

2010 FALL KICKBALL SIX (6) WEEK LEAGUE **SPECIAL MEMO**

CONTRACT RENEWAL DEADLINE

2009 Sponsors who wish to be assured of re-entering their team in the same league as last year must file their entry contract along with the proper fee at the Adult Sports Office, either in person or by mail, no later than 5:00 PM on **Wednesday, July 28, 2010**.

LEAGUE TRANSFER REQUESTS

Teams wishing to transfer to a different league than last year may turn in a transfer request with their renewal contract. These requests will be reviewed on **Thursday, July 29, 2010** and teams will be transferred if possible. Keep in mind that if the league you wish to transfer into is full, then you will remain in the league you played in last year.

NEW TEAM ENTRY

Entries from new teams will be accepted on a first-come, first-served basis at the Adult Sports Office, 5225 W. Vliet Street, Room 163 starting at 8:00 AM on **Friday, July 30, 2010**. A league will be considered closed when six (6) teams have been entered.

A summary of the 2010 kickball fees are as follows:

| Type of Sponsor | Franchise Fee | Sales Tax | Total Entry Fee |
|---|---------------|-----------|-----------------------|
| City of Milwaukee Sponsor | \$94.70 | \$5.30 | \$100.00 |
| Non-City Sponsor | \$142.05 | \$7.95 | \$150.00 |
| NEW! Individual Player Fees (Each team is responsible for individual player fees for up to 10 players) | | | \$15.00/player |

INDIVIDUAL PLAYER FEES (PREVIOUSLY WAIVED FOR KICKBALL)

- A. Each player must be officially registered at the Adult Sports Office (see Team Roster Form) before being eligible to play – \$15 per person player fee (for up to 10 players) – any additional player after the first 10 will not be charged but must be included on the Team Roster Form.
- B. Teams may have an unlimited number of players on their roster, however, **only up to 10 players are assessed the \$15.00 player fee. Each additional player beyond 10 is free** but must still register by having a player card on file in order to be a legal player.
- C. Participants must be at least 18 years of age at the time of registration.

SPONSORSHIP OF TEAM

A sponsor's establishment must be located in the City of Milwaukee in order to be considered a "City of Milwaukee Sponsor". Sponsors outside the City of Milwaukee must add \$50.00 to their entry fee. Any team withdrawing from a league prior to the schedules being published will be refunded one-half of the entry fee. No refund will be allowed for a team(s) for league withdrawal once schedules have been published.

(Reverse Side)

START DATE

League play will tentatively begin the week of **Friday, August 27, 2010**. League format will be a six team round-robin (6 weeks). Game times will be 6:30/7:30/8:30PM.

EQUIPMENT

Each team must supply its own kickball which is regulation size: 8.5 inch 2-ply kickball.

PLAYER ELIGIBILITY

Every player must be officially registered, having a player card on file at the Adult Sports Office before being eligible to play (individual player fees do not apply for those who signed up under a team contract). Participants must be at least 18 years of age at the time of registration.

FORFEIT FEE PROCEDURE

The Adult Sports Office requires the teams to notify the Adult Sports Office of a forfeit before or by 12:00 PM on the day of the scheduled game (475-8410). Failure to call in a forfeit will result in \$30.00 forfeit fee. If a team forfeits more than two times, that team will be dropped from the league.

LEAGUE/FIELD LOCATIONS

| | | |
|----------------------------|------------------------------|-------|
| BURBANK FIELD | 6225 W. Adler St. | 53214 |
| BURNHAM FIELD | 1755 S. 32 St. | 53215 |
| ENDERIS FIELD | 2938 N. 72 nd St. | 53210 |
| SIJAN FIELD | 2821 S. Kinnickinnic Ave. | 53207 |

2010 FALL KICKBALL SIX WEEK LEAGUE

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|----------------------|
| OFFICE RECORD |
| RCPT#: _____ |
| AMT: \$ _____ |
| DATE: _____ |
| PER: _____ |

Please read the Special Memo for information on fees and contract entry procedures.

| |
|---|
| <input type="checkbox"/> City of Milwaukee Sponsor - \$100.00 <input type="checkbox"/> Non-resident Sponsor - \$150.00 Make check or money order payable to <u>MPS Recreation</u> |
|---|

Game Times rotate 6:30 / 7:30 / 8:30
(Maximum number of six teams per league)

| COED KICKBALL LEAGUES | |
|--|--|
| <input type="checkbox"/> KB-200 ENDERIS/MONDAY | <input type="checkbox"/> KB-500 BURNHAM #2/WEDNESDAY |
| <input type="checkbox"/> KB-400 SIJAN #4/TUESDAY | <input type="checkbox"/> KB-510 DYER/WEDNESDAY |
| | <input type="checkbox"/> KB-600 BURBANK/FRIDAY |

TEAM NAME: _____

SPONSOR (Individual's Name): _____

ADDRESS: _____ PHONE: _____

CITY: _____ ZIP: _____

E-MAIL ADDRESS: _____

As Sponsor of the above named team, I appoint the following manager:

MANAGER'S NAME: _____

ADDRESS: _____ PHONE: _____

CITY: _____ ZIP: _____ ALT. PHONE: _____

E-MAIL ADDRESS: _____

MPS RECREATION KICKBALL RULES

I. GENERAL RULES

- A. Team Composition:** A team will consist of 10 players: 5 males and 5 females. At no time may there be more males than females playing in the game.
1. A team may start play with as few as 8 players. When using 8 players, if agreed upon, the other team may provide a catcher but will not make a play at home.
 2. If a team is reduced to 7 players, the game will be forfeited or a player may be borrowed from the opposing team.
- B. Regulation Game Time:** A game will consist of 9 innings or 50 minutes, whichever comes first.
- a. A new inning will not be started with 5 minutes remaining before the start of the next scheduled game.
 - b. **Tie games:** Play will continue after 9 innings have been completed if the time limit has not yet been reached. In addition, if a tie exists at the end of the time limit, 1 extra inning will be played. If a winner is not determined after 1 extra inning is played, a tie will be recorded as the final score.
- C. Official Game Scoring/Timing:** The umpire will keep the game score and clock.

II. PITCHING REGULATIONS

- A. What constitutes a Legal Pitch?**
1. A pitch that is delivered underhand and no higher than knee level of the batter. The pitch will be determined a ball or strike by the height of the last bounce before it crossed the plate. The ball must bounce at least three times before it crosses the plate.
 2. Pitches should be delivered in a reasonable manner without extreme speed or bouncing. Pitch as you would like to be pitched to. No curve balls or fast pitching.
 3. Whether the pitch is legal or not is under the discretion of the umpire. A pitcher can be ejected if they fail to change their delivery after the first warning.
 4. The pitcher must pitch from the back rubber and is allowed to take one walking step behind the rubber before the delivery. The pitcher is not allowed to charge the batter any further than the first rubber.
- B. Called Strikes:** A "strike" consists of a ball that is rolled over any part of home plate and below knee level.
1. Any ball that is kicked into foul territory shall also be considered a strike.
 2. Two strikes of any kind will result in an out.
- C. Called Ball:** A "ball" shall be called on anything that does not pass home plate.
1. Three called "balls" shall result in the ball being placed within two feet from either side of home plate.
 2. If the batter kicks the ball foul from the placed kick, they are automatically out.

III. DEFENSE

A. Positioning

1. Outfielders – left fielder, left-center fielder, right-center fielder, right fielder
2. Infielders – 1st baseman, 2nd baseman, short stop, 3rd baseman, pitcher, catcher
3. Outfielders may not creep past the infield grass line.
4. Infielders may not creep past the half way point between 1st and Home or 3rd and Home.
5. Violation of these rules will result in called "ball" and the play is dead.

- B. Catcher** - The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the batter. *An infraction will result in a called ball. If the ball is kicked, the result does not count.*

C. Infield Fly - There is no "infield fly" rule because balls can easily be dropped. However, if the umpire feels that the fielder intentionally dropped a ball in order to create a double play, both the runner and the batter will be safe.

D. Outs

1. A foul ball that is caught is considered an out, but also is a dead ball and runners are not allowed to advance.
2. A team may earn an out by fielding the ball and throwing the ball at the base runner. The ball must contact the runner at or below the shoulders. If the ball is thrown and strikes the runner above the shoulders, the runner is awarded the base he/she is advancing toward plus one additional base.
3. If a kicked ball hits a base runner before the defensive team makes any contact with the ball, the base runner is out.

E. Called "Time" – In the judgment of an umpire, if all immediate play is apparently completed, the umpire should call time. **PLAYERS MAY REQUEST "TIME" WHEN IMMEDIATE PLAY IS COMPLETED AND THE BALL IS IN THE INFIELD.**

IV. OFFENSE

A. Three Outs per Inning - The batting team has three outs per inning. An out results due to the following:

1. Two strikes
2. Ball caught on the fly
3. Base runner is forced out
4. Base runner is hit with ball while not on base. (If the runner is hit with ball before the run scores in third out situations, run does not score. Runners do not score if last out is via force out.)

B. Kicking Regulations

1. The kicker must make contact with the ball **ONLY** after the ball is on top of or crosses home plate. If the kicker steps past home plate before the ball is kicked, the kicker is automatically out (the umpire should give the team one fair warning before calling the kicker out).
2. All players in the field must kick.
3. Kicking out of order: if noticed before the first pitch of the next kicker, it is an out. If not noticed before the first pitch of the next kicker, it is a non-correctable error and the kicker is legal.
4. Teams **MUST** kick male/female or female/male – you may bat more females than males (therefore multiple females will be batting back-to-back). In either instance, the batting order cannot be shuffled during the game (two males may **NEVER** kick back-to-back).
5. Players may re-enter the game.
6. **NO BUNTING ALLOWED** – field markers will dictate how far a ball must roll to be legal.

C. Base Running Regulations

1. Runners may not leave the base before the ball is kicked.
2. If a ball hits a runner before a defensive player makes contact with it, the runner is out.
3. Runner must stay in the baseline. If a defensive player is obstructing the runner's path to the base, the runner will be awarded the base.
4. Runs that cross home plate before the third out made by a tag on a player do count. Runs that cross the plate before a third out made by a force out, do not count.

D. Mercy Rule – We will have a 15 run mercy rule after five complete innings. If at any time after the completion of the fifth inning a team leads by 15 runs the game is over.