, coach or manager indefinitely. Player shall not be present at their team games during suspension.
 - b. Managers or players ejected from game must leave ball field and park or their team will forfeit the game.
 - c. Players found guilty of false registration, i.e. assumed names, fictitious address, falsifying age, etc, are liable to suspension. Managers playing ineligible players are also liable to suspension and forfeit game(s).
 - d. Smoking will not be allowed on playing field or in coach's boxes. Alcoholic beverages are not permitted at any field at anytime with players liable to suspension or forfeit game.
19. **Score sheets** - will be provided to managers and umpires before start of season. Home team will provide score sheet. One score sheet will be used with **correct team name** and line up order filled out **with both first and last names of players (printed legibly)** before start of game. The umpire is asked to turn in the score sheet at the Recreation Office after game.

Providing Quality Recreational & Leisure Activities for our Community.

◆ City of Ferrysburg ◆ City of Grand Haven ◆ Grand Haven Township ◆ Robinson Township ◆
◆ Grand Haven Area Public Schools ◆