

**PLEASANT VALLEY RECREATION
AND PARK DISTRICT**

*ADULT KICKBALL MANAGER'S
HANDBOOK*



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REGISTRATION PROCEDURES

Each team manager shall be responsible for registering their team at www.pvrpd.org/register. The team manager must ensure each player completes their individual registration online using their team's secret link. Following registration, secret links are provided. If they lose it, team managers must contact the League Director for their link.

Upon acceptance of the roster, each manager agrees that he/she has read all the rules and regulations and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules, and regulations. The manager shall report all player changes of addresses to the League Director. The League Director will work through the manager to conduct official league business such as scheduling, make-ups, disciplinary actions, and protests.

Team managers will be responsible for paying a registration fee and a refundable deposit equivalent to the value of two forfeit fees via Amilia SmartRec at the time of registration. Unused forfeit fees will be refunded following the completion of the season.

Registration Location

Registrations will **only** be accepted online through Amilia www.pvrpd.org/register. Assistance with registration is available at [1605 E. Burnley St.](http://1605.E.Burnley.St) (Camarillo Community Center). *Office hours are: Monday through Friday from 8:00 am to 5:00 pm or online at www.pvrpd.org*

Online Registration

1. **Go to the website at www.pvrpd.org and click on REGISTER FOR CLASSES.**
2. **Click on Adult & Teen Sport Leagues (season/year) and then below click on "Adult Kickball".**
3. **Find the Day/Night you are registering for and click the blue "Register for Session" icon toward the bottom.**
4. **At this point you will be asked to create an Amilia account if you do not have one.**
5. **After creating an account, your name should show up next to the blue icon with a silhouette and plus.**
6. **Click the blue button next to YOUR NAME ONLY to make it a white check mark. Even though the button beneath it says "add another person," this is *not* where you add your teammates. Click checkout and continue.**
7. **Make sure the price is correct and click checkout again.**
8. **Give your team an appropriate team name (names that are not appropriate will be changed by the League Director).**
9. **In the box named "Player emails" is where you will add your teammates e-mail addresses if you have them. Amilia will send a registration link to their e-mail. This is how they will join your team. Click save.**
10. **On the account owner page, fill out your personal information and then click "continue my purchase." After completing that portion you will fill out your payment information.**

Registration Requirements

You must have a completed roster which includes:

- 12 players (minimum), 18 players (maximum)

Registration Fee:

- CASH, CHECK, VISA, MASTER CARD OR AMERICAN EXPRESS ACCEPTED.

TEAM CONDUCT AND ELIGIBILITY

Team Conduct

To provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who relate to the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District “Code of Conduct.”

No comments or yelling by players, managers or spectators, regarding personal appearance, nationality, color, creed, gender, etc. will be tolerated.

Umpires are to officiate games, not to be abused by participants or spectators.

Teams, managers and players are to abide by all the rules of the program. The manager is the only person who may talk to the umpire. For detailed scorekeeping, each team is encouraged to keep its own book.

Discipline will be assessed as needed for violations listed under the “Code of Conduct” section. *(Please see pages 12-13)*

All Pleasant Valley Recreation and Park District sports leagues (male, female and co-ed) will be operated in accordance with the policies and regulations of the Pleasant Valley Recreation and Park District.

Team Discipline

Managers are responsible for all actions of his/her players. If necessary, a manager may have to discipline or remove a player(s) from the team to prevent any continual problems (see “Code of Conduct” pages 12-13).

Each manager shall ensure that their team is on the playing field at the designated hour.

Team Eligibility

All teams must register all players into their official team roster on Amilia prior to the registration deadline set for the season to be eligible to play. Teams entering the Adult Softball League must post a registration fee. The registration fee should be paid prior to any practices or league games scheduled. The registration fee is payable to the Pleasant Valley Recreation and Park District either by, Visa, Mastercard, or American Express card.

If any team is deemed to be of higher caliber compared to its competition, than Pleasant Valley Recreation and Park District reserves the right to prohibit the team from playing or allow the team to move to a higher division the following season.

TEAM CONDUCT AND ELIGIBILITY

TEAM PLAYERS

Individual Players

Individual player(s) who are interested in joining a kickball team are welcome to attend the manager's meeting. There will also be a free agent list available at pvprd.org. Managers looking to add players and individual players are urged to contact the sports office @ (805) 482-1996 x 403.

Player Eligibility

Team players are those persons who are listed on the original team roster or legally added. All players must accept the terms of the waiver form. Each player is to read the liability responsibilities. Players participate at their own risk.

At no time shall a manager or other person sign a roster/waiver form for another person. Managers are responsible for all information submitted to the District. Managers are subject to disciplinary action for information found to be incorrect or fraudulent. (An individual may be liable for signing another person's name on the roster/waiver form in the case of injury.)

The maximum number of teams a kickball player may participate in during one season is one (1). A player can only play on one team per night.

Players must be 18 years of age to play in Pleasant Valley Recreation and Park District sports leagues.

High School students currently engaged in inter-school or community athletic association competitions are ineligible to play on any softball team. However, they may be placed on the roster providing they do not play until inter-school competition has terminated. It will be the manager's responsibility to notify the League Director when they sign students who are temporarily ineligible to play. No players currently engaged in collegiate sports are eligible to register for play. Following the completion of their collegiate career, a minimum of two years must pass before they may be considered for eligibility in our league. Managers are responsible for recruiting and accurately reporting the status of their players.

A pregnant player may not participate without written notification from her doctor.

Player Adds and Drops

Completed rosters are due at the time of registration. **No additions or drops will be allowed after 4:00 p.m. the Friday of your team's fourth scheduled week or unless specified on PVRPD's sports website except***:

If a team falls below twelve (12) roster players or six (6) men/ six (6) women because of medical reasons, job transfers, work shift changes or any valid reason making the player(s) unable to compete for the remainder of the regular season. The manager may appeal to the League Director to add a player(s) to bring the roster up to twelve (12) players. This exception applies to regular season games only. **No additions will be made for playoff games.**

Player additions and drops must be completed in Amilia located at the Pleasant Valley Recreation and Park District website. **This form should be submitted prior to 4:00 PM to be effective that night.** Add/Drop notices received after 4:00 PM will be considered effective the following business day. Drop notices must be sent to the League Director before 4:00 PM on the day of your team's scheduled game.

This rule is only in effect if teams can add or drop players

***Please Note:** Any player dropped from a team roster during the season will not be eligible to be added by the same team or another team in the same division. Players who are a part of a disbanded or dropped team will be eligible to be added by another team in the same division.

Illegal Players

Players must use their legal (no alias names) names listed on the team roster when playing. Any team that willfully falsifies a player's name in a game or has a player participating under an assumed name loses that game. The team manager or player responsible for the action may be suspended.

The Pleasant Valley Recreation and Park District reserves the right to see proper identification of any player questioned. This includes scorekeepers, umpires, and supervisors of the league asking for identification. Opposing managers may request to have a player in question show proof of identification. Any player unable to present positive identification to league officials will be considered an illegal player and prohibited from playing. The use of "illegal players" will result in an immediate forfeit.

Rules and Regulations

League Rules

Rules not specifically mentioned will be determined by the League Director and may request the assistance of the Head Umpire. Line-ups must be ready prior to the scheduled game time. **First and last names must appear on the scorecard legibly.**

Scheduled Game Time

The visiting team infields first. The home team infields after the visiting team.

Games must start at the scheduled game time if the preceding game is completed and both teams have eight (8) or more roster players. No player(s) name shall appear on the line-up card unless the player is available to play and is located on the premises. To list a team player that is not on the premises will mean forfeiture of the game.

Official Time

Game time is forfeit time. A ten (10) minute delay will be granted only for the 6:00 PM game only. The umpire will keep the official time. The official time will be announced to each manager at the start of each game.

Official Games

Games will not be rescheduled. Teams are required to play games as displayed on the schedule.

Games will not start until the umpire fee has been paid by each team.

Seven (7) innings of play, 50-minute game time limit, or four (4) complete innings when called because of rain, darkness, or other cause will constitute an official game.

No new inning will begin after 70 minutes from the scheduled game time. If the time elapses during play, that inning will be completed if necessary to determine a winner. If the field lights turn off at the scheduled 10:00 PM curfew, the final score will be listed from the last completed inning.

Games tied at the end of seven (7) innings or (50) fifty minutes will be extended a maximum of three (3) innings. If still tied at the end of three (3) innings, the game is considered complete and will be recorded as a tie. Tie games will not be rescheduled.

Forfeited Games

Any team forfeiting a game, for any reason, is responsible for payment of the full umpire fees for the game (\$40). When payment cannot be made on-site the day of forfeit, it will be charged from the refundable forfeit fee collected at registration.

If a team notifies the District Office the previous business day (Monday - Friday) before 5:00 PM, the forfeit fee will be waived. If rain or other events cause a postponement of a previously forfeited game, the forfeiture will be reversed, and the game will be played at the designated make-up date and time.

Any team forfeiting two games will be dropped from league play with the possibility of re-entering. A third forfeit will eliminate the team from further league play.

In the event of a team dropping out of the league before the end of the season, all games played before the team dropped will count as originally recorded in the league standings. All remaining games that have not been played will be awarded to the scheduled opponent as a forfeit win.

Substitutions

Non-Round Robin Style: Only the 8, 9 or 10 defensive players' names may appear on the line-up card. The manager, coach or substitute must notify the umpire immediately of any offensive or defensive changes. Any substitutes entering the game without being announced will be removed from the game. If a substitute enters the game unnoticed, any play made by or on the substitute shall be legal, but the substitute shall be removed when detected. Any player substituted on offense or defense may not return to the game at any time.

Round Robin Style: A team will have the option of kicking their entire legal roster (18 players) or any number of players from 8-18. The kicking order will be established before the game starts. The starting kicking order must be followed, but defensive changes may be made at any time. The umpire does not need to be informed of any defensive changes but must be informed of substitutions. Any kicker failing to kick for any reason (except injury), regardless of the number of kickers in the order is automatically out if a legal substitute is not available. The first time a kicker fails to kick, *said kicker shall not participate further in the game*. This space shall be skipped for the remainder of the game without further penalty.

Late Arrivals: Players arriving late may be added to the bottom of the kicking order at the time they arrive.

Additional Rules

Games may be forfeited by the umpire if a team persists in using tactics that delay the progress of the game.

The umpire will keep the official score of the game. Score updates will be given every half-inning to each manager by the umpire. Any disagreements over the official score must be discussed with the umpire *before* the next half-inning begins.

Teams falling below 12 players can add players at any time during the regular season to maintain a minimum of 12 total players. **This exception applies to regular season games only. No additions will be made for playoff games.**

Teams *may* provide a "courtesy" catcher if their opponent has only 8 players. The catcher does not make plays. Once a "courtesy" catcher is installed he/she must play the entire game until the team's 9th player arrives.

The home team may provide the game ball if both managers and umpire agree to its use. If not, District game ball provided.

The kicking team may score a maximum of 8 runs per inning. Upon recording the 8th run of the inning, the umpire will end the inning.

If the score differential between teams exceeds 12 points, the leading team must remove a defender from the field until the score differential falls below 12 points. The team may rotate which player remains off the field. If the score falls below a 12-point difference, the player may rejoin the defense in the following inning.

Pitching

First Pitching Rubber – 43 Feet

Second Pitching Rubber – 50 Feet

Third Pitching Rubber – 56 Feet

Any pitch that is higher than six inches from the ground over the plate is considered a ball. The pitcher can pitch at any speed. Curves are allowed.

The pitcher must stay behind the first pitching rubber (43 feet from home plate) until the ball is kicked. Failure to abide by this rule will result in a base hit.

No player may play the field in front of the pitcher other than the catcher, and no player may advance past the crash line until the ball is kicked. Failure to abide by this rule will result in a base hit.

A strike zone extends one (1) foot on either side of home plate and six inches high. Any pitch outside of this area will be considered a ball.

The catcher must field directly behind the kicker and may not cross home plate nor be positioned in front of the kicker before the ball is kicked. Failure to abide by this rule will result in a ball.

If a pitcher desires to walk a male kicker intentionally, the pitcher shall notify the plate umpire, who shall award the kicker second base. If a pitcher desires to walk a female kicker intentionally, the pitcher shall notify the plate umpire, who shall award the kicker first base.

Kicking

A team may kick round robin or non-round robin style. This must be determined before the game and the umpire must be notified. No more than ten (10) players can play defense at one time.

Players must kick in alternating order by gender - woman, man, woman, man, etc. When the number of males and females differ, the manager may choose to kick either a set rotation or a round robin alternative. The manager must declare his kicking order at the start of the game and may not deviate from that style for the remainder of the game. If the lineup has three males, each male kicker must be followed by two (2) female kickers.

If a female player is removed from the game, and no legal substitute is available, and a male kicker is scheduled to kick prior to and following her position, an out will be recorded each time that position is scheduled to kick. Unless round robin style kicking order is used.

A male kicker who is walked on four consecutive balls with no strikes thrown during his time at the plate shall be awarded second base. Base runners advance only if forced to vacate their bases. The following female must kick. An intentional walk after one strike does not apply to this rule.

Female players are permitted to "bunt" whereas Male players are not. A "bunt" is defined as a kick with the foot or the leg, below the waist, in which the kicker intends and attempts to place the ball on the ground and within the infield, in front of the 1st to 3rd base imaginary line. A bunt is executed using any otherwise legal kicking technique, I.E. using the side of the foot, the shin, etc. There is no additional restriction on technique. However, typically, a player will attempt to half-kick, deaden or softly touch the ball with a limited range of motion in their leg to achieve a bunt. This limited range of motion in the leg is not required to be considered a bunt, however it is a defining visual indicator for umpires when making a determination as to the kicker's intent to bunt or not.

The result of the kick does not determine whether or not it was a bunt. For example, a kick by a Male player who made a genuine full swinging attempt, but made poor contact resulting in a short ground ball, is not a bunt. If that kick is otherwise legal and fair by all definitions, it should not be considered an illegal bunt by a Male player. In another example, a Female player who makes a half-kick bunt attempt that is popped in the air and caught, has still attempted a legal bunt. It doesn't matter that it was not in fact a ground ball.

Kicking Continued

The strike zone extends 1 foot on either side of home plate and six inches high. If a ball bounces above the shin, it shall be called a ball or illegal (kicker has the option to kick it.) A strike occurs if the ball crosses within the strike zone with no attempted kick. A ball outside of the strike zone will result in a ball.

A count of three (3) foul balls is considered an out unless the kicker after having two (2) strikes, kicks a second foul ball.

All kicks must occur at or behind the home plate. A kick in front of home plate is called a foul ball.

Kick Line - This line should be from the top of home plate and extend to the outside of the kicker's boxes. If a kick occurs before the ball crosses this line it will be considered a foul ball. (Diagram E on page 14)

Score Line- The score line extends diagonal three (3) feet from the top left corner of home plate towards the backstop. (Diagram B on page 14)

Base Running

The kicker-runner must touch the orange portion of first base while the defensive player uses the white portion when a play at first base is being made. If a kick reaches the outfield, the kicker-runner and defensive player may use either side of first base.

All plays at home plate will be force-outs or out by player contact with the ball. All players are required to cross the Score Line on the right side of the cone. If a player runs on the left side of the cone or steps on home plate, that player will be called out.

Male base runners must remain in contact with the base until the ball is kicked. Female base runners must remain in contact with the base until the ball leaves the pitcher's hand. Runners leaving the base too soon shall be declared "out."

Sliding is allowed, but not mandatory. *A non-sliding base runner must avoid contact or interference with the defensive player.*

A defensive player may not **block** a base in attempting to prevent a runner from getting to that base. The runner will be declared safe. An offensive runner may not **run over** or **take-out** a defensive player to knock the ball loose. If this occurs, the runner will be ejected from the game. The umpire's judgment of this occurrence shall be final.

Note: An "out" will be declared and ball will be declared dead.

One courtesy runner will be allowed per inning. Any additional courtesy runners may be allowed if the opposing manager agrees. The courtesy runner may be any runner of the same gender and only used once per inning, even if the lineup kicks through the order.

Commitment Line – Once a player crosses the commitment line, the player is required to run toward the scoring line. If the ball is caught in the air by a defending player, and the runner crosses the commitment line, the defensive team may appeal the play if the runner does not run back to tag third base. The umpire's judgment of this occurrence shall be final.

Defense

A minimum of 3 of the same gender must be in the game defensively when a team plays with 8 players. When nine (9) players are present, there may be no more than five (5) of a gender on the field. With ten (10) players, a team may field five of each gender or six (6) each gender and four (4) of each gender (If six (6) males and four (4) females, one (1) male must play as the courtesy catcher).

* Any team with eight (8) or nine (9) players may request a courtesy catcher from the other team. If one is not available, the umpire will act as courtesy catcher to throw ball back to pitcher, but not be an active participant in any defensive play.

All outfielders must remain on the grass portion of the field until the ball is kicked.

A runner who has contact with the ball that is not on a base while the ball is in play is considered out.

Hitting a runner above the neck including the neck with the ball is not allowed. Any runner hit in this manner is deemed safe and advances one (1) base beyond the base the runner is initially running toward when the ball was thrown. If the runner is hit (neck or above the neck) in the process of sliding, normal play continues, and no penalty occurs.

There are no restrictions on a player (man or woman) as to which defensive position he or she may play.

Equipment

Foot wear is required of all participants. Players may use rubber/plastic cleats or tennis shoes only. (Multi-purpose or soccer style shoes are recommended). No metal cleats, track, hard-soled shoes, or sandals of any kind will be allowed. Casts (plastic or other hard substance in its final form) are not permitted.

Gloves may be worn by any player.

Jewelry Rule

To prevent injuries, jewelry may not be worn during softball games without protective covering (tape, etc.). If there is no protective covering remove **ALL** jewelry which includes earrings, neck chains, wristwatches, bracelets, rings, or any body piercings. Circumstances not considered explicitly by this rule will be left to the official's discretion.

Music Rule

The following rules are in effect with regards to music played at Pleasant Valley Fields, Mission Oaks Fields, or any Kickball Leagues maintained and operated by Pleasant Valley Recreation and Park District.

- 1) Amplified music may not be played before, during, or after kickball games.
- 2) MP3s, smartphones, and headphones may not be worn by any player during games.
- 3) Do not bring boomboxes or speakers inside the dugout, bleachers, or near the kickball fields.

Rain Out Policy

If the daily or evening games appear to have a high chance of rain or if the field conditions are wet due to previous rainfall, managers are encouraged first check <https://www.pvrpd.org/field-conditions> and then to contact the Pleasant Valley Recreation and Park District office **after 1:00 PM** to check if games will be postponed or cancelled.

All rained-out or postponed games may be made up at the end of the season. The rained-out games shall be replayed in the order of their cancellation beginning the first week after the conclusion of the regular season. If time does not permit a replay of games missed, **only** games affecting first place will be played.

Protests

All rule protests must be made verbally to the umpire **by the manager ONLY** immediately following the situation and prior to the next pitch. The protest must then be recorded on the scorecard and signed by the protesting manager and the game umpire.

Protests must be made before the next pitch (legal or illegal). Protests may only be made on rule interpretations. Decisions made by the umpire regarding judgment will not be accepted for protest.

All rule protests must be made in writing and filed to the District Office using the Protest & Complaint Form. This form must be completed before 5:00 PM the next business day following the disputed game. Protests filed must be accompanied by a \$10.00 protest fee. This fee will be refunded if the protest is upheld. All protests regarding illegal players will be directed toward the umpire and the opposing manager. In the event of a person playing under an assumed name, the protest must be made prior to the end of the game, at which time the player in question will sign the score sheet and present identification. Without identification, the player will be assumed illegal and a forfeit victory will be awarded. If an illegal player is noticed by the District staff, corrective action may be taken at any time during the season.

If the protest is allowed, or disallowed, a final decision will be given to both managers regarding the protested game by the League Director.

Field Reservations & Team Practices

Currently registered teams may reserve one of the following fields for practice. (Based on field availability)

- | | |
|---|---|
| a) <u>Pleasant Valley Fields</u> 1, 2 & 3 | 8–10 AM; 10 AM–12 PM; 12-2 PM; 2–4 PM; 4-6 PM; 6-8 PM |
| b) <u>Mission Oaks Park Fields</u> 1, 2 & 3 | 8–10 AM; 10 AM–12 PM; 12-2 PM; 2–4 PM; 4-6 PM; 6-8 PM |

Teams will be allowed a maximum of two (2) hours per week of reserved field time.

Teams will be allowed a maximum of one (1) field reservations per season.

Reservations will be accepted beginning after completing registration. Reservations for fields can be made for Monday through Sunday. (***Based on field availability - call (805) 482-1996 x 101 for more information***)

The team manager or team member must fill out a field reservation form in the Pleasant Valley Recreation and Park District Office located at [1605 E. Burnley Street, Camarillo, CA 93010](https://www.pvrd.org/1605-E-Burnley-Street-Camarillo-CA-93010).

There is no cost to use the Pleasant Valley and Mission Oaks Park fields for one practice. Any additional practices will be charged at the In-District rate. If field lights are requested, there will be an hourly fee charged. Fee is payable at the time the field reservation is submitted.

Awards

The District awards up to 15 individual awards for each first-place team in each division. *IF* there is a league sponsor, a plaque or other award as designated by the sponsor may be distributed.

Playoff Brackets, Seedings & Team Schedules

Playoffs are not guaranteed; May be scheduled as permitted by field availability and following judgement by League Director.

Playoff brackets and seedings will be determined for teams with the best record; then head-to-head competition between teams with the same record; then with the least amount of points scored against them between teams with the same record; then with the least amount of points scored against them in the regular season.

A coin flip will determine the home and away team *ONLY* for the *championship game*. The time limit rule will be waived. All remaining regular season rules apply.

During the playoffs, please review the schedule listed on the Pleasant Valley Recreation and Park District website at the end of the week to see which team you will be playing next.

(Playoff games may be played on any weekday evening or on weekend days/ nights depending on field availability.)

Manager's may request a copy of the Pleasant Valley Recreation and Park District's four (4), five (5), six (6), seven (7), or eight (8) team schedules from the League Director.

League Champions for Spring, Summer & Fall Eight (8) Team Leagues with Playoff Procedures

During the ten (10) week/ game Spring, Summer and Fall league, each team plays all other teams one (1) time for a total of seven (7) regular season games. The remaining three (3) weeks/ games left in the season will be playoffs. ***All eight (8) teams will make the Playoffs!*** The League Champion will be determined by the team who wins ***ALL*** three (3) games in the playoffs. Every team will play a total of ten (10) games.

League Champions for Spring, Summer & Fall Seven (7) Team Leagues with Playoff Procedures

During the ten (10) week Spring, Summer and Fall league, each team plays 9 weeks in the regular season. Every team will play a total of ten (10) games. The top 4 teams will make the playoffs. Tie-breakers will be determined by head-to-head competition or least runs scored defensively between the teams that are tied.

League Champions for Spring, Summer & Fall Six (6) Team Leagues with Playoff Procedures

During the ten (10) week Spring, Summer and Fall league, each team will play all other teams two (2) times for a total of ten (10) regular season games.

League Champions for Spring, Summer & Fall Five (5) Team Leagues with Playoff Procedures

During the ten (10) week Spring, Summer and Fall league, each team plays all other teams three (3) times in the regular season. There will be two (2) double headers in the regular season for a total of twelve (12) regular season games.

League Champions for Spring, Summer & Fall Five (4) Team Leagues with Playoff Procedures

During the ten (10) week Spring, Summer and Fall league, each team plays all other teams three (3) times for a total of nine (9) regular season games. The remaining one (1) week left in the season will be playoffs. **All four (4) teams will make the Playoffs!** Every team will play a total of ten (10) games even if they do not make the playoffs. The following game slots will be applied for playoffs:

Game 1: Seed 3 vs Seed 2; Game 2: Seed 4 vs Seed 1;
Championship Game: Winner of Game 1 vs Winner of Game 2.

If Seed 1 wins the first playoff game by forfeit, they will be awarded the home team for the championship game.

Code of Conduct

To provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who relate to the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program.

The manager shall see that all players and team followers abide by the Pleasant Valley Recreation and Park District "Code of Conduct."

A. The following regulations should be kept in mind and no person, player, manager, coach or others in the program should be in violation of the following:

1. Consuming alcohol before participating or while participating in an athletic contest. (Any area considered part of the Pleasant Valley Recreation and Park District facilities will be governed by this provision.) Officials are required to immediately remove player(s) from the game, or if observed prior to game, prevent that person from playing. (District Parking Lots Included)

Effect: Two (2) game suspensions, to one (1) year suspension and/or probation of one (1) year.

2. Intimidating or aggressive action toward an official, spectator or other player will not be allowed.

Effect: Two (2) game suspension to one (1) year suspension and/or probation of one (1) year.

3. A physical attack on an official, spectator or other player will not be allowed. Officials are required to immediately eject the player and report such player to the League Director.

Effect: Three (3) game suspension to five (5) year suspension and/or one (1) year probation, depending on the severity of the infraction. After two (2) years a player may appeal to the League Director.

4. No profane, obscene, derogatory or racial remarks to an official, spectator or other player, or speak in such a manner as to cause a disturbance will be allowed. Officials are required to immediately eject such a person from the game.

Effect: Ejection from game and/or two (2) games to one (1) year suspension, and/or one (1) year probation.

5. Participants shall abide by the official's final decision. Officials are required to immediately eject the player from further play and report such player to the League Director or for failure to comply with decision. Managers have the opportunity to speak with the official.

Effect: One (1) game suspension to seasonal suspension and/or one (1) year probation.

6. Participants shall not use flagrant rough tactics in the play of the game against an opposing player. Officials are required to immediately eject the player from further play and report such player to the League Director.

Effect: Two game suspension to one (1) year suspension and/or probation of one (1) year.

7. Participants, officials and spectators shall not smoke at any Pleasant Valley Park District field or facility. (District Parking Lots Included)

Effect: Probation for one (1) year to three (3) game suspension.

8. There shall be no unnecessary throwing of equipment or any other objects.

Effect: Ejection from the game to season suspension and/or one (1) year probation.

9. There will be no cause for defacement or destruction to any public facility or equipment.

Effect: One (1) game suspension to one (1) year suspension and/or payment to replace damaged facility or equipment.

10. Participants (managers, players, coaches, etc.) at no time shall falsify their own name or any other player's name on a team roster or scorecard to participate in a game.

Effect: Manager and/or player will be suspended for the remainder of the season to one (1) year, and/or one (1) year probation. The team that the illegal player is playing for will forfeit all games thus far (proven to have played in) when the illegal player is discovered.

11. There shall be no illegal players participating in any athletic contest.

Effect: Manager and/or player will be suspended for the season to one (1) year, and/or probation for one (1) year.

12. Any participant (manager, player, coach, etc.) ejected from two contests during the season shall be suspended.

Effect: One (1) year suspension, effective the date of the last ejection and probation for one (1) year.

If any violations occur, a written report by the official(s) is required to be submitted to the League Director.

A player, manager, coach or team spectator ejected or removed from an athletic contest will leave the facility within five (5) minutes. The team manager will be responsible to remove the offender within the same five (5) minute period or forfeit the game. The person(s) will be completely removed from the field/ gym facility and under no circumstances may come back.

The League Director may discipline and/or suspend teams, players, or managers for incidents not specifically covered in this handbook and the code of conduct, but which might constitute poor conduct and/or are considered detrimental to the sports program and the Pleasant Valley Recreation and Park District.

Addendum

Blood Rule

A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical treatment or care can be administered in a reasonable time, the individual would not have to leave the game. (The length of time considered reasonable is umpire judgment.) If there is an excessive amount of blood on a uniform, it must be changed before that individual may continue playing.

The official will be responsible for determining whether an open wound or bleeding condition requires treatment. The umpire will also determine in his/her judgment if a uniform/clothing needs to be changed due to excessive blood.

It is highly recommended that teams bring first-aid supplies to each game to treat potential bleeding situations. It is each team's responsibility to provide bandages & dressings and administer appropriate care for a player determined by the umpire to need treatment.

Website Links to Additional Resources

(Control + Left Mouse Click to view links listed below)

[Map to District Office](#) for Pleasant Valley Recreation and Park located at 1605 East Burnley Street, Camarillo, CA 93010.

[Map to Pleasant Valley Fields](#) located at 150 Westpark Court, Camarillo, CA 93010.

[Map to Mission Oaks Fields](#) located at 5501 Mission Boulevard, Camarillo, CA 93012.

[Sports Website](#) to view forms, schedules, and free agency for kickball.

[Kickball Free Agent Form](#) if you are an individual player looking to join a kickball team.

[Available Kickball Free Agents](#) if you are team manager looking to expand your team roster.

[Assembly Bill 2007](#)

[Parent Authorization Form](#) is required for a child under the age of 18 to participate (Must be at least 16).

Field Layout and Key

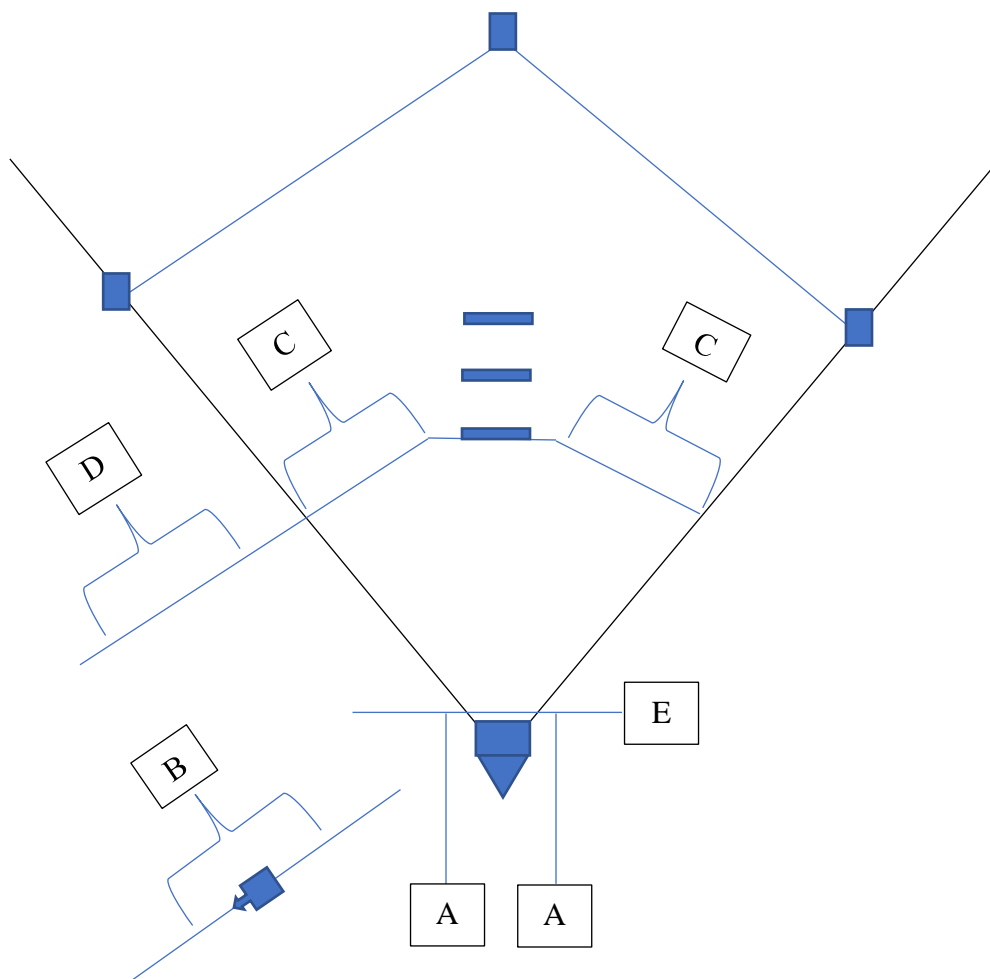
First Pitching Rubber – 43 Feet

Second Pitching Rubber – 50 Feet

Third Pitching Rubber – 56 Feet

- A) Strike Zone - Kicker's box lines are two (2) feet from top corners on both sides of the plate. Strike Zone is from the outside edge of kicker's box to inside edge of kicker's box.
- B) Score Line - Runs from the top left corner of the plate. Line starts three (3) feet from edge of the kicker's box to the edge of backstop.
- C) Crash Line - Runs from the top corner of forty-three (43) foot pitching rubber to both foul lines.
- D) Commitment Line - Extends crashing line five (5) feet past third base foul line into foul territory.
- E) Kick Line - Runs across the front of home plate to the top of both kicker's box line. If a kick occurs before the ball crosses this line it will be considered a foul ball.

Not an Approximate Diagram



Team Notes