

NSA Mid-South Kickball League Rules & Regulations

WAKA rules apply to all games (www.kickball.com), unless otherwise noted, herein.

Game/Forfeit Time: Games will be played on Tuesday and Thursday afternoons at 1110 and 1210 at the softball complex. There will be a 10-minute grace period from the scheduled start time for each team to be able to field at least 6 players. If both teams have at least 6 players at the posted start time, the game shall begin as scheduled. If not, the clock shall start and the 10-minute grace period is in effect. Additional players will be allowed to check into the game as they arrive. All players **MUST** be listed in the official scorebook prior the start of the game, to avoid any delays (this includes all players who might participate in the game). If a player checks into the game without being listed in the scorebook, his or her team will be charged with an out. If a team cannot field at least 6 players after the 10-minute grace period, that team shall be charged with a forfeit.

Schedules: Schedules will be available by Facebook (www.facebook.com/NSAMidSouthSports) and posted on the sports bulletin board in the Joe Dugger Fitness Center. If there are any **WORK-RELATED** changes to your team's playing availability, notify the Sports Office by 1200 on the Thursday prior to the week of the next game, so that schedules can be adjusted accordingly and posted on time. This can be done in person at the Sports Office in Joe Dugger Fitness Center, or through e-mail to the Sports Coordinator, to which a return e-mail will be sent to verify that the notification was received. In the event of a game day availability issue, teams should notify the Sports Coordinator by **NO LATER THAN 0830** on the day of the scheduled game. Games will be forfeited if proper prior notification is not given. Schedules will be posted by approximately 1530 on the Friday prior to the week of games. Playoffs will be a double-elimination tournament (unless otherwise decided by the Sports Coordinator). **During playoffs, we may not be able to make availability accommodations, due to the constraints of the bracket schedule.**

Team Size: There is no limit on team roster size. **ALL PLAYERS MUST BE LISTED ON THE ROSTER PRIOR TO PLAYING THEIR FIRST GAME.** Every player listed on the roster **MUST** adhere to the sport's rules and regulations regarding participation **AND** sign the liability waiver.

Rosters: Team rosters should be submitted **NO LATER THAN** the team's first game. Rosters must be completed in-full and include head coach and assistant coach contact information, players' names, command, and affiliation. In addition, a command signature is required for participation approval, sportsmanship issues and any other concerns. Any days or dates that your team is **NOT** available for play should be noted on the back of the roster form.

Players on a team must be from the same unit, department, organization, or company within their attached command. A **MAXIMUM OF 5** non-code players will be allowed on team rosters. Teams found in violation of any participation/eligibility policies will not be eligible to receive Captain's Cup points. Roster changes must be submitted to the Sports Office in writing by 1000 on the day of play. Rosters will freeze **2 WEEKS** prior to the beginning of the playoffs. **NO** new members may be added after the roster freezes. Rosters will not be accepted without complete player/team information. It is the responsibility of the team captain/coach to comply with this rule and to periodically check his/her team roster in the Intramural Office to ensure all players are registered. At no time will a team captain/coach have access to a roster other than that of his/her own team.

Additions to Rosters: New players may be added to rosters at any time prior to the date of the last two scheduled regular season games. Teams may not pick up new players during the Championship Tournament. All players **MUST** have played in at least **2 regular season games** to be eligible to participate in the tournament.

Eligibility: Eligibility for participation in NSA Mid-South Intramural Sports programs is restricted to:

- Active Duty Military members, Active Duty Military dependents, Active Duty Military retirees, Reservists, and DoD employees with valid access to NSA Mid-South facilities
- DoD dependents, Veterans and civilians without a valid ID are NOT allowed to participate
- All participants **MUST** be 18 years of age or older
- **Participants MUST play for the command code/department to which they are attached/detailed. If a player's command does not have a team participating in the league, he or she may play for another team as approved by the Sports Coordinator.**
- **ALL participants MUST have a VALID NSA Mid-South Military/NSA Mid-South CAC/Dependent/Retiree ID card to be eligible to participate. Failure to present a valid ID will result in removal from the league. Any team found using ineligible players will be charged with a forfeit for ALL games in which the ineligible player(s) participated.**
- **ALL PLAYERS MUST BE ABLE TO PRESENT THEIR VALID ID AT EVERY GAME. NO EXCEPTIONS. Eligible players who cannot provide a valid ID card will not be allowed to participate. ID checks will be done at random, or upon request throughout the regular season and before every game throughout the playoffs.**
- **An individual may only play for ONE team. Participants found playing for multiple teams will be subject to removal from the league.**

Team Uniforms: The Home team and Visitor team shall be assigned on the weekly schedule. Teams should dress in like-colored shirts as much as possible to distinguish between teams. **PURCHASED UNIFORMS CANNOT DISPLAY VULGAR CONTENT OR DISTRACTING COLORS.** Players shall not wear jewelry (except FLAT wedding bands). Head sweatbands must not exceed 2 inches in width. Religious or medical alert medals may be worn, but must be taped to the body and should not be visible. Players shall not wear any garments deemed to be vulgar or distracting to the opposing team (i.e. fluorescent colors, offensive images/language, etc.). **NO METAL CLEATS ALLOWED.**

Forfeits: Any team forfeiting twice during the season will be automatically dropped from the league. As mentioned above, a forfeit is charged when a team cannot field at least 6 players after the 10-minute grace period. A no-call/no-show is equal to a forfeit. Individuals who have played on a team dropped from league play are not eligible to play for another team for the remainder of the season, unless approved by the Sports Coordinator.

Protests: Any protested rulings or decisions will be settled on the field at the time of the occurrence. The Umpire's decisions will be final, with the exception of misapplication of the rules or the use of an eligible player. In the case of an ineligible player, please notify Jacob Miller – Sports Coordinator immediately for a decision. In these cases, the umpire will note that the game is played under protest from the point of dispute. **PROTESTS MUST BE SUBMITTED TO THE INTRAMURAL OFFICE, IN WRITING, PRIOR TO 1400 THE DAY FOLLOWING THE OCCURRENCE.**

Coaches' Responsibilities: Head/Assistant coaches are responsible for their team and spectators' behaviors at all times. He or she shall ensure that all team members are knowledgeable of all league rules and regulations prior to participation. He or she shall ensure that all team members conduct themselves in a sportsmanlike manner at all times. He or she shall keep all team members informed of all league-related information and schedules.

All teams completing league play (without excessive sportsmanship/ejection/forfeit violations) will be eligible to compete in the Championship Tournament. The Sports Office will seed all teams in the Championship bracket based on their league winning percentage. The Sports Coordinator reserves the right to remove any team from the league/Championship Tournament as he sees fit. Any team/player exhibiting poor sportsmanship, multiple player/coach ejections, forfeits, or other detrimental qualities established by the Sport Coordinator, shall be subject to removal from all league activities and possible banishment from further Intramural Sports programs and activities.

Alcohol shall not be consumed prior to or during a game. The umpires can eject a player/coach from a game that, in their judgment, has consumed alcohol prior to or during a game.

Sportsmanship: Unsportsmanlike behavior will not be tolerated. Any team member who is ejected from a game for ANY reason (arguing with an umpire, fighting, improper conduct, foul language, etc.) will be suspended from the team's next TWO scheduled games, including playoffs. A mandatory meeting with the Sports Coordinator shall be held and the punishment may be reduced to ONE game, if approved by the Coordinator. If the offending team member fails to meet with the Sports Coordinator, the mandatory TWO-game suspension shall be assessed. In the event of a physical altercation of any kind, security/police will be notified and all involved individuals shall be reported to their command to face further consequences. Any team member ejected from a game for ANY reason must leave the softball complex IMMEDIATELY. Failure to vacate the premises (including the parking lot) immediately shall result in possible removal from the league and banishment from all future Intramural Sports leagues and activities, as well as possible authority notification.

Cancellations: Games may be cancelled if a team notifies the Intramural Office by no later than 0830 on the day of the scheduled game. The game will not be rescheduled. Only 4 cancellations per team per season are allowed. Cancellations may ONLY be made for command/military requirements.

Inclement Weather: During inclement weather, NSA Mid-South Sports will cancel games by **1000**. After this time, the umpires will cancel the games on the field. We will notify participants using the Sports Facebook page and player e-mails (if possible).

Awards: The first and second place teams shall receive a team trophy.

Safety: Safety is the responsibility of all coaches and players. Coaches should conduct a safety briefing to their team prior to the first game. It is recommended that teams participate in at least 5-10 minutes of stretching and warming up prior to competition.

The Sports Coordinator reserves the right to amend all league rules at any time, without consultation. In the event of a rule change, all officials and coaches shall be notified immediately.

For more information, please contact:

Jacob Miller – Sports Coordinator; n82sports@gmail.com; (901) 232-2109 – Work cell
www.facebook.com/NSAMidSouthSports

THE FIELD, PERIODS AND TIME

- A. The game is played on the youth softball/baseball field in the softball complex.
- B. Games will be played for **5 innings** or **55 minutes**, whichever comes first. No new inning can begin after the time limit expires. Regular season games may end in a tie.
- C. If time runs out during an inning, the inning will continue unless it is the bottom of the inning and the home team is winning.
- D. Mercy Rule (insurmountable lead): If a team is winning by **11 runs** after the fourth inning is completed, the game shall be terminated.
- E. There shall be a 60-second time limit between innings for teams to assume their positions. If, after 60 seconds, the defensive team is not in position, the first kicker of the inning will be awarded first base. If the kicker is not at home plate after 60 seconds, he or she will be declared OUT.

GAME PLAY

- A. Starting the game
 1. A team consists of 10 kickers in the lineup and 10 players on defense.
 2. Once the kicking lineup is established, it will remain the same for the entire game, unless a substitution is made.
 3. Teams must have a minimum of 6 players. Without the minimum number of players at game time, the team will be assessed a forfeit. If neither team has the minimum, a double forfeit shall be assessed. Should a team fall below the minimum number of players due to injury, the game may continue with less than 6 players, as long as the team has a chance to win. If in doubt, continue the game.
 4. The kicker must kick the ball within the kicking box.
- B. Kicking
 1. The kicker or runner(s) is out in situations similar to softball (force outs, fly-outs, infield-fly rule, etc.).
 2. The kicker or runner(s) is out when he/she is tagged with the ball or hit by a thrown ball below the shoulders.
 3. If a thrown ball makes contact with the runner's head, he or she is declared safe.
 4. The play is over once the pitcher has possession of the ball and no runners are attempting to advance. If not attempting to advance, all runners must return to their occupied base.
 5. All players in the kicking lineup will kick in each inning, no matter the number of outs recorded (maximum of 10 kickers per inning).
 6. No player will be allowed to kick twice in one inning.
 7. The offensive team must announce who the last kicker is for that inning before the inning begins and when the last kicker is at the plate.
 8. An inning is over after the entire lineup has been up to bat and the last kicker has scored or been ruled out.
 9. The last kicker also can be deemed out if the fielding team has possession of the ball on home plate, no tag necessary.
- C. Pitching
 1. Teams will pitch to themselves.
 2. All pitches must be underhand.
 3. Each kicker will receive a maximum of 3 pitches.
- D. Defense
 1. The defensive team will consist of 10 players and may be positioned in any fashion
 2. The pitcher (offensive team member) may not hinder or interfere with the defense's ability to get the runner out, or interference will be called and the kicker will be called out.
 3. Defensive players may vary each inning (do not necessarily have to be in the kicking lineup).

E. Base running

1. Stealing and leading-off are not allowed. Base runners must remain in contact with their base until the ball is kicked. If a runner leaves the base before the ball is kicked, the runner is called OUT.
2. Legal slides are allowed. A legal slide is defined as:
 - a) Feet first
 - b) Feet below the defender's knee
 - c) Slide directly into the base and not through the base
3. Illegal slides will result in an automatic out and a team warning. Illegal slides that make contact with a defender will result in interference (automatic double play) being called and a team warning. Multiple warnings will result in team ejection and possible removal from the league.
4. Defensive players are not allowed to block the base path without possession of the ball or impede a base runner's progress. Penalty – Obstruction and the awarding of one base.
5. Base runners are not allowed to run into a defensive player (with or without the ball). This results in an out. In the case of malicious contact, the play will be declared dead immediately and the player will be ejected.
6. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Catcher must not block the plate and runners must slide.
7. When a ball is thrown out of play, runners will be awarded one additional base.
8. As in baseball, runners may tag-up on a fly ball. Contact must be made with the occupied base until the catch is fully made by the defensive player. Then the runner can try to advance. If the runner leaves the base before the catch, the runner will be called out.