



RULES, REGISTRATION, & MANAGER HANDBOOK ADULT KICKBALL LEAGUES

Website: www.cityofapplevalley.org/kickball

Weather/Cancellation Line: (952)953-2399, option #1

Location: Apple Valley Community Center, 14603 Hayes Rd

League Director: Nick Thompson

(952)953-2316

AVathletics@cityofapplevalley.org

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GENERAL INFORMATION

Any new or clarified rule will be highlighted in grey. Apple Valley Parks and Recreation Department reserves the right to add or change rules at any time for the betterment of all, and make rule exceptions when special circumstances exist.

MANAGER'S DUTIES

1. **Be knowledgeable:** Read all league procedures and rules and inform members of your team.
2. **Handling disputes:** The "designated manager" must handle any disputes and should be the only person discussing calls with the official. Don't let one of your players face ejection by arguing over a call. Take charge of your team's and your spectators' conduct. Abusive language, smoking, improper drinking, littering and other irresponsible acts can be penalized.
3. **Communicate with team:** Relay schedule information, changes, or other league information sent via email and posted at www.cityofapplevalley.org/volleyball to your players.
4. **First aid kit:** Each team should equip themselves with a first aid kit.
5. **Promote responsible self-officiating:** Please remind players that this league is self-officiated. If a disagreement or rule interpretation arises, all players should step aside and let the designated managers discuss what to do. If designated managers are unable to come to an agreement, the play will be a re-do without further discussion. It is vital that team managers make calls against their team when carries/illegal hits/in the net occur. If you see any players not being honest, please issue a heavy in-house team penalty, starting by making them sit out a game.
6. **Report any unsportsmanlike conduct** from your team or another team to the league director at 952-953-2316 or AVathletics@cityofapplevalley.org by 4:30pm the day following your scheduled game.

ROSTERS & ELIGIBILITY

Roster forms are available on the Apple Valley kickball webpage www.cityofapplevalley.org/kickball as well as the Johnny Cake Ridge Park (JCRP) softball office.

1. **Minimum age:** All participants must be at least 18 years old prior to participating.
2. **Players may play on multiple teams** in Apple Valley leagues, but may only be rostered on one team per night of play.
3. **Rosters:**
 - a. **Preliminary roster deadline:** Rosters should be submitted at the Johnny Cake Ridge Park (JCRP) office prior to the start of your first game. All players must fill out all information and sign the roster before stepping on the field.
 - b. **Adding players to your roster** is allowed at any point prior to your last regular season game. All players must be on the team's roster with all information and signature line filled in.
 - c. **Rosters are frozen for playoffs** following the last regular-season game and no players may be added. All players listed on the team roster are eligible to participate in the post-season tournaments, regardless of the number (if any) regular season games they played.
4. **Games with illegal players** can be ruled as forfeits.

DRAFT/FREE AGENT LIST

The Apple Valley Parks and Recreation Department keeps a list of individual players who would like to be placed on a team and/or be substitutes. Email AVathletics@cityofapplevalley.org to request a copy of the list.

Players from the Draft/Free Agent List who play more than three times for the same team must be removed from the draft list and be placed on that particular team's roster. Rather than continually using substitutes from the list, it is recommended that you place these players on your roster and let them become full-time members of your team. Draft list players are not eligible for the play-offs, so invite them on to your team!

If you or one of your players would like to be a free agent for a different night of play, complete a free agent form available on the Apple Valley kickball webpage www.cityofapplevalley.org/kickball.

ALCOHOL & SMOKING

1. **Alcoholic beverages** are not permitted on the field or in the dugout. Wine coolers, hard liquor and kegs are not allowed.
2. **No glass** bottles of any kind are allowed.
3. **Impaired players** who becomes a safety risk to themselves or others can be asked to leave the game and/or park by the opposing manager or staff.
4. **Smoking** is not allowed on the field or dugouts.

SAFETY & INSURANCE

1. **Inherent risk of the game:** In addition to the possibility for bodily harm through playing, everyone at the game must be aware of the hazards associated with the game both in and around the area of play.
2. **Insurance:** The City of Apple Valley does not provide insurance for the participants of our adult athletics leagues. Each player, as a result of participation in the league, assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league.
3. **Blood Rule:** A player who is bleeding or has an open wound is prohibited from participation until the bleeding is stopped and the wound covered. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. If excessive time is involved, the re-entry rule would apply. If there is any blood on the uniform, it must be changed or disinfected. All teams are encouraged to have a First Aid Kit with disinfectant with them during each game.
4. **Spectators and children** are not allowed on the area of play during the game and may result in stoppage of play up to forfeiture of game. Adult leagues are created & geared for adults only. If you must bring children to your game, they must be supervised by a non-playing adult (1 adult per 2 children) at all times.

SCOREBOOKS

Names and jersey numbers should be used in scorebooks with each team keeping their own book. Accurate scorebooks are important when protests occur, when games are halted before becoming official, when score disputes arise, or when batting line-ups are questioned. After each ½ inning, designated managers should announce the total runs for that inning and score to be confirmed by both managers. Designated managers should discuss any score discrepancies.

REPORTING SCORES

Both team managers should report their match score(s) to the on-site staff at the Johnny Cake Ridge Park complex. If you are unable to locate the staff person, you may also email scores to AVathletics@cityofapplevalley.org. If scores are not reported, teams will forfeit their wins.

STANDINGS

Standings are generally updated on Fridays. Final regular-season league standings will be based on league points earned (Win = 1 points, Tie = .5 point, Loss = 0 points). If teams are tied, the tie-breaker will be as follows: 1) Least number of forfeits during the regular season. 2) Head-to-head record. 3) Run differential in games between tied teams. 4) Runs given up in games between tied teams. 5) Total run differential for all league games. 6) Coin-flip.

LEAGUE AWARDS PER DIVISION

1. Regular-season league champion: \$30 team gift card and t-shirts for rostered and active players.
2. Playoff champion: \$30 team gift card.
3. Playoff 2nd place: \$20 team gift card.

SPORTSMANSHIP

APPLE VALLEY CODE OF CONDUCT

In order to provide a friendly and orderly league, managers, coaches, players and fans should treat their opponents, staff and other fans appropriately. If individuals fail to display good sportsmanship before, during or after a game, their actions can be viewed as a violation of our sportsmanship code of conduct.

A staff, the league director, or another agent of Apple Valley softball program has the authority to utilize any of the tools in any combination to maintain control and integrity of the game including a warning, an offensive out for

causal profanity, asking a manager to voluntarily remove a player for a period of time to avoid ejection, ejecting an individual (player must supply proper name or the player, manager and team may face additional penalties), and/or terminating the game.

If a player is ejected, the default suspension is two weeks and one year of probation. The League Director can increase or decrease the length of a suspension based on the severity of the offense and previous behavior.

SORR SPORTSMANSHIP POLICY

The League Directors from the SORR communities of Apple Valley, Burnsville, Eagan, Farmington, Lakeville, Rosemount and Savage are interested in ensuring that a high level of sportsmanship be maintained in the sports programs directed by each City. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted:

1. Any player, coach, manager or spectator ejected from a game for an unsportsmanlike act:
 - a. Suspension will result for profanity, tantrum behavior, verbal abuse, etc., for that game plus at least the next game.
 - i. A suspended player may not be present at any site where league games are in progress.
 - ii. Violation will result in an extended period of suspension.
 - b. The suspended player's name will be placed on one-year probation in the SORR communities.
2. Any player, coach, manager or spectator ejected for unsportsmanlike conduct, during the one-year probation, will be prohibited from participating in any SORR community for at least one calendar year.
3. An individual retains the right of a hearing when the action to be taken is expulsion from participation in the league:
 - a. The player will provide a written explanation of the situation that resulted in his/her ejection from the game.
 - b. An appeal letter must be received within 7 days of being notified of the expulsion to your League Director. Failure to do so will result in a forfeiture of ones right to appeal.
 - c. Invited to attend the hearing will be: the player, his/her manager, the SORR League Directors and the Umpire Assigner for the community.
 - d. A suspended player (or representative) must be present at the next scheduled SORR meeting to review his/her case. Failure to attend this meeting will result in a forfeiture of one's right to appeal the expulsion.
 - e. A majority vote of a minimum of 5 active/present League Directors is necessary to overturn a suspension/expulsion.

INCLEMENT WEATHER & THE WEATHER LINE

Weather conditions can change dramatically in a short period of time. If there is a safety concern, a team is never required to play a game, even if the weather line or staff have not cancelled a game. The determination on make-ups, forfeits, etc. can be made at a future time.

1. **Weather line:** Call 952-953-2399, option #1 after 5:00 p.m. This is the official way games are canceled and will be updated immediately when a decision is made. If there is no mention of the games on the recorded message, you should assume games are on and will be cancelled at the field by the field supervisor if necessary.
2. **Play stoppage due to weather:** If conditions become unplayable at game time or after games have started, umpires should delay games for 20 minutes. After the 20 minute delay has passed, staff/managers should make a decision on the status of games for the rest of the evening based on conditions at that time. If games are resumed, they may be shortened if necessary.
3. **Games cancelled once they have started:** If a game is "official" (see "THE GAME" section for details) the results at the point when the game was called will stand. If the game is not official when it is stopped, it will be resumed at a later date from the point it was suspended.
4. **Rescheduled games** will be made up at as time allows end of the season. Managers should check the schedule online five business days after the rain-out to view the rescheduled dates and times. Depending on the number of rainouts, playoffs may have to be on a different night from regular-season play.

GAME TIMES, LATE ARRIVALS, & FORFEITS

1. **Game start times** on weekdays are typically 7:00, 8:00 or 9:00pm. When double-headers are played, every effort is made to schedule games back-to-back.
2. **Player limit to play:** A team must have at least eight rostered players to start a game. Teams that have at least eight players at the scheduled game time must begin to play at the scheduled game time.
3. **Starting short on players:** If a team is still short players when the game is scheduled to begin, they will be declared the visiting team and play will start. If they 1) run out of available batters to field a full 8-person team or 2) need to take the field and are still short players at that point, the game will be declared a forfeit.
4. **Forfeits:**
 - a. Forfeits are never a positive situation, but are even worse when a team fails to show up for a game and doesn't notify the other team and League Director within a reasonable amount of time. Out of respect for the teams, please notify both your opponents that evening as well as the League Director.
 - b. A forfeit will be recorded as a 7-0 score, or the score at the time of the forfeit, whichever is greater.
 - c. Any team with three or more games forfeited may be dropped from the league.

APPLE VALLEY ADULT KICKBALL PLAYING RULES

THE PLAYING FIELD

1. **Pitching distance:** 50 feet
2. **Base length:** 70 feet.
3. **Play area:**
 - a. An arc line is painted 160' from home plate. All outfielders must remain behind the arc line until the ball is kicked.
 - b. No infielder (except the pitcher) shall be in front of the base paths until the ball is hit.
4. **Team bench area:** Only players, managers, and coaches who are listed on the roster will be allowed in the team bench area or on the field of play. Due to safety considerations, scorekeepers, pets, children and fans are not permitted on the field or dugout at any time.

EQUIPMENT

1. **Kickballs** will be 8.5" heavy duty rubber balls. The host city will provide one game ball to each registered team manager for use during the season; it may be kept after the season is over.
2. **Shoes** must be worn at all times. Metal spikes and steel toed shoes or boots are not allowed.
3. **Shin pads** are allowed.
4. **Uniforms:** Teams are requested, but not required, to have matching colored shirts.
5. **Electronic equipment** including a camera, audio or video device may not be worn or used by an umpire, player, or coach on the field of play.
6. **First Aid:** Each team should supply a first aid kit for their team.

THE GAME

1. **Official game** shall consist of seven innings or 55 minutes, unless otherwise noted below:
 - a. The home team is leading after the visiting team has batted in the seventh inning.
 - b. **Time limit:** No new inning shall begin 55 minutes after the scheduled game time.
 - c. **Official game:** A game is official after four innings are completed or 3 ½ if the home team is in the lead. If the minimum innings have not been played, the game may continue past the time limit in order to make an official game.
 - d. **Shortened games:** Game time limits may be shortened to get games in due to weather delays or to accommodate additional make-up games if a season gets an unusual amount of rainouts.
 - e. **Ties:** In the event of a tie score at the end of the game time, the game will be played out as follows: The visiting team starts the extra inning with a runner on 2nd base (last out from last inning) and 1 out. The kicking order must remain the same as it has been the entire game, from your last inning of your last kicker the next scheduled kicker must kick 1st in the extra inning. (Example – if your 8th kicker was your final kicker in the 7th inning your 9th kicker will kick 1st in the extra inning. (Example – if your 8th kicker was your final kicker in the 7th inning your 9th kicker will kick 1st in the extra inning. The home team does the same in their half of the inning. Whichever team has more runs at the end of the extra inning is declared the winner. If the game remains tied after the 1 extra inning, a tie is declared!

- f. **Runs per inning:** There will be a 15-run rule in effect per team per inning. When a team scores 15 runs in one inning, even if the team has less than three outs, they must stop kicking and switch places with the opposing team.
- g. **Run rule:** If a team has a run lead of 15 runs after 5 innings or more of play are complete (4.5 if the home team has the lead), the trailing team can choose to end the game at that time OR they can choose to continue play. The flip-flop rule will not be utilized. If they continue to play, at exactly 55 minutes the game is over regardless of the game situation at that time.

TEAMS

2. If fielding the minimum of 8 players (4 male/4 female or 3 male/5 female), the ratio should be as equal as is possible for 'female to male ratio' (considering a possible unequal number of males and females) in the outfield as well as in the infield.
3. When fielding, the maximum of 10 players (5 male/5 female), 4 players must play in the outfield while the remaining six will play the infield. If a team has less than 10 players, ONLY a pitcher is required but the team manager can decide at which positions to play the remaining players. No catcher is required unless there is a play at the plate.
4. A team failing to field at least 8 players within five minutes after the scheduled game time will forfeit the game. A forfeit shall count as a loss. Talk to the opposing manager about possibly playing a scrimmage game, since the whole purpose of our leagues is to PLAY!
5. Females and male must be of an equal ratio in both the infield and outfield or as close as is possible.
6. **Legal combinations of men/women:** 5 men/5 women, 5 men/4 women, 4 men/5 women, 4 men/4 women, or 3 men/5 women, 4 men/6 women . All other combinations are illegal, no exceptions.
7. **Minimum number of men:** Each team must have at least 3 men kicking in a game in order to maintain the male-female alternating kicking order. If a team cannot field at least three men (with five women) or at least four women (with four men), that team will forfeit the game. Teams will have a 5-minute grace period before a forfeit is declared. (5 men & 3 women is not a legal combination).
8. **Kicking order:** All players playing the field must be in the kicking order. The kicking order must be completed prior to the start of the game. If you would like more than 10 people to kick, they must be placed in the kicking order and must remain so during the course of the entire game. If you have kicked at least once, you must stay in that same kicking order unless you are injured.
9. **Timeouts:** During play, the team manager may request a maximum of two 1-minute timeouts.

BALL IN PLAY

1. Only the Pitcher may advance forward of the 1st – 3rd base diagonal line before the ball is kicked; all other infielders must wait to advance past this line until the ball has been kicked. Only the pitcher can advance half-way to the kicker before the ball is kicked. The pitcher cannot cross the white line before the ball is kicked. This will avoid collisions between the kicker and the pitcher. If any other defensive player advances too soon, a ball will be called.
2. When the pitcher or another player has control of the ball near the pitching rubber, the play ends.
3. If a runner intentionally touches or stops the ball, even if they are on base, the play ends (the runner will also be called out).
4. If the ball hits a runner's loose clothing but not his/her body, it is still an out.
5. No double kicks are allowed if the ball hits the kicker twice (or more times, the kicker is out and the runners cannot advance.
6. For the Recreational leagues, bunting will not be allowed. No bunting if a person tries to kick the ball and misses and it barley goes anywhere- that will be a live ball, but if the person deliberately tries to bunt the ball that is a strike, if the final strike they are out. No fast or bumpy pitching- slow smooth pitches must be made.
7. If a kicker kicks (bunts) the ball which then hits the kicker as he/she runs to base, he/she is out.
8. Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
9. There is NO infield fly rule.
10. Outfielders must play "in the grass" or in Apple Valley behind the white outfield/infield line until after the ball has been kicked.
11. The catcher must stand behind the white chalk line until the ball is kicked ("kicker/batter box" area). He/she cannot interfere with the kicker while fielding the ball. The catcher cannot advance until the ball is kicked.
12. A ball that is over thrown on fields that do not have side fences will use the last pole of the back stop and draw an imaginary line from that pole out towards the outfield. If the ball travels past this imaginary line, the

play is dead and the base runner may advance one base. If the ball does NOT pass the imaginary line the ball and play are “live” and the base runner may advance as they wish. The defensive player must retrieve the ball.

PITCHING

1. The strike zone extends to 1 foot on either side of home plate and 1 foot high.
2. No bouncing pitches are allowed. A pitch that bounces higher than one foot (measured from the top of the ball to the ground) at the plate is a ball.
3. If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
4. Only the Pitcher can advance past the imaginary diagonal line from 1st base to 3rd base before the ball has been kicked (all other players cannot go past this line until the ball is kicked). The Pitcher can advance upon the release of the pitch, but can only advance to the white line before the ball is kicked).
5. The pitcher must pitch from the mound. One “wind-up” step is allowed.
6. Fast pitches and pitching with spin will not be allowed. The ball must be rolled slow and flat.
7. Pitchers may only be replaced twice per inning.
8. Each kicker will start with a 1 ball and 1 strike count.

KICKING

1. The order of the kicking shall be alternating male and female players.
2. No player may kick more than once until the entire team rotation per gender has had a chance to kick. However, to preserve the male-female alternating kicking order it may be necessary to have one gender kick more than once.
3. All kicks must be made with the foot.
4. All kicks must occur behind home plate.
5. Bunting is allowed provided that the ball travels in front of the plate into playable territory. A ball failing to move forward of the plate will be called a strike.
6. As in Co-Rec softball, if a team “intentionally walks” a male player, he will advance to 2nd base. The next kicking female player has the option of kicking, or taking 1st base. An “intentional walk” will be indicated as such by the pitcher and no pitches will be necessary; the player will simply be told of the “intentional walk” and advance to his/her base (Men to 2nd base; Women to 1st base). If a male kicker is walked with 4 “bad pitches/balls”, he will only advance to 1st base.
7. The catcher must stand behind the white chalk line until the ball has been kicked (batter box area).
8. A ball kicked from behind home plate (bunt or full kick), that travels either to the left or right of home plate prior to crossing the 1st or 3rd base line, will only be considered to be a FAIR BALL if it crosses the 1st or the 3rd base line at or before the intersection of the line that has been marked on the field (which is half-way from home plate to the pitchers rubber) to prevent the pitcher from advancing closer than this line to the kicker prior to the ball being kicked. If the ball crosses the 1st or 3rd baselines after this point where this line intersects the baseline, it will be called a Foul Ball.

BASE RUNNING

1. If a double-first-base is available, the runner will use the outside base (orange) and the fielder will use the inside base (white). When rounding 1st and heading for 2nd base, the runner may use the inside base if the 1st baseman is playing away from the base or in the field at the time.
2. The play ends when the pitcher or a player has control of the ball near the pitcher’s rubber.
3. Neither leading off base nor stealing a base is allowed. A runner off of their base when the ball is kicked will be called out.
4. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders as they are running or sliding to a base will be safe. If a player intentionally throws at the head of another player, he/she will be warned. If the incident occurs a second time by any member of the same team, that team will forfeit the game. If the runner intentionally uses their head to block the ball, the runner is out.
5. One extra base is awarded on an overthrow (a ball that is thrown to first or third base that is not caught or fails to hit the runner) and goes outside of the fenced in area. A ball is considered an overthrow if it goes at least 30 feet out of the field of play or into the dugout, if the fields are not fenced in. If the ball remains in play, the runner can continue to advance, but may be thrown out by the defensive team.
6. “Pinch Runners” can be used for those players that cannot run the bases, if that player makes it safely to base. The “pinch runner” assigned will be the same sex players who made the last out.

STRIKES

1. Each kicker will start with a 1 ball and 1 strike count. Therefore, count of 2 strikes is an out. A strike constitutes:
 - a. A pitch within the strike zone either not kicked, or missed by the kicker.
 - b. A kick occurring in front of home plate (kicks occurring in front of home plate that are caught by the fielding team are called out.)
 - i. You are allowed 1 courtesy foul. Therefore, you could kick 3 foul balls before being called out on strikes: 1st foul ball = strike 2; 2nd foul ball = courtesy foul; 3rd foul ball = you are out (or strike 3)
2. If the kicker has two strikes and kicks the ball in front of home plate, it will be called a strike out.

BALLS

1. Each kicker will start with a 1 ball and 1 strike count. Therefore, count of 3 balls advances the kicker to first base. A ball is:
 - a. A pitch outside the strike zone (the strike zone is 1 foot on either side of home plate).
 - b. A ball falling short of the plate that does not cross over the plate.
 - c. A bouncing ball that is higher than 12 inches as it crosses home plate.
2. Any fielder besides the pitcher advancing forward of the 1st – 3rd base diagonal line before the ball is kicked.
3. The catcher advancing forward of home plate before the kicker has kicked the ball.

OUTS

1. A count of three (3) outs by a team completes the team's half of the inning. An out is:
 - a. A count of 2 (additional) strikes with one courtesy foul. 1st foul ball = strike 2 - 2nd foul ball = courtesy foul - 3rd foul ball = you are out (or strike 3)
 - b. A runner touched by the ball at ANY time while not on base (except when over-running 1st base).
 - c. Any kicked ball (fair or foul) that is caught.
 - d. A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
 - e. A runner off of their base when the ball is kicked.
2. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
3. If a kicker "double-kicks" the ball it is an out. (kicks at the ball with one foot, misses, and then kicks it with the other foot. Or, kicks it twice with the same foot)

Designated Runner / Player Positions

1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same fielding and kicking order position previously held. If a player is ejected, injured, or becomes ill and cannot continue, the lineup will continue in the same formation, less the removed player. If he/she is not replaced, it will become an automatic out when that player's "at bat" comes up.
2. The pitcher may only be replaced twice per inning, however switching other player positions during the course of the inning is allowed.

POST-SEASON PLAY

1. **Format:** Playoffs will be held for all spring/summer leagues with each team guaranteed two games.
2. **Timing:** Playoffs will begin the week following the last regular-season game. Depending on the number of rainouts, playoffs may have to be on a different night from regular-season play. No games will end due to time limit, but the run rules are in effect.
3. **Home/Away:** The higher regular-season seed will be the home team in each match-up.
4. **Ties:** If a game is tied at the end of the 7th inning or after the 55 minute time limit, ties will be broken by playing extra innings with progressive international tiebreaker rules.
 - a. **1st extra inning:** At the start of the first extra inning, a runner will be placed on second base with the intent of accelerating opportunities to score and bringing the game to a speedier conclusion. The runner is the last batter to make an out in the previous inning. At least one full inning is played, allowing each team the same chance to score.

- b. **2nd (and subsequent) extra innings:** If the score remains tied after the first extra inning, teams will start the remaining innings with runners placed on second and third at the start of the second (and subsequent) extra inning(s). The runners are the last batter to make an out plus the person batting immediately before that batter.

5. All league rules apply unless otherwise noted.

LEAGUE PLACEMENT

When the numbers of teams call for it, a league may be split into a gold (upper) and silver (lower) division.

As a general rule, where applicable, league winners will move up a league and the last place teams will move down a league. The League Director can make exceptions at their discretion including moving multiple teams up/down or leaving teams in the same league based on a wide variety of reasons and situations. While input from teams is encouraged and taken into consideration, refunds will not be issued to teams who disagree with the division in which they are ultimately placed.

LOST & FOUND

The City of Apple Valley will not be responsible lost or stolen items. Any items found should be turned in to the softball office. Individuals who have lost an item should inquire at the softball office between 5:45 - 10:00 p.m., Sunday through Friday. Claimants will be asked to describe the lost item in detail. All items that are not claimed within ten days after the league ends will either be used for Parks and Recreation programs or donated.

COVID-19 KICKBALL LEAGUE GUIDELINES – UPDATED 8/7/2020

Apple Valley Parks & Recreation strives to make your experience as safe and fun as possible. Please take a few moments to read through the guidelines and discuss them with teammates. Any guideline below will override any league rule that contradicts it. All guidelines are subject to change based on what is best for the league and we will continue to evolve and adapt with new recommendations from the MDH, CDC, and State of Minnesota.

If you have any questions, please contact our office at 952-953-2316 or AVathletics@cityofapplevalley.org.

WAIVERS & CONTACT TRACING

- **Waiver:** Players need to completely fill in and sign the roster before they play their first game. **Book:** Each team should keep their own book with all participating player first and last names for contact tracing, if necessary.

EQUIPMENT

- **Minimize shared equipment:** It is recommended that all players use their own equipment while participating.
- **Chairs:** We recommend players and spectators bring their own chairs to aid in social distancing and avoid shared contact points.
- **Masks:** All staff, players, umpires and spectators are encouraged but not required to wear a mask. For some people, wearing a mask is not medically advised; reasonable ADA accommodations will be made on a case by case basis. <https://www.health.state.mn.us/diseases/coronavirus/facecover.html>
- **Sunflower seeds** will not be allowed.
- **Kickballs:** All teams are required to only use their own team's kickball when in the field. Once a half-inning is complete, fielding team will take their ball into the dugout and team going to play the fields provides one of their team's softballs.
 - Team managers will receive one kickball at the beginning of the season and will keep that ball with them throughout the season.
 - Teams should not touch the opposing team's kickball even in the case of a foul ball or homeruns. If a ball goes over a fence or is fouled out of play, the fielding team is responsible to retrieve the ball.
- **Hand sanitizer:** We recommend staff, players and spectators bring hand sanitizing products with them and use it frequently including any time a player touches any shared equipment.
- **Concessions** will not be available.
- **Drinking fountains** are not available. Bring a water bottle.

SANITIZATION

- **Restrooms:** Restrooms will be open to encourage hand washing and they will be sanitized prior to game starting each evening.
- **Hand sanitizer:** We recommend staff, players, and spectators bring hand sanitizing products and/or sanitizing wipes with them.
- **Sanitizing dugouts:** All teams should clean their dugouts and team bench areas on arrival and departure. This includes wiping down benches and any high-touch areas and removing any trash. Sanitizing products will be supplied.

SANITARY ETIQUETTE

- **Spitting or touching face:** Please refrain from activities that have a higher likelihood of spreading germs including spitting, touching your face, etc. Staff have discretion to handle irresponsible sanitary behavior at an appropriate level ranging from a warning to ejection.
- **Sneezes or coughs:** All should cover their mouth and nose with their sleeve or a tissue when coughing or sneezing. Dispose of tissues and wash or sanitize hands immediately afterward.
- **Handwashing or sanitizing:** All staff and participants should wash hands or sanitize their hands frequently.

SOCIAL DISTANCING AND MINIMIZING CONTACT

- **6' distancing:** All staff, players, and spectators are encouraged to continue 6 feet social distancing on and off the field during an event. It is also important that social distancing take place before and after matches to ensure we can continue to provide opportunities for people to recreate in our leagues and programs.
- **Field capacity** will adhere to MDH and State guidelines. As of August 7, the limit on each field is 25 people total including players, coaches, etc. Teams should limit the number of players and/or coaches they bring.
- **Spectators** should be limited and should maintain social distancing.
- **Dugouts** will be extended to allow for proper social distancing.
- **Transition between games:** Teams should not enter dugout until the other team exits. Teams must leave the field immediately after their game concludes and dugout sanitation is completed. If teams aren't able to quickly transition, we may have to change the game time limit to 50 minutes.

ILLNESS

A participant is required to stay home if they are [exhibiting symptoms of COVID-19](#) or if they have exposure to others with COVID-19 symptoms/illness in order to prevent the spread of COVID-19 to other people. The Parks & Recreation department will follow [Minnesota Department of Health \(MDH\) guidelines regarding how long to stay home if you're sick](#). If you have tested positive for COVID-19 and have participated in Parks & Recreation program, we would appreciate it if you contact our office as soon as possible.

STATE RESOURCES

- Guidance for Social Distancing in Adult Sports: <https://www.health.state.mn.us/diseases/coronavirus/sportsguidefaq.pdf>
- Stay Safe Guidance for Organized Sports Website : <https://staysafe.mn.gov/industry-guidance/organized-sports.jsp>
- MN Mask Mandate Information: <https://www.health.state.mn.us/diseases/coronavirus/facecover.html>

QUESTIONS

If you have any questions or concerns, please contact the League Director, Nick Thompson, at 952-953-2316 or AVathletics@cityofapplevalley.org.