



RULES, REGISTRATION, & MANAGER HANDBOOK ADULT KICKBALL LEAGUES

Website: www.applevalleymn.gov/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@applevalleymn.gov

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GENERAL INFORMATION

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. Any rule that is revised or clarified during the season will be highlighted in grey.

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.
3. **Communicate with team:** Relay schedule information, changes, or other league information sent via email and posted at www.applevalleymn.gov/kickball 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@applevalleymn.gov by 4:30pm the day following your scheduled game.

ROSTERS & ELIGIBILITY

Roster forms are available on the Apple Valley kickball webpage www.applevalleymn.gov/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 division. Schedules will not be accommodated for players playing in multiple divisions.
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 roster is allowed** is allowed at any point prior to your last regular season game. Ask league staff for your original roster to make changes or additions or you can fill out an additional roster that can be stapled to your original as a roster addition.
 - 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@applevalleymn.gov 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 softball webpage www.applevalleymn.gov/kickball.

ALCOHOL & SMOKING

1. **Alcoholic beverages** are not permitted on the field or in the dugout. 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 score(s) on the on-site score sheet at the Johnny Cake Ridge Park complex, which is usually hanging on the backstop of one of the fields of play. If scores are not reported, teams will forfeit their wins.

STANDINGS

Standings are kept on the kickball webpage www.applevalleymn.gov/kickball. Final regular-season league standings will be based on win percentage. 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 differential between tied teams. 5) Total run differential for all league games. 6) Coin-flip.

LEAGUE AWARDS PER DIVISION

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

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 umpires and/or field supervisor if necessary.
2. **Play stoppage due to weather:** If conditions become unplayable at game time or after games have started, managers should delay games for 20 minutes. The managers as well as on-site staff should discuss a time and meeting place, and after the 20 minute delay has passed, umpires/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. If a game is unable to be rescheduled, teams will receive a prorated refund.

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 that outfielders must remain behind until the ball is kicked.
 - b. **Infield defensive restrictions:** No infielder (except the pitcher) shall be in front of the base paths until the ball is hit.
 - c. **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 league will provide one game ball to each registered team manager for use during the season; the team may keep it 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. **Scorebooks:** Teams will be given a scorebook the first evening of games. Names and jersey numbers should be used in scorebooks with the home team being the official scorekeeper. Each team should keep their 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, team managers should confirm the number of runs scored. Designated managers should discuss any score discrepancies.
5. **Uniforms:** Teams are requested, but not required, to have matching colored shirts.
6. **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.
7. **First Aid:** Each team should supply a first aid kit for their team.
8. **Music:** Teams may play music at a reasonable volume level, determined by staff, as long as none of the songs have any profanity or offensive content.

THE GAME

1. **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. **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.
 - d. **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.) 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 one extra inning, a tie is declared.
2. **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.
3. **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, that ½ inning is complete.
4. **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.
5. **Timeouts:** During play, the team manager may request a maximum of two 1-minute timeouts.
6. **Game play rules:**
 - a. 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.
 - b. When the pitcher or another player has control of the ball near the pitching rubber, the play ends.
 - c. There is NO infield fly rule.

THE PLAYERS & SUBSTITUTES

1. **Minimum number of players:** A team must have at least eight players to start and continue a game. Players may immediately enter the game as they arrive and be placed at the bottom of the batting order. A team failing to field at least 8 players will forfeit the game. Despite the forfeit, talk to the opposing manager about possibly playing a scrimmage game.
2. **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.
3. **Substitutes:** In cases of injury or illness, a substitute of the same sex may be used. 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.
4. **Player leaving game without a substitute:** Teams that start with nine or more players may drop down (injuries, ejections, players needing to leave early, etc.) to a minimum of eight players. See "KICKING" for more information. The batting order will default to a snake line-up if the dropped player is a woman.
5. **Courtesy runners** may be used – details are in BASE RUNNING.
6. **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 ten 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.

DEFENSIVE POSITIONS

1. **Male and female ratio in infield & outfield:** Females and male must be of an equal ratio in both the infield and outfield or as close as is possible.
2. **Player ratio infield & outfield:** When fielding the maximum of ten players (5 male/5 female), four players must play in the outfield while the remaining six will play the infield.
3. **Required positions:** If a team has less than ten 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. **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. If any other defensive player advances too soon, a ball will be called.
5. **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.
6. **Outfielders** must play behind the white outfield/infield line until after the ball has been kicked.
7. **The pitcher may only be replaced twice per inning**, however switching other player positions during the course of the inning is allowed.

PITCHING

1. **The strike zone** extends to 1 foot on either side of home plate and 1 foot high.
2. **Bouncing pitches** are not 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. **Fast pitches and pitching with spin** will not be allowed. The ball must be rolled slow and flat.
4. **Ball must reach home plate:** If the ball falls short of the plate and does not cross over, the pitch will be called a ball.
5. **Pitcher defensive position** regulations are under "DEFENSIVE POSITIONS".
6. **Pitching position:** The pitcher must pitch from the mound. One "wind-up" step is allowed.
7. **Pitcher substitutes:** Pitchers may only be replaced twice per inning.
8. **Batting count (balls/strikes):** Each kicker will start with a one ball and one strike count. A kicker will strike out on their second strike and a count of three balls advances the kicker to first base.

KICKING

1. **The kicking order**
 - a. Shall be alternating male and female players.
 - b. 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.
2. **All kicks must be made with the foot.**
3. **All kicks must occur behind home plate.** A ball kicked in front of home plate will be a strike (kicks occurring in front of home plate that are caught by the fielding team are called out).
4. **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.
5. **Batting count (balls/strikes):** Each kicker will start with a one ball and one strike count. A kicker will strike out on their second strike and a count of three balls advances the kicker to first base.
6. **Courtesy fouls:** Players are allowed one courtesy foul. Further explained, a player could kick three 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)
7. **Strikes:** A strike is:
 - 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.) If the kicker has two strikes and kicks the ball in front of home plate, it will be called a strike out.
 - c. Foul balls, with the exception of the courtesy foul (see “Courtesy fouls” above).
8. **Balls:** 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.
 - d. Issued for the following defensive violations:
 - i. Any fielder besides the pitcher advancing forward of the 1st – 3rd base diagonal line before the ball is kicked.
 - ii. The catcher advancing forward of home plate before the kicker has kicked the ball.
9. **Intentional walks:** 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.
10. **Double kicks** are not allowed. If the ball hits the kicker two or more times, the kicker is out and the runners cannot advance.
11. **Determining fair or foul balls:**
 - a. 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.
 - b. On fields using a double first base, a batted ball hitting the white base is declared fair while the orange base is declared foul.

BASE RUNNING

1. **Double-wide 1st base:**
 - a. If a double-first-base is available, the runner will use the outside base (orange) and the fielder will use the inside base (white).
 - b. 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.
 - c. When tagging up on a fly ball, the white base must be used.
 - d. A batted ball hitting the white base is declared fair while the orange base is declared foul.
2. **Stopping play:** The play ends when the pitcher or a player has control of the ball near the pitcher's rubber.
3. **Leading off base and stealing** are not allowed. If a runner is not on their base when the ball is kicked, they will be called out.
4. **Overthrows:** 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.
5. **Courtesy or "pinch" runners:** Unlimited courtesy runners are permitted for those players who cannot run the bases. The player must make it safely to first base before using a courtesy runner. The last out of the same sex for that team must be the courtesy runner for that player.
6. **If a runner is touched by the ball** at shoulder level or lower, they are out. If the ball hits a runner's loose clothing but not his/her body, it is still an out.
7. **Head shots:** 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.
8. **Runner ball interference:** If a runner intentionally touches or stops the ball, even if they are on base, the play ends and the runner is out.

OUTS

1. **Number of outs per inning:** A count of three (3) outs by a team completes the team's half of the inning.
2. **An out is:**
 - a. A count of 2 (additional) strikes with one courtesy foul. See "Courtesy fouls" under "KICKING".
 - 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.
 - f. Issued for the following base running violations:
 - i. If a base runner advances in front of another runner or touches the runner in front of them, they will be called out.
 - ii. 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)

POST-SEASON PLAY

1. **Format:**
 - a. Single elimination playoffs will be held for all leagues.
 - b. Larger divisions may be split into an upper and lower bracket at the league director's discretion.
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. **Run rules** will be automatic and the trailing team will not have the option of continuing play. The flip-flop rule will not be utilized. 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 game will end.
6. **All league rules apply** unless otherwise noted.

LEAGUE PLACEMENT

When the numbers of teams call for it, a league may be split into a silver (upper) and bronze (lower) division prior to the season starting or mid-season based on round robin results, at the league director's discretion.

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 JCRPE office during regular league play. 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 LEAGUE GUIDELINES – UPDATED 7/28/2021

Apple Valley Parks & Recreation strives to make your experience as safe and fun as possible. 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. As of Wednesday, July 28, there aren't any COVID-19 related restrictions for adult athletic leagues. If you have any questions, please contact our office at 952-953-2316 or AVathletics@applevalleymn.gov.