

2023 ADULT KICKBALL RULES AND REGULATIONS



CITY OF HOUSTON

PARKS AND RECREATION DEPARTMENT



HPARD
HOUSTON PARKS
AND RECREATION DEPARTMENT
A CAPRA Accredited Agency

February 27, 2023

Dear Team Manager,

On behalf of the Houston Parks and Recreation Department, I would like to welcome you as a participant in our **Adult Kickball Program. We are excited to start our sports leagues again!**

Our goal is to offer quality sports programming at affordable prices and see that each participant has an enjoyable leisure experience.

Please read the rulebook at your first opportunity to familiarize yourself with our league's rules and regulations. Also, you will find a listing of online registration dates for each season in on page 3.

We now have an online registration system. You can establish your online account at www.houstonparks.org (Adult Sports Section), but you will not be able to register for a league until the specified registration dates for a specific season. The online registration system was approved by the Mayor and City Council in 2009.

Separate flyers with upcoming registration information, fee changes and rule updates will be sent to you as they become available. You can also visit our department's web site at www.houstonparks.org for additional information as well. Please be sure to advise the Adult Sports Office with ample time if your contact information changes, including email address.

We now have an [HPARD Facebook Page](#) and [Twitter Page](#). We will add updates on league registrations and tournaments throughout the year.

Again, welcome to our program. Wishing you and your team a very enjoyable and successful season.

Sincerely,

Sean Gay,

Senior Superintendent

Recreation and Wellness Division

2023 ADULT KICKBALL PROGRAM DATES:

Spring I Season

League Dates: February 27 – April 6, 2023
Online Registration Dates: January 17 (8:00 am) – January 29 (5:00 pm)
Team Manager’s Meeting: February 23rd at 6:30 pm via Microsoft Team’s Virtual Meeting
Holiday: Easter Good Friday: April 7th

Spring II Season

League Dates: May 8 – June 25, 2023
Online Registration Dates: April 17 (8:00 am) – April 30 (5:00 pm)
Team Manager’s Meeting: May 4th at 6:30 pm via Microsoft Team’s Virtual Meeting
Holiday: Memorial Day: Monday, May 29th, Juneteenth: Monday, June 19th

Summer Season

League Dates: July 10 – August 27, 2023
Online Registration Dates: June 19 (8:00 am) – July 2 (5:00 pm)
Team Manager’s Meeting: July 6th at 6:30 pm via Microsoft Team’s Virtual Meeting
Holiday: Juneteenth: Monday, June 19th, Independence Day: Tuesday, July 4th

Fall Season

League Dates: September 11 – October 29, 2023
Online Registration Dates: August 21 (8:00 am) – September 3 (5:00 pm)
Team Manager’s Meeting: September 7th at 6:30 pm via Microsoft Team’s Virtual Meeting
Holiday: Labor Day: Monday, September 4th

Winter Season

League Dates: November 6 – December 17, 2023

Online Registration Dates: October 9 (8:00 am) – October 22 (5:00 pm)

Team Manager's Meeting: October 26th at 6:30 pm via Microsoft Team's Virtual Meeting

Holiday: Thanksgiving: Thursday & Friday, November 23 – 24th.

2. LENGTH OF SCHEDULE

Regular leagues will consist of four (4) to eight (8) teams playing 8 games in a double-header format for 5 or 6 weeks. Schedules may have other formats to accommodate situation. At conclusion of regular season, there will be a playoff tournament if rainout dates have not been exhausted.

3. REGISTRATION PROCEDURES:

Team managers register online during the registration dates listed on page 3 at:

<https://apm.activecommunities.com/houstonparks/Home>

Team managers can establish their online account in advance at our online registration site (this only has to be done once).

If you do not have Internet access, team managers may register for leagues during the above registration dates between the hours of 8:00 a.m. – 5:00 p.m. at the Adult Sports Office, 6200 Wheeler Street, Bldg #3, Houston, TX 77023. Personal checks are not accepted. Entry fees are accepted by cash, credit card, company check, and money orders only. Company checks and money orders need to be made payable to “City of Houston.”

Registrations are accepted on a “first come, first serve” basis.

Team managers cannot register more than 1 team per league nor create duplicate accounts.

4. ENTRY FEES

\$225.57 per team + \$10 TAAF Fee for Adult Sports leagues

Please Note: Entry fees are subject to change without notice.

All teams participating in the 2021 Houston Parks and Recreation Department Adult Kickball Program will be required to register with the Texas Amateur Athletic Federation (TAAF) at a cost of \$10.00 per team. Registration with TAAF is required once every calendar year, and is separate from the Houston Parks and Recreation Department League Registration.

The City of Houston recommends for team managers to purchase team insurance. Please visit www.taaf.com for more information.

As per TAAF rules and regulations, if you change your team’s name or individual’s account name, you will be required to pay an additional TAAF annual team registration fee.

5. REFUND POLICY

Refund of team registration fees will be granted to team managers less 5% of the team registration fee, provided such request is made on or before the business day 14 days preceding the season's start date. No refunds shall be given for a request submitted less than 14 preceding the season's start date. It should be noted that it could take up to ninety (90) days from the date your refund request is received to be processed. All refunds must be requested in writing to the Adult Sports Office and have the following information:

1. Team manager's name, address, telephone number and signature.
2. Team name, night, league and field.
3. Reason for withdrawal.

6. LEAGUE DIVISIONS:

Class D: Recreational Level

7. ROSTER INFORMATION

- A. All teams can submit rosters at time of registration. Team rosters must include first and last names of all players. Teams are allowed to have a maximum of 20 players on their roster.
- B. Roster changes must be made via email (louis.moore@houstontx.gov). If a player desires to transfer from one (1) team to another, a roster change must be submitted to the Adult Sports Office in person or by e-mail prior to that player participating in a game. Note: If a player desires to transfer from one team to another in the same league, the player must sit out one (1) game. If a player desires to transfer from one team to another in different leagues, the player becomes eligible immediately.
- C. Roster changes must be submitted within the first two weeks of the league via e-mail. If a team manager fails to receive a confirmation of receipt of the email from the Adult Sports Office, he/she is responsible to follow-up on the status at (832) 395-7130.
- D. Team rosters will be final after two (2) weeks of play.
- E. A team's final roster also becomes that team's post-season roster.
- F. Player's full names must appear on the registration roster on file in the Adult Sports Office. A substitute or replacement player must come from the dugout, not from the stands or spectator's area. **Umpires will not decide the player (s) eligibility.**

G. Tournament Roster: Team (s) may not add players from other leagues to participate in any City of Houston Tournaments. The Adult Sports Staff will check rosters. Teams may use a player (s) from their team roster for that calendar year. For example, for the TAAF Tournament in July and November, a team may use a player (s) from Spring I Season's team roster who may not be on the Spring II roster.

Penalty: If a protest is lodged against the offended team and it is verified by the Adult Sports staff, a forfeit of the game shall be declared for incomplete rosters or ineligible player.

8. TEAM NAME

Team names are subject to Adult Sports staff approval. Inappropriate and vulgar names are not accepted and will be changed.

9. LENGTH OF OFFICIAL GAMES

Seven (7) innings or fifty-five (55) minutes whichever occurs first, constitutes a game. In case of rain, light failure, etc., the completion of thirty (30) minutes constitutes a completed game. The games will end when the home team is kicking and ahead by ten runs in the 4th inning & eight runs in the 5th inning or when time expires. **The ten (10) run rule will be in effect after four complete innings, or eight (8) run rule after five (5) complete innings. The Home team ahead by 10 or 8 runs in the bottom of the 4th or 5th will constitute a completed inning.**

* Rule Change Effective Spring I of 2013:

Tied Game: Games will end in a tie at the completion of the game: 55 minutes or 7 Innings, whichever occurs first. Both teams will get ½ game win/lost.

10. OFFICIAL TIME

The watch of the umpires will be considered the official time clock for all games. In the event neither of the umpires has a watch, someone selected by the umpires will act as the official timer. Team managers are urged to synchronize their watches with the umpires prior to the start of every game. The game clock will start when the umpire calls play ball after the coin toss. In addition, the Team Manager/Team Representative should get the umpire (s) name (s) during the pre-game.

11. HOME TEAM DESIGNATION

The home team designation will be determined by the flip of a coin. The home team will be responsible for the official score and keeping up with substitutes. An official scorebook is required. If neither team has a scorebook and a conflict in the score occurs, the home team's score will be final. If only one (1) team, even if it is the visitors, has a scorebook and a conflict occurs, then that scorebook will be valid. Please check with the umpires and opponents after each inning about the number of runs scored.

12. SCHEDULES

Schedules are posted one week prior to the season's start date on the Adult Sports Team Sideline website and app::

<https://www.teamsideline.com/sites/houstonparks/home>

If you do not have Internet access, please contact the Adult Sports Office at (832) 395-7130 to request a schedule faxed or mailed to you.

13. FORFEIT TIME

Any team not ready to play at game time will forfeit to the opposing team. Team must be in the dugout or on the field at game time to be considered present and ready to play. The only exception will be the first game of the night, teams will be given a ten (10) minute grace period. Be aware that the game clock will start at the scheduled start time (ex. If a game starts at 6:30 and the team requests the grace period, the game clock will be running through the grace period). Umpires will not decide on player eligibility. If a team captain desires to protest the eligibility of a particular player, he/she must follow the procedures set forth in Section 13 of this rulebook. In order to reduce the number of unjustified forfeits by teams, the following rules will be in enforced during the 2020 Seasons:

- If a team forfeits 2 or more scheduled dates of games during a 5-Week Doubleheader Season, the team would be disqualified from the City of Houston Parks and Recreation Department Playoffs Tournament(s) and subject to being disqualified from the league.
- If a team forfeits 3 or more scheduled dates of games during a 5-Week Doubleheader Season, the team would not be eligible to register and participate in any upcoming seasons within a period of 1 year. For example, if a team forfeits 3 scheduled dates of games during the Spring I season, they will not be able to register and participate in the Spring II Season. In addition, the team may be deleted from the current league and the schedule to be revised with remaining teams.
- If a new team is formed (within 90 days of becoming ineligible to register for another season), there cannot be 5 or more players on the roster from a team that was previously disqualified by forfeiting 3 or more scheduled dates of games in a season.

Of course, if a team experiences an uncontrollable circumstance that caused the team to have a forfeit (death in the family, car accident, etc.), the Adult Sports Office will review any written appeals with documentation submitted within 5 business days after the scheduled game(s) or receipt of forfeit letter to the Adult Sports Office.

14. **PROTESTS**

- Only protests based on misinterpretations of the rules and player eligibility will be accepted.
- Protests must be announced verbally to the umpire immediately when the contested action occurs and before play is resumed. Protest must be presented in writing to the Adult Sports Office (6200 Wheeler Street, Houston, TX 77023) by 10:00 a.m. the following business day. A \$20 fee must also accompany the protest (Cash Only). In the event a protest is upheld, the \$20 will be refunded as soon as possible. If the protest is denied, the \$20 protest fee is forfeited.
- Omission of any of the above mentioned steps will constitute the denial of a protest.
- When there is a protest against an ineligible player and there is no roster on file in the Adult Sports Office, the protest will be automatically upheld. The protesting team must also have a roster on file in order to file a protest. If there is no roster on file for either team, both teams will be credited with a loss.
- The decision of the protest committee will be considered final.
- There will be only one protest allowed per game, but it may include several items.
- Any protest lodged after the completion of the game will not be allowed.

15. **RAINOUT INFORMATION**

- Team managers may refer to the Team Sideline app or website @ <https://www.teamsideline.com/sites/houstonparks/home> for text alerts after 4:00 p.m. daily to check on field status.
- In an instance where rain may come after 4:00 p.m. the decision to play will be left to the discretion of the umpires at the first game. If the first game of the night is cancelled, the remainder of the games for that night will be cancelled. It would be wise to have representative at the field for the first game to notify team members of any cancellations.
- As many cancellations as possible will be made up in the weeks following the league schedule.
- The Adult Sports Office reserves the right to cancel remaining make-up games if it is determined that team interest is lacking and a champion will be determined on a percentage basis.
- Refunds for games not played during a season will be issued to team managers at the conclusion of each season. Please check your "My Account" section two weeks after the conclusion of a specific season and the refund will be applied to your online account. If you originally paid by cash/check for your team registration, you will need to complete a Refund Request Form 2 weeks after the conclusion of a season. A refund check from the City of Houston will be sent to you within 4 – 6 weeks. If your team has a forfeit(s) no refunds will be given during that season.
- The Adult Sports Office no longer issues credits that can be applied towards a future season.

16. **PLAYER CONDUCT**

- Team managers are responsible for the conduct of their players and fans before, during and after all games and registrations.
- Harassment of officials, players and staff will not be tolerated at any time. Continued harassment may result in player and/or team being suspended from the league with no refund.
- Fighting will not be tolerated and will result in both participants and teams being suspended for a minimum of two games up to a maximum of indefinite suspension, depending on the situation.
- If a player or team is suspended for fighting or exhibits unruly/inappropriate conduct at any time during the league, no refunds will be given, regardless of how many games remain.
- All suspensions may be appealed to the Adult Sports Office. All appeals must be sent in writing to the Adult Sports Office within 24 hours after the team manager is notified.

17. ALCOHOL

Alcohol is prohibited at the following HPARD parks:

1. Cleveland Park
2. Irvington Park
3. Alief Park Park

Alcohol is permitted at the following HPARD parks, but not on the ballfield or in dugouts during games:

1. Memorial Park
2. Cullen Park
3. Herman Brown Park

- Players may not leave the dugout during a game to drink alcohol.
- Alcohol in glass containers is prohibited at all HPARD parks.

Sports officials have been instructed to follow the below procedures to ensure the Alcohol Policy is in compliance.

1. Sports official meets with team manager immediately if a player is drinking alcohol at a park where alcohol is prohibited or if a player is drinking on the actual ballfield or dugout. The sports official will tell the team manager the incident is a warning and he/she must cooperate to ensure players discontinue drinking behavior.
2. If drinking behavior is observed a second time by a player within a specific season, the player will be ejected for the remainder of the game(s) on that date. Sports official completes a written summary statement to Adult Sports Office within 1 business day.
3. If drinking behavior is observed a third time within a specific season, a forfeit will be issued to the team by the sports official. Sports official completes a written summary statement to Adult Sports Office within 1 business day.
4. If drinking behavior is observed a fourth time within a specific season, a forfeit will be issued to the team by the sports official. Sports official completes a written summary statement to Adult Sports Office within 1 business day. Adult Sports staff investigate incident and complete an incident report for documentation. Suspension of registration for next season for team that violates Alcohol Policy.

18. UMPIRE COMPLAINTS

If there is a problem with an umpire, call the Adult Sports Office at (832) 395-7272 the following day and report the problem/issue to the Adult Sports staff. You may also send an e-mail to report the problem/issue to louis.moore@houstontx.gov. During the pre-game meeting team managers should get the name of the umpire (s). Do not confront the umpire at the site. Failure to abide by this rule could result in the violator(s) being removed from the program.

19. PLAYER INJURIES

The City of Houston Parks and Recreation Department is not responsible for any injuries to any participant in the program (players, coaches, managers, officials and spectators). TAAF and NRPA have very reasonable insurance plans that are available to all teams. It is recommended that all teams acquire such insurance coverage. You may obtain more information on insurance plans by visiting www.taaf.com or www.nrpa.org.

All players should be aware that kickball can be a hazardous activity and by voluntarily participating in this activity, they acknowledge that there are numerous dangers and risks involved including various types of injuries, and even death.

20. **AWARDS:**

Awards will be given to the first place team from each league of the regular season. In order to qualify for awards and to determine a true champion, the team must have completed at least 100% of the regular season games. For the Playoffs Tournament in June, awards will be given to the first place team and runner-up team from each division.

Team managers who win their league for a regular season may pick up their award by visiting the Adult Sports Office during normal business hours Monday – Friday. Please call 832-395-7130 to make an appointment for pickup. The Adult Sports Office will not be responsible for issuing awards after sixty (90) days of the season/tournament ending. The Adult Sports Office is located at:

Houston Parks and Recreation Department
Adult Sports Office
6200 Wheeler Street, Bldg. 3
Houston, TX 77023

21. **SCORES AND STANDINGS**

Please check the Team Sideline website to view your team's scores, standings and schedule. Go to:

<https://www.teamsideline.com/sites/houstonparks/home>

Scores and standings will be posted on website within 1 business day after completed games.

22. **PRIVATE/CORPORATE LEAGUES**

- The private/industrial league director and team managers are responsible for the conduct of their players and fans before, during and after all games and registrations.
- The league director of Private/Industrial Leagues must cooperate to obtain player's contact information when requested by HPARD staff.
- Harassment of umpires, players and staff will not be tolerated at any time. Continued harassment may result in player and/or team being suspended from the league with no refund.
- Fighting will not be tolerated and will result in both participants and teams being suspended for a minimum of two games up to a maximum of indefinite suspension, depending on the situation.
- If a player or team is suspended for fighting or exhibits unruly/inappropriate conduct at any time during the league, no refunds will be given, regardless of how many games remain.

23. **TEAM WEBSITE**

It is recommended for team managers to have a team website to better manage and communicate with teammates. You can manage your season efficiently by creating calendars, schedules, reminders, rosters, and photos.

Both of the organizations below provide a free service:

<http://www.eteamz.com>

<http://www.teamer.net>

GENERAL RULES:

1. OFFICIAL RULES

Games will be played in accordance with official rules of the Texas Amateur Athletic Federation Association (TAAF) Rules and Regulations, unless herein stated.

2. UNIFORMS

- A. For league play, uniforms are not required.
- B. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- C. Steel cleats or hard plastic with metal attached to the bottom are not allowed in the City of Houston Parks and Recreation Department Kickball Program. Any player found wearing steel cleats will be ejected from the game. The second violation by the same player during the season may result in that player being suspended from participating in the league.

3. PLAYERS

All players must be 18 years of age or older.

Teams must field a minimum of 8 players and no more than 11 players, **there can be NO MORE than 6 men playing defense during the game.**

Teams must field a minimum of 8 players and no more than 11 players. Teams may have up to 20 players listed on the roster.

A team must have the required number of players present in the dugout or on the field to start a game. Also, there must be a minimum of four (4) players of each sex at the beginning of the game.

If there are only seven (7) players present in the dugout or on the field at the start of the game, a forfeit will be given to the opposing team.

All teams must provide a lineup to the home plate umpire at the beginning of each game.

Players leaving or being ejected

- A. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the lineup whenever a player leaves the game for any reason other than ejection.
- B. If playing shorthanded, and a substitute arrives, they must be inserted immediately into the vacant spot. If he/she refuses to enter

for any reason, that player becomes ineligible for the remainder of the game.

- C. If the player leaving the game is a runner or kicker, the runner or kicker shall be declared out.
- D. When the player who has left the game is scheduled to kick, an out shall be declared for each turn at kick.
- E. Any player may be substituted or replaced and re-entered once, providing players occupy the same kicking positions whenever in the lineup.
- F. Players may re-enter a second time. The starting player and their substitute may not be in the lineup at the same time.

4. **COURTESY RUNNER**

Any eligible player on the official line-up including available substitutes may be used as a Courtesy Runner. Only one (1) Courtesy Runner may be used per inning. For Co-Ed play "ONLY" you may have one (1) Male Courtesy Runner & one (1) Female Courtesy Runner per inning. A player can only be a Courtesy Runner once per inning. *Example: Bob was a courtesy runner of Alex, Bob can't be a courtesy runner again until that inning has been completed.* The Courtesy Runner is selected using the following order:

1. **Any player that is currently playing in the game.**

The order of selection may be changed due to the flow of the game. The intent of the selection order is to keep the Courtesy Runner from being on base when it is their turn to bat. **The penalty should the Courtesy runner be on base when it's their turn to kick is: They are removed from the base an OUT will be called (with no runner allowed to take their spot on the base) and placed at the plate to kick. Should this create the 3 out of the inning, they would kick first the next inning**

"Note: males are to run for males & females for females".

Above all do NOT CONFUSE THE COURTESY RUNNER with the SUBSTITUTION RULE!!!!

5. **HIT AND SIT**

When a kicker kicks a home run, he/she will touch 1st base and then go back to the dugout. All other players who were already on a base would simply return to the dugout without having to touch the next base.

6. **BUNTING RULE**

All female players are allowed to bunt.

Any male that attempts to bunt the ball and results in a **fair or foul ball** will be the designated bunter for the remainder of the game. Should that designated male player have to leave the game for any reason, including injury, no other **male** player may bunt.

7. **BALL**

The official kickball shall be a seamless, pebble-grain surfaced ball, between 8.0" and 8.5" in diameter. The center of the ball may contain air only. Team managers must provide their own balls for each game. **The kicking team chooses the ball they wish to kick and may use the opposing teams ball, should the opposing allow it.**

8. TAG AREA

The legal tag area will be from the shoulder and below. If the ball is thrown, it must be below the shoulders. Any thrown ball, that hits a runner above the shoulders will be a declared a dead ball. The runner is NOT OUT and all runners on base will be advanced to the next base "ONLY IF FORCED". Should the runner slide this rule will not apply (*However if the runner slides and in the officials judgement the the throw was flagrant the rule would apply*).

9. STARTING PLAY/LIVE BALL

A. The pitcher will be allowed 5 warm up pitches to start the game (first inning). Three (3) warm-up pitches will be allowed if there is a change in pitchers.

B. The ball becomes dead and not in play when:

- The ball is illegally kicked
- kicker makes no attempt to kick at a pitch
- A foul ball is not caught
- The offensive team causes interference
- A blocked ball is declared dead
- A pitched ball, not kicked by the kicker, is touched by the catcher
- A no pitch is declared

C. The ball becomes dead when an umpire calls "time": Time is called when:

- In his/her judgement conditions justify call time
- An injury occurs
- At the completion of each play and the pitcher **or any infielder** has possession of the ball **and in the judgment of the official all play has ceased.**

10. PITCHING

A. The pitcher shall take position **on or behind the pitcher's plate.**

B. Pitcher must deliver the ball with one hand, releasing the top of the ball below his waist toward home plate. A violation of this will be called a ball.

C. The pitcher must remain on or behind the pitcher's plate until the ball is kicked or crosses the plate. **Should the pitcher violate this rule & create an out, the kicker will be awarded 1st base and all runners will move to next base if forced. Should the defensive player who violated the rule not make the out there is no call. One step from the pitching plate or pitchers forward motion will be allowed, at the discretion of the official.**

A strike is called by the umpire:

A. When a legal pitch first touches the ground at least once in fair territory and any part of the ball enter any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee.

B. When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits the kicker's other leg.

A ball is called by the umpire:

- A. For each pitched ball, which does not enter the strike zone and is not struck at by the kicker.
- B. When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
- C. For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker.
- D. **When the ball is rolled with excessive speed to a female kicker. A warning will be given on the 1st infraction. Excessive speed is determined by the Official.**

A no pitch shall be declared when:

- A. The pitcher pitches during a suspension of play.
- B. The ball slips from the pitcher's hand during his/her swing back.
- C. The pitcher pitches a quick return pitch.
- D. The pitcher pitches before the umpire calls for the pitch.

If a new pitcher comes in after the game begins they will be awarded 3 warm up pitches.

11. KICKING

The kicker shall take position in the kicker's **box** within 20 seconds after the umpire has called "Kicker Up." The kicker shall not leave the kicker's **box** once the pitcher has begun the windup.

The kicker is out when:

- A. A third strike is called.
- B. Kicker leaves the kicker's **box** during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the **box** and does NOT attempt to kick the ball he/she will have either a ball or strike called against him/her.
- C. A foul tip is legally caught on the third strike.
- D. He/She interferes with the catcher's ability to make a play.
- E. He/She steps **and kicks with their planted foot beyond home plate. (This is considered a DEAD BALL, runners MAY NOT ADVANCE!!)**

The kicker becomes a runner when:

- A. Ball four is called.
- B. An infielder interferes with the pitch.
- C. A legal kick has taken place and they reach base.

A legally kicked ball is fair when:

- A. Ball settles on or is touched by a fielder while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
- B. It is on or over fair territory when bounding past the infield.
- C. It first touches the white part of the base at first or third base.
- D. It first touches on fair territory beyond first or third base.

The kicker/runner is out when:

- A. He/She interferes with the catcher's ability to make a play.
- B. He/She touches his/her own kicked fair ball, while he/she is in fair territory, before it **passes** a fielder.

- C. Player is declared out for interference while running to first base.
- D. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
- E. While running to first, player is tagged or hit with the ball before reaching first base.
- F. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker if caught in foul ground. **Exception: the Foul Tip on the 3rd strike.**
- G. When the **kicker runner or runner leaves the playing field & enters dead ball area**, player cannot return back to a base.

12. RUNNING THE BASES

- A. LEADOFFS or STEALING are not allowed. **The Dead Ball signal is given, an OUT is called for leading off the base or stealing.**

13. DEFENSIVE LINE

- There is an imaginary line that runs from the back of 1st base diagonally across the field through the back of 3rd base. No defensive player may cross this line until the ball is kicked or is caught by the catcher. **Should the defensive player who violated this rule create an out, the kicker will be awarded 1st base and all runners will move to next base if forced. Should the defensive player who violated the rule not make the out there is no call.**

FIELD LOCATIONS:

1. **Alief Park** – 11903 Bellaire Blvd. – Go west to I-69 and Westpark Tollway W to W Houston Center Blvd. Take the W Houston Center Blvd exit from Westpark Tollway W. – Turn left onto W Houston Center Blvd. - Use the left 2 lanes to turn left onto Alief Clodine Rd. - Turn right on S Kirkwood Rd.
2. **Cullen Park** – 19008 Saums Road – Go west on I-10 to the Barker Cypress exit. Make a right on Barker Cypress and Follow down to Saums Road. Make a left on Saums and the park entrance will be on your left.
3. **Herman Brown Park** – 300 Oates Road – Go East on I-10 to the Mercury Dr. exit. At the light, take the U-Turn and follow feeder to Oates road. Turn right on Oates Road. Follow Oates Road, the park will be on your right.
4. **Memorial Park #1** – 6501 Memorial Drive - Take South Loop West to the Memorial Dr. exit. Turn left onto Memorial Drive. Follow Memorial Drive and turn left at Memorial Loop Drive. Follow the loop; field is located between field #2 and the swimming pool.
5. **Memorial Park Fields #2-3** – 6501 Memorial Drive – Take South Loop West to the Memorial Drive Exit. Turn right onto Memorial Drive. Follow Memorial Drive and turn left at Memorial Loop Drive. Fields are located immediately next to the soccer field and across from the golf course.
7. **Tim Hearn Field (Cleveland Park)** – 200 Jackson Hill – Take Memorial Drive west to Jackson Hill. Make a right on Jackson Hill and the park is on your left.
8. **Irvington Park** – 1000 Cavalcade St. – Follow I-45 N to N Fwy Service Rd. Take exit 50A from I-45 N - Turn right onto Patton St. - Turn left onto Irvington Blvd. - Turn right onto Frawley St.

CONTACT INFORMATION:

General Information	(832) 395-7130
Rainout Information (updated by 4 pm daily)	Team Sideline website
Field Reservations with the Permits Office	(832) 394-8804
Program Information, League and Registration Dates, Schedules, Standings, etc.	www.houstonparks.org
E-mail address	louis.moore@houstontx.gov
Online Registration	https://apm.activecommunities.com/houstonparks/Home

Adult Sports Code of Conduct

The Code of Conduct will be enforced before, during, and after all league or tournament play at HPARD parks and community centers. The term "individual" includes the following: coach, manager, player, fan or spectator.

Misconduct will result in the penalty of an individual and/or team for all Adult Sports leagues and tournaments. The term "official" includes the following: umpire, sports official, park monitor, and HPARD staff.

During the team registration process, team managers acknowledge they are responsible for the behavior of their teammates before, during, and after games.

1. No Individual Shall: At any time lay a hand upon, shove, or strike an official or individual.

Minimum Penalty: Ejected from game and/or playing area with a minimum one week suspension.

Maximum Penalty: Suspended from HPARD Adult Sports leagues, facilities, and assault charges may be filed.

2. No Individual Shall: Be guilty of objectionable demonstration of dissent by throwing a ball or any other forceful actions.

Minimum Penalty: Warning by sports official/umpire.

Maximum Penalty: Ejection from the game, playing area and 1 week suspension.

3. No Individual Shall: Discuss with sports official/umpire, in any manner, the decision reached by such official except a team manager.

Minimum Penalty: Warning by the sports official/umpire.

Maximum Penalty: Ejection from game and/or playing area with 1 week suspension.

4. No Individual Shall: Be guilty of using unnecessarily rough tactics in the play of the game.

Minimum Penalty: Ejected from game and playing area by sports official/umpire.

Maximum Penalty: Suspended from HPARD Adult Sports leagues and assault charges may be filed.

5. No Individual Shall: Use profane, obscene or vulgar language in any manner, or at any time on or off the playing field.

Minimum Penalty: Warning by sports official, umpire, or HPARD staff.

Maximum Penalty: Ejected from game and suspended for one week from the league.

6. No Individual Shall: Be guilty of a physical attack as an aggressor upon any individual.

Sports officials and umpires are required to immediately suspend player from further play and report the incident to the league director. Such player shall remain suspended until HPARD management review the incident.

Minimum Penalty: Suspension from two weeks and placed on probation for remainder of the season.

Maximum Penalty: Suspended from HPARD Adult Sports leagues and facilities and assault charges may be filed.

7. No Individual Shall: Be guilty of an abusive verbal attack upon or threatening of any sports official, umpire, or individual on or off the playing field.

Minimum Penalty: Ejection from game and 1 week suspension.

Maximum Penalty: Two weeks suspension and placed on probation for remainder of the season.

8. No Individual Shall: Appear on the field of play at any time in an intoxicated condition or under the influence of any other type of drug which will infringe upon their safety or the safety of others.

Minimum Penalty: Ejection from game.

Maximum Penalty: Suspended for the remaining season of play, including playoffs.

9. No Individual Shall: Be guilty of damaging, destroying or stealing HPARD property.

Minimum Penalty: Compensation for damages.

Maximum Penalty: Suspended from HPARD Adult Sports leagues and criminal charges may be filed.

10. No Individual Shall: Be guilty of any demonstration of un-sportsmanlike conduct before, during, or after league or tournament play.

Minimum Penalty: Warning by sports official, umpire, or HPARD staff.

Maximum Penalty: 2 game suspension and suspension for remainder of season.

Concussion Policy and Procedures:

THE FACTS

- A concussion is a brain injury.
- All concussions are serious.
- Most concussions occur without loss of consciousness.
- Concussions can occur in *any* sport or recreation activity.
- Recognition and proper response to concussions when they first occur can help prevent further injury or even death.

A bump, blow, or jolt to the head can cause a concussion, a type of traumatic brain injury (TBI).

Concussions can also occur from a blow to the body that causes the head to move rapidly back and forth. Even a “ding,” “getting your bell rung,” or what seems to be a mild bump or blow to the head can be serious.

RECOGNIZING A POSSIBLE CONCUSSION

To help recognize a concussion, you should watch for and ask others to report the following two things among your athletes:

1. A forceful bump, blow, or jolt to the head or body that results in rapid movement of the head. --and--
2. Any change in the athlete’s behavior, thinking, or physical functioning.

Athletes who experience **one or more** of the signs and symptoms listed below after a bump, blow, or jolt to the head or body should be kept out of play the day of the injury and until a health care professional, experienced in evaluating for concussion, says they are symptom-free and it’s OK to return to play.

SIGNS OBSERVED BY COACHING STAFF, SPORTS OFFICIALS, OR LEAGUE ADMINISTRATORS:

Appears dazed or stunned

Is confused about assignment or position

Forgets an instruction

Is unsure of game, score, or opponent

Moves clumsily

Answers questions slowly

Loses consciousness (*even briefly*)

Shows mood, behavior, or personality changes

Can't recall events *prior* to hit or fall

Can't recall events *after* hit or fall

SYMPTOMS REPORTED BY ATHLETE:

Headache or "pressure" in head

Nausea or vomiting

Balance problems or dizziness

Double or blurry vision

Sensitivity to light

Sensitivity to noise

Feeling sluggish, hazy, foggy, or groggy

Concentration or memory problems

Confusion

Just not "feeling right" or is "feeling down"

DANGER SIGNS

In rare cases, a dangerous blood clot may form on the brain in a person with a concussion and crowd the brain against the skull. An athlete should receive immediate medical attention if after a bump, blow, or jolt to the head or body s/he exhibits any of the following danger signs:

- One pupil larger than the other
- Is drowsy or cannot be awakened
- A headache that not only does not diminish, but gets worse
- Weakness, numbness, or decreased coordination
- Repeated vomiting or nausea
- Slurred speech
- Convulsions or seizures
- Cannot recognize people or places
- Becomes increasingly confused, restless, or agitated
- Has unusual behavior
- Loses consciousness (a brief loss of consciousness should be taken seriously and the participant should be carefully monitored).

WHEN A CONCUSSION IS SUSPECTED

If you suspect that an athlete has a concussion, implement your four-step action plan:

1. **Remove the athlete from play.** Look for signs and symptoms of a concussion if your athlete has experienced a bump or blow to the head or body. When in doubt, sit them out.

2. **Ensure that the athlete is evaluated by a health care professional experienced in evaluating for concussion.**

Do not try to judge the severity of the injury yourself. Health care professionals have a number of methods that they can use to assess the severity of concussions. As a coach or team manager, recording the following information can help health care professionals in assessing the athlete after the injury:

- Cause of the injury and force of the hit or blow to the head or body
- Any loss of consciousness (passed out/knocked out) and if so, for how long
- Any memory loss immediately following the injury
- Any seizures immediately following the injury
- Number of previous concussions (*if any*)

3. **Inform the athlete's parents or guardians about the possible concussion and give them CDC's fact sheet on concussion.** This fact sheet can help parents monitor the athlete for sign or symptoms that appear or get worse once the athlete is at home or returns to school.

4. **Keep the athlete out of play the day of the injury and until a health care professional, experienced in evaluating for concussion, says s/he is symptom-free and it's OK to return to play.**

A repeat concussion that occurs before the brain recovers from the first—usually within a short period of time (hours, days, or weeks)—can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in edema (brain swelling), permanent brain damage, and even death.

Procedure: If an athlete sustains a concussion, a doctor’s letter of clearance will be required to be submitted to the Adult Sports Office prior to returning to play in a sports league.

Take a FREE online training on concussion or get more information and educational resources on concussion, go to: www.cdc.gov/Concussion

The above information was provided by the U.S. Centers for Disease Control. Also, please note that concussion awareness disclosures, protocols and requirements may be mandated by state or local law. Consult applicable laws for legal requirements.