



**CITY OF KERRVILLE
PARKS AND RECREATION DEPARTMENT
Kickball By-Laws**

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League Purpose

1. The City of Kerrville Parks and Recreation Kickball League is designed to provide a fun, safe, and inclusive environment for players of all skill levels.
2. The league promotes teamwork, sportsmanship, and physical fitness through organized kickball activities.

League Governance and Jurisdiction

1. The Co-Ed Adult Kickball League is a recreational program under the jurisdiction of The Kerrville Parks and Recreation Department. All decisions made by the Parks and Recreation Department are final.
2. The Recreation Manager and Recreation Coordinator shall act as League Commissioners.
3. All participants are subject to the rules, eligibility requirements, conduct standards, and schedules set forth by the Department.

Eligibility of Players

1. All players must be 15 years of age or older at the start of the season.
2. A player must be registered at the Parks and Recreation Office by 5:00 p.m. on the day of his/her participation with any team (providing he/she has not played with another team). To be registered, a player/full team fee shall have been paid.
3. All players must have completed and signed a waiver and release of liability before participating.
4. Teams will not be permitted to play until all required forms are submitted. Non-compliance with this rule will result in forfeits for any scheduled games until the forms are completed and submitted to the game commissioner.
5. If an event such as a team disbandment occurs, players who still want to play have the opportunity to become free agents at the league commissioner's discretion.

League Structure

1. Games will be played 10v10 (minimum four (4) female players on the field).
2. Games consist of 7 innings or a total of 55 minutes.
3. The league may include a regular season followed by playoffs, depending on the number of teams.
4. At the conclusion of the regular season, the top four (4) teams in the standings will advance to the playoffs.

Team Roster

1. Team rosters will be limited to thirteen (13) players unless otherwise allowed by the League Commissioner.
2. A team must have a minimum of eight (8) players (4 male, 4 female) to start and finish.
3. Gender **MUST** alternate in the batting lineup if possible.
4. Pitch runners must be gender specific and must be the last recorded out.
5. Injured players using a pitch runner may not return to the game.

Equipment and Uniforms

1. No metal cleats will be allowed. Rubber/plastic cleats or athletic shoes only.
2. Players will not play barefoot or without shirts.
3. Teams must bring one regulation kickball to each game.
 - a. Must be seamless, pebble-grain surface, and 8 inches in diameter.
4. Matching shirts with numbers are required to play.

Rules of Play

***Games are played under modified WAKA Rules, with the following local league modifications:*

1. Pitching
 - a. Pitcher starts in the box; must use underhand delivery below the waist.
 - b. Pitcher must remain in the box until ball release.
 - c. Balls: Any illegal pitch or outside strike zone not kicked.
 - d. No pitch: Pitch during suspension; dropped ball; quick return; before umpire call.
 - e. 5 warm-up pitches to start game; 3 for pitcher changes.
 - f. Intentional walks must be declared.
2. Kicking
 - a. The kicker must begin their kick from within the kicker's circle within 20 seconds of the referee signaling the start of play. Failure to do so will result in an automatic strike.
 - b. Kicker is out for 3 strikes, stepping on the plate, or not entering the circle in time.
 - c. A legally kicked fair ball must follow fair territory rules.
 - d. Bunting is NOT allowed; full follow-through required.

3. Running

- a. No leadoffs or stealing.
- b. Legal tag area: shoulder and below. Thrown balls must be below waist.
- c. Runners out if tagged/hit with ball before reaching base or leave the field.

4. Live/Dead Ball

- a. Dead Ball: Illegal kick, no attempt to kick, uncaught foul, interference, blocked ball, catcher interference.

5. Umpire may call "time" due to injury, request, or after play ends.

Conduct of Games

1. Coin toss determines home/away.
2. Each team is allowed 2 one-minute timeouts per game
3. The League Commissioner will reschedule rained-out games.
4. Mercy Rule:
 - a. 20-run lead after 4 innings
 - b. 15-run lead after 45 minutes

Officials

1. Each game will have two umpires
2. Each team will pay one umpire \$25 per game
3. Umpires enforce rules, manage game flow, and ensure safety.

Conduct and Discipline

1. Unsportsmanlike behavior (arguing, profanity, taunting) will lead to a warning or ejection from game.
2. Repeated infractions can lead to full team suspension without a refund

City of Kerrville Guidelines

1. Fighting, profanity, or unsportsmanlike conduct is prohibited.
2. Alcohol is banned.
3. No glass containers in city parks.
4. No smoking on playing fields.
5. Players are required to clean up after themselves, utilizing the trash barrels.

Forfeits and Cancellations

1. Teams must have at least eight (8) players to start a game.
2. The game is forfeited if the player number falls below eight (8) because of an ejection.

3. A 10-minute grace period is allowed before a forfeit is declared.
4. Weather cancellations will be rescheduled if possible.

Rescheduling Policy

1. The League Commissioner will make any rescheduling due to weather cancellations.
2. If a game needs to be rescheduled for any reason, all communication must go directly through the League Commissioner. Teams may not independently reschedule games without official approval.
3. If the opposing team cannot accommodate the reschedule request, the team initiating the reschedule will be deemed to forfeit the game.

Protests and Appeals

1. Protests must be submitted in writing to the league commissioner within 24 hours.
2. League commissioner decisions are final.

Modifications

1. The City of Kerrville Parks and Recreation Department reserves the right to modify these rules and regulations as necessary, with little to no notice.