



Sioux Empire PSA-Kickball Athletic Code

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TABLE OF CONTENTS

Mission Statement	2
League Structure	2
Team Manager Responsibilities	2
New Player Recruits	3
Team Rosters	3
Playing Rules	4
Ground Rules	6
Field Conditions	6
Player Conduct	6
Forfeits	7
Playoff Rules	7
Awards	8
Protests	8

Mission Statement

- A. Sioux Empire Pride Sports Association-Kickball (Sioux Empire PSA-kickball) is a non-profit adult community-based sports organization created to support the bonds of Lesbian, Gay, Bisexual, and Transgendered (LGBT) fellowship to play softball in a safe environment of friendly competition; free of discrimination based on age, race, creed, religion, sex, national origin, sexual orientation, gender identity or playing ability.
- B. The Sioux Empire Pride Sports Association-Kickball also fosters knowledge and training in kickball to educate the community it serves as to the physical, social, psychological, and intellectual benefits of athletics.

League Structure

- A. The structure of Sioux Empire PSA-Kickball shall be determined at the annual August team manager meeting.

Team Manager Responsibilities

- A. Represent their team at the manager meetings (They may designate a proxy in their absence).
- B. Report the results of the manager meetings back to their team.
- C. Collect and submit to the Commissioner: Team Rosters, Sponsor Contributions, Team Fees, Player Fees, and Membership Fees.
- D. Submit a lineup sheet to the umpire and opposing team manager before each game.
- E. Maintain team sportsmanship at all SPESA games and events.
- F. Carry copies of the current Official WAKA (World Adult Kickball Association) Kickball Rules and Sioux Empire PSA-Kickball Athletic Code to every game.
- G. Turn in their team's games' scores immediately following the gameplay each week during the regular season and playoffs. The regular season submitted scorebook score should be the official record of game attendance.

- H. Sign the official Umpire scorecard immediately following the completion of each game. The signature of both team managers is required and the signed scorecard will be entered as the official final score of the game

New Player Recruits

- A. Each year Sioux Empire PSA-Kickball shall recruit free agents.
- B. New players that Sioux Empire PSA-Kickball has recruited may join a team of their choosing, be placed on a team needing players to fill their roster, or form a new team.
- C. Teams in Sioux Empire PSA-Kickball needing players shall inform the recruitment director of the desired number of players needed. The recruitment list will be provided to any Sioux Empire PSA-Kickball manager requesting it.
- D. Teams requesting players will be able to try-out players before the start of the season to ensure the team's needs are met. If it is found that the player is not a match for that team, the recruit may change teams at their own will. The notice **MUST** be given to the recruitment director, and, if appropriate, a reason for releasing a player must also be provided.
- E. Player participation in Sioux Empire PSA-Kickball is voluntary.

Team Rosters

- A. A team must consist of at least twelve (12) active players but not more than twenty (20) active players (there is no roster limit on non-players).
- B. The initial team roster will be determined by the Executive Committee in coordination with team managers from the online registration annually by the August managers meeting.
- C. Addition(s) to the roster may be submitted for each player by using the registration tab on the SEPSA website. Registration will be completed on the external website League Apps; this can be done until the roster deadline.
- D. A player may leave/change teams by: notifying the commissioner and the team that they are leaving before the first week of scheduled games. The commissioner must be notified before the first game in which the transferring player is permitted to play for their new team; they will then notify the team managers of the teams involved if not already done so.
- E. Any player in the current year's Sioux Empire PSA-Kickball league is permitted to leave the team that drafted them only by notification to the commissioner through their third week of scheduled games. The commissioner is then responsible for determining which

team the player may move to if the player does not already have a chosen team, following Sioux Empire PSA-Kickball new player recruitment procedures.

- F. A team must have a minimum of eight (8) roster players to borrow up to four (4) players from another team to field a team for play.
- G. The four (4) borrowed players are allowed to play in any defensive position.
- H. After the 10-minute grace period, if both teams only have seven (7) players, a double forfeit will be called.
- I. Any team can request its roster from the commissioner.

Playing Rules

- A. Sioux Empire PSA-Kickball in all its official events, shall adopt and conform to the World Adult Kickball Association Rules, latest edition, unless explicitly stated in this section or elsewhere in this athletic code. All games shall be conducted in accordance with the governing manual of this organization.
- B. Exceptions to World Adult Kickball Association Rules, latest edition, may be made to affect the entire Sioux Empire PSA-Kickball league by a two-thirds (2/3) vote of the Executive Committee. A vote can be made at any regular season meeting from through the last meeting before the beginning of the new season each year.
- C. An official game may be started with a minimum of eight (8) players per team. After a game begins, players may be added to the end of the lineup, up to the allotted ten (10); provided that the game has not reached the end of the first inning (six (6) outs). If a team has a minimum of eight (8) players, a late player may be added to the lineup sheet as an available substitute, provided that the umpire and the opposing team have been notified.
- D. Only umpires and Sioux Empire PSA-Kickball managers or team players are permitted to be on the field during or between games.
- E. Unless noted on the schedule, no new inning shall start after 55-minutes. Time begins at the scheduled starting time for each game (or as soon after as the umpires are ready to start the game). If a game starts up to 10-minutes late due to the grace period allowed for a team to have enough players on hand to begin the game, the starting time of the game will be at the beginning of that grace period.
- F. Run Rule: If a team is twenty (20) runs ahead after three (3) innings, fifteen (15) runs ahead after four (4) innings, or ten (10) runs ahead after five (5) innings, the game will be stopped only if the opposing team agrees.
- G. A game in which at least five (5) innings have been completed will be considered a completed game. The score of a game that ends in a tie due to time limit, darkness, weather, or field conditions (with at least five (5) innings completed) will be considered

final and recorded in the standings as a tie game. A game that ends for any of the above reasons, except the time limit, before completing the fifth (5th) inning will be continued at a later date if a time slot is available, with priority being given to games that affect the standings (particularly the top positions). If the game is not completed, it will be considered not to have been played (the stats from an incomplete game should be disregarded). (Note: the definition of a completed inning includes the last inning of a game where the home team is ahead and the visiting team has completed its turn at bat.)

- H. Each game will have an umpiring crew of one (1) for the regular season and two (2) for the tournament championship game, and “if necessary” game.
- I. Matching or similar shirts with numbers on the back are highly encouraged but not required.
- J. Athletic shoes are required. Metal cleats are not allowed.
- K. The official kickball is the red WAKA Logo Kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch, are allowed in Sioux Empire PSA-Kickball games.
- L. Players can throw the ball to get a runner out, but absolutely no headshots. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is called by the Referee, the runner is out.
 - a. A player who throws a ball without malice shall receive a warning; a second (2nd) occurrence will result in an automatic ejection from the game. If the ball is thrown violently, it will result in an automatic ejection. The second (2nd) incident of a ball thrown violently will result in the player being suspended for the rest of the season, including the playoffs.
- M. Players may only take one base on an overthrow.
- N. The Strike Zone extends 1ft out from the side and rear edges of the home plate and 1ft directly above that plane.
- O. Pitching, Catching and Fielding

For Fielders: All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal

For Pitchers:

- a. Balls must be pitched by hand. There are no restrictions on pitching style.
- b. The pitcher must start the act of pitching with at least one foot within the pitching mound.

- c. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball
- d. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.

For Catchers:

- a. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate.
- b. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
- c. The kicker may not trigger a position violation through maneuvers judged by the Ref to be deliberately tricky or unsportsmanlike.

P. Strikes, Balls, Fair and Fouls

- a. A strike is:
 - i. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone
 - ii. An attempted kick missed by the kicker inside or outside of the strike zone
 - iii. Foul balls never count as a strike
 - iv. A count of three (3) strikes is an out
- b. A count of four (4) balls advances the kicker to first base, with the exception of four-pitch walks
- c. During a single plate appearance, if a kicker is walked on exactly four pitches, without being pitched any strikes shall only advance as far as they are forced by the kicker proceeding through 1st base to 2nd base.
- d. A ball is:
 - i. A pitch outside of the strike zone as judged by the umpire where a kick is not attempted
 - ii. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box
 - iii. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker

- iv. A pitched ball that is higher than one foot at the plate
- e. A foul ball is:
 - i. A kicked ball first touching the ground in foul territory
 - ii. A kicked ball first touching a fielder or umpire wholly in foul territory, while the ball is over foul territory
 - iii. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing 1st or 3rd base
 - iv. A kicked ball landing in fair territory, then entering foul territory before crossing 1st or 3rd base, and touching a fielder or Referee wholly in foul territory
 - v. A ball put into play with any part of the kicker's body at or above the kicker's hip level
 - vi. a kicked ball touched more than once or stopped in the kicking box by the kicker;
 - vii. a kicked ball first kicked outside of the kicking box
 - viii. a kicked ball first touching a permanent object, such as a batting cage or fence.
 - ix. a kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory
 - x. a kicked ball by a male player that comes to a full stop prior to crossing the 1st-3rd diagonal line without first being touched by a defensive player.
 - xi. A count of three (3) fouls is an out.
- f. A fair ball is:
 - i. a kicked ball landing and remaining in fair territory
 - ii. a kicked ball landing in fair territory then traveling into foul territory at or beyond 1st or 3rd base
 - iii. a kicked ball first touching a player or Referee in fair territory
 - iv. a kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
 - v. a kicked ball that touches a runner before touching the ground in foul territory
 - vi. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory

Q. Outs

- a. A count of three (3) outs by a team completes the team's half of the inning.
- b.
 1. a count of three (3) strikes or three (3) fouls;
 2. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;

3. a Force Out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base;
 4. a runner touched by the ball or who touches the ball at any time while not on base while the ball is in play;
 5. a kicker or runner that interferes with the ball;
 6. a tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball;
 7. a runner off base when the ball is kicked;
 8. a runner physically assisted by a team member during play;
 9. any kicker that does not kick in the proper kicking line up;
 10. a runner that passes another runner;
 11. a runner outside of the baseline;
 12. a runner who misses a base, as called by a Referee upon the conclusion of the play;
 13. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
 14. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
 15. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use);
 16. a player improperly occupying the sideline area after their team has been issued a warning.
- R. No leading off base or base-stealing is allowed.
- S. The Safety First (1st) Base must be used at Sioux Empire PSA-Kickball games.
- T. If a kicker who gets a courtesy runner is walked, the courtesy runner will go to the first (1st) base without the kicker going to the first (1st) base.
- U. All players on the roster may kick and be used as subs in the lineup so long as it is noted on the lineup card presented to the opposing team and umpire before the start of the game.
- V. Courtesy Runner: Any player that is playing in the current game and not a substitute is eligible
- W. A base runner that causes dangerous physical contact (determined by the umpire) with a defensive player will be automatically ejected from the game. Sliding base-runner feet should be parallel to the ground, no higher than the defensive player's ankle.

Ground Rules

- A. Unless noted below, dead ball territory is delineated by a straight line out from the dugout fences.
- B. Dead ball territory may be changed for safety or other purposes only by consent of both teams before the start of the game or as instructed by the game's umpire.

- C. Balls that strike obstructions in fair territory (for example, cars or trees) should be considered in play. Balls trapped under or behind obstructions in the field of play should be ruled dead and an appropriate number of bases awarded by the umpire.
- D. Unless noted, a fair kicked ball that clears a fence in flight is a home run.

Field Conditions

- A. The umpire will have the power to stop or postpone a game due to an unsafe field.
- B. Once a game is suspended or postponed, it cannot be continued or played unless rescheduled by the Sioux Empire PSA-Kickball Commissioner.
- C. If the umpire deems the fields safe to play, but both managers feel unsafe, the game will be postponed.
- D. If the umpire suggests that the game be played on the grass as an infield, both managers must agree to play the game; otherwise, it will be postponed.
- E. Decisions concerning postponements due to weather conditions will be made by the Sioux Falls Parks Representative, Commissioner, and Assistant Commissioner no earlier than 24 hours before the scheduled game. Unless such circumstance is known prior to 24 hours.
- F. Any postponement, or cancellation of games will be communicated in the following manner:
 - a. Managers Text
 - b. Umpires via text message
 - c. League Email
 - d. Updated on SEPSA website and social media accounts

Player Conduct

- A. Alcohol (NO GLASS) is allowed within the guidelines of the Sioux Falls Parks and Rec. Individuals that are intoxicated will be removed from gameplay. Players with multiple offenses may be removed from Sioux Empire PSA-Softball for the remainder of the season.
- B. Players who appear to be under the influence will be removed from gameplay immediately as they endanger themselves and others. Players with multiple offenses may be removed from Sioux Empire PSA-Softball for the remainder of the season.

- C. Violating the Sioux Empire PSA-Softball mission statement or demonstrating unsportsmanlike conduct will not be tolerated. Players in violation may face immediate removal from the game and Sioux Empire PSA-Softball for the remainder of the season.

Forfeits

- A. A team will forfeit a game if it fails to have at least eight (8) players ready to play after 10-minutes past the game starting time, nine before starting the second inning.
- B. The forfeiting team will be responsible for paying all of the umpire fees for the forfeited game.
- C. If a team notifies the Assistant Commissioner (or the Commissioner in their absence) and the opposing team's manager by noon on Friday before the game in question, a forfeit shall be declared, and the requirement to pay the umpire fees will be waived. Once a forfeit has been declared, it cannot be reversed.
- D. A team will forfeit a game if an ineligible player (has not paid their Membership Fee, has not filled out their registration form, or has been suspended by the Sioux Empire PSA-Kickball) plays for the team in that game.

Playoff Rules

- A. All playoff games are governed by Playing Rules (above) detailed with the following exceptions: The Championship and "if necessary" games shall be untimed.
- B. The format for the playoffs shall be a double-elimination tournament unless an alternate format is established by the Executive Committee at a meeting before the start of the season to be in effect for that season only.
- C. A player shall be eligible to participate in the playoffs if they have attended at least half ($\frac{1}{2}$) of their team's regular-season games. The regular season submitted scorebook shall be the official record of game attendance.
- D. The higher-seeded team will be the home team for every playoff game, except the Championship Rematch Game ("if necessary"), for which a coin toss will determine the home team.
- E. If two (2) teams are tied at the end of the regular season (same win-loss percentage) their order of finish shall be determined by:
 - a. Face-to-face record.
 - b. Run-differential face-to-face.
 - c. Overall run-differential.

- d. A coin flip
- F. If a team forfeits more than four (4) games during the regular season, their first (1st) Playoff game may automatically be counted as a loss at the discretion of the Executive Committee.
- G. Suppose the final round of the playoffs is canceled due to weather. In that case, the playoff Champion and runner-up shall be determined by applying Rule E, Letter C and D (above) to the games played during the playoffs by the remaining Winner's Bracket teams. If only one team remains in the Winner's Bracket, that team will be declared the playoff Champion, and the team that lost the last Winner's Bracket game will be the runner-up.
- H. If all playoffs are canceled due to weather, the Champion and runner-up shall be determined by the final regular-season standings.

Awards

- A. First (1st) place in the playoffs: Trophy presented to the manager, Medal given to registered players
- B. Second (2nd) place in the playoffs: Trophy presented to the manager, Medal given to registered players
- C. Third (3rd) place in the playoffs: Trophy presented to the manager, Medal given to registered players
- D. Additional awards may be added at the discretion of the Executive Committee and or the Board of Directors

Protests

- A. Types include misinterpretation of a playing rule (must be made before the next pitch); Illegal substitution or re-entry (must be made while said player is in the game); or Ineligible player (can be made at any time).
- B. The protesting team manager shall immediately notify the plate umpire, a member of the Executive Committee, and the opposing manager that the game is being played under protest. The plate umpire will then be required to sign and note the protesting team's scorebook, "protest."
- C. The protesting manager shall prepare a written protest. It shall contain the following: date, time, and place of the game; a copy of the signed score sheet of the game; the rule and section under which the protest is being made; and a brief description of the game situation at the time of the protest, including the names of the players involved.

- D. The written protest shall be filed with the SEPSA Secretary within three days of the game in protest. If the Secretary is on a team involved in the protest, the written protest shall be filed with any other SEPSA officer not involved in the protest. The SEPSA officer receiving the protest shall notify the opposing manager and allow them to comment on the protest.
- E. The Executive Committee shall render judgment on the protest within two weeks of its receipt. If a member of the Executive Committee is on a team directly affected by the protest, the Commissioner shall appoint a manager from another team to replace them.
- F. A copy of the judgment with a brief explanation shall be given to each manager involved in the protested game. This judgment shall also be read into the minutes of the next managers meeting. At this meeting, either team involved in the protest has the right to appeal the ruling to the Executive Committee.