

Danville Rec is happy to offer...

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KICKBALL

LEAGUE

REGISTRATION DEADLINE

FRIDAY, MAY 17

8 Weeks

STARTS JUNE 5TH & 9TH

WEDNESDAYS COMPETITIVE 6:00 - 9:00PM

SUNDAYS FAMILY 3:00PM-6:00PM

WINTER PARK - BALLFIELD COMPLEX

900 E. WINTER AVENUE DANVILLE, IL

\$50 PER TEAM

FOR MORE INFORMATION EMAIL cparson@cityofdanville.org

TIME for Danville Recreation

2019 Summer KICKBALL League

Information Packet

Section I – League Administration

Office: Danville Public Works
1155 E. Voorhees Street
Danville, Illinois 61832

Staff: Cindy Parson
Recreation Manager
431-2272
cparson@cityofdanville.org

Recreation Division
Mon-Fri: 7:00am-4:00pm
Weather Sports Line: after 3:30pm 431-2272
Facebook City of Danville Recreation Division
www.cityofdanville.org

Section II – Leagues Offered

Wednesday Night Competitive Kickball Ages 15 and Older
Sunday Afternoon Family Kickball Ages 6 and Older
\$50.00 10 games per team. Games played at Winter Park. Game ball provided.
One official. All disputes are to be resolved by Rock, Paper, Scissors (Team Captains Only).

Section III – Registration

A. Registration Deadline

1. Deadline date of Friday May 17, 2019.
2. All teams that register after the deadline will pay a late \$25.00 registration fee.
3. Late registrations will be accepted until leagues are filled or schedules are printed.

B. Registration Procedure

1. **All entries must be accompanied by the team entry form and team entry fee.** No monies will be accepted without the team entry form.
2. Entries may be mailed or paid in person at the Danville Public Works Department at 1155 E. Voorhees Street in Danville.
3. Fees may be paid for by check, cash or charge card.

C. Team Fees

1. Fees are listed on the Team Entry Form and on the first page of packet info.
2. Team fees are often paid for by managers, but may be paid by team sponsors or team members.
3. If your team is waiting for a sponsor's check you may sign up with a personal check or sign an agreement to pay sponsorship form.
4. Managers/coaches are ultimately responsible for payment of entry fee.
5. Team fees are not refundable, unless a team is found to replace the withdrawing team prior to game schedules being printed.

D. Rosters

1. No rosters are needed. Whatever it takes to have enough to play. If you do not have at least 3 female on the field, your team will play a two out (not three) per inning.
2. Player must be 6 and years and over. If a child is under the age of 6 years old, his/her parent must play on the same team.

Section IV – Mandatory Manager's Meeting

1. Each team must be represented at the manager's meeting and sign-in to verify attendance. Failure

- to do so will result in the team being dropped from league with no refunds.
2. We will discuss rules and occasionally vote on issues. Schedules will be passed out at this meeting for all divisions that are filled. The Manager's meeting is your best opportunity to voice your concern about the kickball program to staff.
 3. DATE: TUESDAY, MAY 28 AT 5:30PM **will not last more than ½ hour.
 4. LOCATION: PUBLIC WORKS FACILITY
1155 E. VOORHEES STREET (across from Bob's Market)

Section V – Scheduling

A. League Schedules

1. The season will begin the week of June 5th. Games Wednesday night starting 6pm, and Sunday afternoon games starting at 3:00pm.
2. League schedules will be available at the mandatory manager's meeting. If a division has not yet filled, that schedule may not be printed at the time of the meeting.

B. Cancellation Procedure

In case of inclement weather, it is the duty of the manager or team representative to contact the Weather Sports line at 431-2272 after 2:30pm for a recorded message regarding field conditions or check our facebook page City of Danville Recreation Division. It's the manager's responsibility to notify all team members.

Every attempt is made to make the fields safe and playable for each night's games. Messages will be recorded by 2:30pm; game decision information may not be available before this time as diamonds are checked just prior. If rain occurs after the decision to play has been made, every attempt to change the recording and web page will be made. If rain occurs around game time, teams are required to report on the field as scheduled; the field supervisor and or official will make the official decision on location. Any team failing to show up at game time will forfeit that game if the field supervisor/official rules the game can be played.

C. Postponed/Rescheduled Games

Games will be postponed due to inclement weather only. Rescheduling will be at the discretion of the Recreation Manager. Teams may wish to provide the Recreation Office with other league schedules that may conflict with Recreation rain-out dates, for consideration prior to the season. However, there are no guarantees that conflicts won't occur. Games will be made up on open dates in the schedule or when necessary Saturdays and or Sundays. The Recreation Department will strive to reschedule all games; however, games which do not have an effect on league standing may not be rescheduled/played. **Make up games will be posted on facebook City of Danville Recreation Division. It is the responsibility of each team to record when their games are being rescheduled.**

City of Danville Recreation Department

Team Application for KICKBALL Leagues ALL INFORMATION MUST BE COMPLETED

At the time of registration, all fees or a sponsorship form are due (by May 17). **You will not be able to register without this form!** League fees are listed below.

*Managers are ultimately responsible for your team entry fee and your players conduct!

Season: Summer 2019 Date: _____

Team Name (this season): _____

Manager's Name: _____

Manager's
Signature: _____

Address: _____

City, State & Zip: _____

Home Phone: _____ Other Phone (cell or work): _____

Email Address: _____

Assistant Manager's Name: _____

Address: _____

City, State & Zip: _____

Home Phone: _____ Other Phone (cell or work): _____

Email Address: _____

League Requested: (one league per form)

_____ Wednesday Nights COMPETITIVE Kickball \$50.00

_____ Sunday Afternoon FAMILY Kickball \$50.00

Office Use Only

Amount Paid: _____

Date Paid _____

Receipt # _____

Initials: _____

City of Danville Recreation

Adult & Youth Sports Behavior Management Code

Welcome to the City of Danville Recreation Adult Sports Program. This program is offered for your enjoyment and therefore your cooperation and good sportsmanship is essential to the overall success of the program. All players, coaches, managers and spectators are anticipated to act responsibly during the entire program. In instances where responsible behavior does not occur, City of Danville Recreation Department appreciates/ acknowledges a responsibility to take any disciplinary action it deems appropriate against players, coaches, managers and spectators not acting in an acceptable manner, including, but not limited to suspension from games, expulsion from the park and participation in any future programs. The benefit a participant derives from this program depends very much on the participant's adherence to accepted standards of behavior.

These definitions provide information and directions to participants regarding standards of behavior, as well as consequences of participant/team misconduct.

Each participant is expected to do the following:

- Demonstrate courtesy, even when others do not.
- Behave in a responsible manner, always exercising self-discipline.
- Respect the rights and privileges of other participants and staff.
- Respect the property of others, including City property and facilities.
- Cooperate with and assist the staff in maintaining safety, order, and responsible behavior.

Unacceptable behaviors include the following:

- Being involved in any form of insubordination.
- Failure to conform to the Recreation Department rules.
- Use of profanity, vulgar language, or obscene gestures.
- Defacing and/or damaging City of Danville Park property or the property of others.
- Engaging in inappropriate physical or verbal conduct.
- Running, pushing, shoving, littering, or throwing objects (which are not part of supervised activity).
- Producing loud, rude, or activity disruptive noises.
- Possession of illegal drugs, alcohol or weapons on or off the playing field.

CATEGORY I

Minimum Penalty: Warning

Maximum Penalty: Ejection from current game plus suspension for next two complete games & probation for current season.

No Individual Shall:

1. Be guilty of objectionable demonstration of dissent by throwing equipment or any other forceful action intended to intimidate.
2. Discuss with an official, in any manner, the decision reached by an official, except the manager, coach or captain.
3. Be guilty of an abusive verbal attack upon any individual on or off the playing field (excessive could fall into Category II or III).
4. Use profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field.
5. Employ unnecessary rough tactics in the play of game (Intentional/flagrant could fall into Category II or III).
6. Be involved in any trash talking on or off the playing field.
7. Leave behind excessive trash on or off the playing field.
8. Attempt to damage, destroy or steal City of Danville property.
9. Drink alcoholic beverages during their specific league or tournament game.
10. Play on more than one team in the same league.

CATEGORY II

Minimum Penalty: Ejection from current game and individual suspension (minimum 2 games) plus probation for current season.

Maximum Penalty: Suspension from league(s) for current season up to one full year to date & probation for the next season of play.

No Individual Shall:

1. Appear on the field of play, at any time, in an intoxicated condition or under the influence of any type of drug which will infringe upon the individual's safety or the safety of others.
2. Lay a hand upon, shove, or threaten to strike an official or individual. (Assault charges may be filed)
3. Be guilty of an abusive verbal attack upon any official or Recreation staff on or off the playing field.
4. Use excessive profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field.
5. Directly or indirectly threaten another individual including officials and/or Recreation staff. (Assault charges may be filed).
6. Play under another individual's name, falsify name, or falsify signature on an official roster form.

CATEGORY III

Minimum Penalty: Forfeit of game and/or suspension from league(s) (team and/or individual) and probation for one year

Maximum Penalty: Banned from future City of Danville Recreation Sports Programs

No Individual Shall:

1. Be guilty of a physical attack upon any official or individual. (Assault charges may be filed)
2. Be guilty of throwing equipment at any official or individual with intent to harm or intimidate. (Assault charges may be filed)
3. Be guilty of damaging, destroying or stealing City of Danville property.
4. Be guilty of possessing a weapon on or off the playing field.

Special Notes:

1. Definitions:
 - a. **Probation** – Probation is considered to be a period of time in which said player or coach will be closely watched by league officials for the purpose of verifying an understanding of and compliance with the behavior management code.
 - b. **Season** – A season will be considered the time between the first game and through the end of the playoffs.
2. Any unsportsmanlike conduct, even if not mentioned above, will be addressed on a case by case basis.
3. The Recreation Department reserves the right to extend probation/suspensions into the next season he/she participates in if the incident occurs late in any given season.
4. Any player removed (ejected) from a game must leave the facility immediately and serve a two game suspension. Failure to do so may result in suspension for the remainder of the season and possible forfeiture of the game. A player can not serve their suspension for any game that their team forfeits.
5. Team penalties may be imposed if multiple individuals, from the same team, violate this code of conduct. Managers/coaches may also have penalties imposed on them for their team's/player's actions.
6. Penalty notification shall be in phone call and or writing.
7. Any discipline appeals must be made in writing, by the player or manager within one (1) business day of receiving notice of penalty by Recreation staff. The appeal should be given to either the Sports Coordinator or Recreation Manager located at Public Works. Appeals must include a written description of the incident according to the player in question and the reasons why they feel the penalty is not justified. The Appeals Committee, which includes the Sports Coordinators and Recreation manager, will have a response to the appeal within 2 business days.

****By taking responsibility as the manager of a team you will be responsible for informing all players about this Sports Code of Conduct. As a manager you also agree and have all your players agree to abide by this Code of Conduct.****

Danville Recreation

Family Fun & Competitive Kickball League Rules

(updated 02.08.2019)

The following rules and regulations are established to clarify and to introduce Danville Recreation league rules and regulations. League rules are reviewed with the team managers during pre-season meeting. Managers are responsible for informing their players of all league rules and all monies due.

Section I: Kickball Introduction

Kickball is a fun game consisting of two teams, bases and a big red ball. The object is to score more runs than the opposing team. In short, kickball is played with 8 to 11 players/fielders, 7 innings, no bouncies, no head shots, no stealing or leading off base, and no ghost men. There are walks, strikeouts and end of the game ties. The following rules will help govern the Recreation Departments kickball league. For the enjoyment of all, proper respect and civility is required of all participants toward one another.

Section II: Park Rules

1. Only coaches and players are allowed in the player bench area.
2. There is no smoking allowed in the playing area (field and dugout).
3. No alcoholic beverages are allowed on City of Danville Park property.
4. No parking is allowed on any grassy area; tickets may be issued for illegal parking.
5. All trash should be thrown in trash receptacle after each game.

Section III: Team Rosters

1. No rosters needed. Whatever it takes to have enough to play. If you do not have a least 3 female on the field, your team will play with a two out (not three) per inning.
2. Family Fun League – players ages 6 and up. If a child is under age 6, his/her parents must play on the same team.
Competitive League – players ages 15 and up.

Section IV: The Equipment

1. All equipment will be provided by the Danville Recreation. Balls, bases and lights.
2. Participants must wear athletic shoes. No metal cleats, boots or steel toed shoes allowed.

Section V: The Playing Field

1. Games will be played at Winter Park.
2. The pitching distance will be at 42 feet 5 1/8 inches from home plate.
3. Base paths are 60 feet apart.
4. The strike zone extends to two foot on either side of home plate, and 1 foot high.

Section VI: Regulation Games

1. One official per game. Any controversies will be handled by the teams managers and the official.
2. All disputes are to be resolved by Rock, Paper, Scissors (Team Managers Only).
3. Games will last seven innings or one hour (after a complete inning), whichever occurs first.
4. Unlike baseball/softball, there are no extra innings; the game can end in a tie.
5. Any team that is not ready to take the field at the scheduled kick off time shall forfeit the game.

6. Family Fun League – all players 11 maximum/8 minimum will kick each inning; with only three runs allowed/counted per inning. After three outs, bases are cleared and the next kickers kick. Kicking order must remain the same. Children ages 10 and under will be given free pass to first base. The child must kick and the defensive team will field ball and make an “error” so the child gets to first base. This rule is a SILENT rule and the children should not know anything about the rule. Ties allowed. Competitive League – Kicking order must remain the same. Will play with a three (two outs if not enough females) out inning. Ties allowed.
7. In the event of a tie score at the end of 7 innings or one hour, the game shall be marked as a tie; teams will be given 2 pts for a win, 1 pt for a tie, 0 pts for a loss.
8. In the event that we do not have enough teams for each division (family or competitive) the department will combine the two division as one league. If two family teams are playing you play with family rules. If two competitive teams are playing you play competitive rules. If a family team is playing a competitive team you will play family rules. On your team registration the team was listed either family or competitive, and the team must stay as listed throughout the season.

Teams

1. Teams must field a maximum of 11 players on the field and a minimum of 8 players with at least 3 female players at all times. If your team does not have 3 females playing at all times, you will play with a two out per inning.
2. Teams must keep the same kicking order throughout the game; allowing substitutions. Substitutions are players that have taken a players batting order and position in the field. Subs are allowed only once per player and the original player may re-enter the game only once for the substituted player. Once the sub is replaced that player can not play again.
3. A team failing to field the minimum of 8 players within fifteen minutes after the scheduled game time will forfeit the game. Forfeit will count as a loss.

Pitching/Catching

1. No bouncies. If the ball is bouncing higher than one foot off the ground (as measured from the bottom of the ball) when it reaches the plate then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.
2. The ball must stay between the strike zone lines for it to be called a strike. The strike zone extends to two foot on either side of home plate and one foot high.
3. The pitcher must stay inside the pitching area on the mound until the ball is kicked. If the pitcher crosses outside of the pitching area, an illegal pitch will be called. The kicker does have the option of kicking it if he/she so chooses, or takes the result of the play.
4. No fielder may advance forward the 1st-3rd base diagonal until the ball is kicked, however anyone can field a bunt. Failure to abide by this rule results in a ball; If a fielder illegally advances beyond the 1st-3rd diagonal line, the runner will be declared safe and all runners must return to their original bases unless they are forced to advance.
5. The catcher must be positioned at least two feet away from the kicker and behind the plate until the ball is kicked. The catcher can not interfere with the kicker; if catcher interferes with the kicker, the official shall award the kicker first base. This is a judgment call by the official.
6. Pitching must be underhand only.

Kicking

1. All kicks must be made by the foot (below the knee).

2. All kicks must occur at or behind home plate. A kick that occurs in front of home plate is called a foul. Four fouls and your out.
3. Kickers may not stop the ball with their foot and then kick it. This type of kick is considered a “double-kick”. If a double kick occurs it will be ruled a foul ball.
4. One bunt is allowed per inning. Bunt must pass the 3 foot mark.

Running

1. Runners must stay within the base line.
2. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
3. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.
4. If the fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official.
5. It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention.
6. No leading off base, and no stealing a base is allowed.
7. A runner leading off base before the ball is kicked will be ruled out.
8. Hitting a runner with the ball above the shoulder level is not allowed and the runner is safe and advances one base; except for the following situations:
 - a. If the runner intentionally uses the head to block the ball, and is so called by the official, in which the runner is out.
 - b. If the runner is ducking, diving or sliding (attempting to dodge the ball) and is hit in the head because of this is an out. Officials judgment.
 - c. If the runner intentionally hits or kicks the ball after being tagged out, the ball is dead and all runners must return to their original bases.
9. The “Ponytail Rule”: If the ball hits the runner’s hair, the runner is safe. (Hair is considered part of the head).
10. When a runner is hit with the ball above the shoulder level, other runners on base are permitted to advance to the base to which they were running, but do not receive additional bases unless forced.
11. The runner may leave base as soon as a fly ball is touched by a member of the fielding team. Tag ups are allowed – see softball rules if needed.
12. Overthrow. Any overthrown ball that travels out of bounds, a runner may not run beyond the subsequent base to the one originally running toward when the ball was thrown.
13. When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

Fouls

1. A foul counts as a strike.
2. A count of four fouls constitutes as an out.
3. A foul is:
 - a. Kick landing out of bounds.
 - b. A kick landing in bounds, but traveling out of bounds on its own before reaching first/third base (any ball touching a fielder in fair territory is automatically in play).
 - c. A kick that does not meet the minimum kick requirement (3 foot line).

Balls

1. A count of 4 balls advances the kicker to first base.
2. A ball is:

- a. A pitch outside the strike zone;
- b. An illegal bouncy ball;
- c. Any fielder or pitcher advancing on home plate before the ball is kicked;
- d. Any catcher crossing home plate before the kicker kicks the ball.

Strikes:

1. A count of three strikes constitutes an out.
2. A strike is a pitch within the strike zone either kicked or not kicked.
3. A strike is a missed kick by the kicker. Swing and a miss.

Outs:

1. A count of three outs by a team completes the team's half inning; exception in Family Fun League – where three outs will clear bases and the team will continue to kick until all 11/8 players kick. Exception (if a team is playing with the two out system, due to lack of female players).
2. An out is:
 - a. Count of three strike;
 - b. A runner touched by the ball at ANY time while not on base;
 - c. A runner who is on the same base with another runner and is tagged with the ball;
 - d. Any kicked ball (fair or foul) that is caught;
 - e. A ball tag on a base to which a runner is forced to run;
 - f. A runner leading off base before the ball is kicked;
3. Hitting the base with the ball does NOT count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

Ball In Play

1. Once a member of the fielding team has the ball in control and is inside the area of control (circle about pitching plate), the play is over. Play will resume once the next pitch is thrown.

Play Ends

1. When the ball is being controlled by a player in the control area.
2. A runner intentionally touches or stops the ball (the runner is out).
3. Interference is when any non-fielder, runner, or non-permanent object touches the ball. Any time there is interference, play automatically ends and runners proceed to the base to which they were headed.

Ghost Men

1. No ghost men are allowed.

Other Rules:

1. All games will have one official.
2. Foul language is not allowed.
3. Coaches are responsible for controlling their team. Adults ... please act like it.
4. Any player ejected from a game must leave the park immediately.
5. Ejected players will serve a two game suspension. Any second ejection (same player) will result in a year suspension.
6. There is NO infield fly rule.
7. Coaches are responsible for keeping track of the batting order, inning and score.
8. Any matter not covered in these rules/regulations shall be ruled upon in a consistent matter by team managers and the Recreation Department Staff.
9. This league is for the enjoyment of all, therefore proper respect and civility is required of all participants toward one another.
10. Any and all matter may be resolved by Rock, Paper and Scissors!
11. The MOST IMPORTANT RULE – HAVE FUN! If