

Mountaineer Adult Kickball League

2026 Spring Official Ordinances

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Mountaineer Adult Kickball League Commissioners

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TEAM AND PLAYER ELIGIBILITY

All players 18 years+ are eligible to play for MAKL. Players must only play on one team during the season. Players must remain on the original team that they registered on unless that team officially dissolves.

- Coaches/teams can add players anytime throughout the season. Teams must have 14 players by the end of the registration timeline to have a complete team. Any “incomplete” <14 player teams will be combined or free agents will be added to add to the roster.
- A player’s registration process must be completed before the player steps onto the field. All players must play 4 games (2 weekends) to be eligible for tournament play regardless of the date added to the team.
- Coaches can submit a “Rain Roster” for players that were going to attend games that were rained out.
- All rosters must be submitted before the following week of games by the start of the 12:00 pm games. Past weeks that are received past the deadline will not be counted for player attendance.
- If a player does not complete the full registration process, they are not eligible to play. A player that plays in a game without without being an eligible player would result in a forfeit loss for the team that they played for. (Even if the game was played in full.)
- If a team has forfeited 3 weeks of the season, they’re removed from the remainder of the season schedule.

MAKL DOCUMENT AND FEE REQUIREMENTS

Every player (new and returning) must submit their online player registration, pay the registration fee dues, and submit their signed liability waiver each season before playing. Registration fees are non-refundable after the registration deadline.

PROHIBITED ITEMS

Metal cleats
Sport enhancing gloves (cotton gloves are permitted)
Dangling jewelry
Noise makers that would disrupt game play for players
Alcohol, drugs, tobacco & vapor products
Any plastic and/or metal braces and casts, including plastic shin guards
Props in the field (examples- video camera, tripods, umbrellas) (A phone is permitted as long as the player is holding them and they are safely within foul territory (base coach or bench player) or sitting within the lump box on the field that a player will not run into.

REQUIRED ITEMS

WAKA Adult Size Kickball
(2) Chairs (“Bag Chairs”/ “Folding Camping Chairs”)
Clear plastic cups for 3rd inning

Water

SCHEDULE/WEATHER POLICY (RAINOUTS)

1. In the event of inclement weather, games may be canceled due to field conditions, or severe weather hazards such as lightning or hail.
2. If the weather is too severe to play, a message will be sent to the coaches, and posted on facebook in the league page.
3. It is the coach's responsibility to notify their team of game cancellations.

SPECTATORS

1. At no time should a spectator enter the field of play.
2. At no time should a spectator address another spectator or player in an ill manner.
3. Players and coaches should instruct their spectators to enjoy the games while maintaining a constant level of good sportsmanship. Umpires have the right to ask spectators to leave the premises and issue them a code of conduct violation.
4. Children are considered spectators. Any child left unattended will result in the player responsible for the child to be asked to leave.

UNIFORMS

1. All players must wear the same (or close to the same) uniform jersey color. The player in the incorrect jersey color will not be permitted to play.
2. Names and/or numbers on jerseys are permitted but not required.
3. Jersey must cover undergarments (i.e. sports bra/ bra, underwear). No see through jerseys are permitted.
4. Spandex shorts must have a 4 inch inseam (Family friendly, please.)
5. Team sweatshirts are permitted, but please have the same/similar color as jerseys if wearing during game play.
6. If a player joins (or is placed on) a team after the team has ordered jerseys, the player is allowed to wear a "homemade" jersey with the same color.
7. Players are not permitted to play barefoot, in socks, or in metal cleats. Close toed tennis shoes or non-metal cleats must be worn.

*Any violations to these rules can result in a removal from the game.

UPDATES/CHANGES THIS SEASON

- If a player purposely removes a ball from the field of play to stop play, they will be immediately removed from the game and the runners on base running will be sent home to score.
- Clarification: the ball touching/bouncing off of the base cannot make an out. The baseman must have full control of the thrown ball to make an out.
- Clarification: that as long as play is live, a ball hitting a player can ricochet off of the fence, chair, etc. to cause an out.
- Clarification: Pitcher and catcher are mandatory positions that must be filled by the defensive team.

STRIKES

A strike is:

- a. A pitch that is not kicked and enters any part of the strike zone. (The strike zone is 1 ft. on all sides of home plate and above.)
- b. An attempted kick missed by the kicker inside or outside of the strike zone
- c. A foul ball that is kicked by the kicker
- d. Foul balls count as strikes. 2 foul balls = 2 strikes and that kicker is out.
- e. If the kicker steps on or past the plate during a kick.

BALLS

A ball is:

- a. A pitch that is outside of the strike zone as judged by the umpire where a kick is not attempted. (Strike zone is 1 ft. on all sides of home plate, and above.)
- b. A pitched ball that does not bounce TWICE before home plate.
- c. A pitched ball that exceeds 1 ft. in height as it crosses the kicking box.

FAIR & FOUL

A foul is:

- a. A kicked ball that stays within foul territory. The ball can stop on its' own or be stopped by a player. A foul ball is called only on the placement on the ball. The position of the player does not matter.
- b. A kicked ball first touching a fielder or umpire while in foul territory.
- c. A kicked ball touching the ground in fair territory, but rolling or bouncing into foul territory on its own before 1st or 3rd base.
- d. A ball that is kicked and does not pass the back of home plate. (A ball that is bunted and stops on any part of the plate is FAIR.)
- e. A kicked ball first touching a permanent object such as a fence in foul territory.

A fair ball is:

- a. A kicked ball that is in fair territory.
- b. A kicked ball landing in fair territory and then traveling into foul territory at or beyond 1st or 3rd base.
- c. A kicked ball first touching a fielder or umpire while in fair territory.
- d. A kicked ball landing in fair territory, then touched by a fielder before landing in foul territory.
- e. A kicked ball that touched a runner

OUTS

An out is:

- a. A ball that is kicked in the air (fair or foul) and caught by a fielder.
- b. 2 strikes against the kicker. (3 total with the 1-1 count start)

- c. A strike and then a foul ball kicked or 2 foul balls kicked by the kicker.

PITCHING & CATCHING

- a. The pitching and catching positions are mandatory to be filled by the defense.
- b. A catcher must be to the left and behind the kicker before the ball is pitched.
- c. There are no pitching form restrictions as long as the ball is pitched by hand.
- d. The ball must bounce at least twice before home plate. Failure to do so will be called an illegal pitch, and therefore, a ball. Even if the kicker tried to kick the ball, it will be called dead, a ball added to the pitching count, and the field will reset.
- e. Both of the pitcher's feet must remain in the circle when releasing the pitch. The pitcher may leave the circle after the pitch has been released.
- f. The pitcher's circle is 4.5 ft radius and 9 ft. diameter
- g. Once pitcher has control of the ball and both feet inside the circle, the pitcher will yell "done" and/or raise their hand to signal a dead ball. The play is then called dead by the umpire. (Runners are allowed to run until the pitcher signals or yells done.)
- h. The pitcher must wait for the base runner to advance to the next bases before pitching again if they walk the kicker.
- i. The catcher must stand behind and to the left of the kicker to stay out of the kicker's running base line. If the kicker is against the backstop, the catcher will stand to the left of the kicker also against the backstop. Catchers are NOT to step in front of the kicker- this includes down the 3rd base line. If catchers are in front of, or interfere with the kicker in anyway, an interference call will result in the kicker earning 1st base.
- j. The catcher must not touch or pick up the ball until it has passed the kicker or has been kicked.
- k. If home plate interferes with the pitched ball and it bounces up to become "unkickable," deemed by the umpire, the pitch will be immediately "dead" and will be replayed- even if the kicker attempted to kick the ball.

KICKING

- a. COED Kicking will be kicked in the order of opposite gender one after another. (Examples: guy, girl, guy, girl, etc. OR girl, guy, girl, guy etc.) for the 11 kicker list. NOTE: 2 male kickers ARE NOT permitted to kick back to back, but 2 female kickers can if needed.
- b. In the event of a game with a limited number of male or female players, the team must still maintain the male/ female kicking order, but can pull runners from the base if needed to kick. For instance, if there are only 2 females playing, and one female is on 3rd base but needs to kick, and the other female is on 1st, the team can take an "out" on first and move that female to 3rd base so that the other one can kick.

- c. The player cannot change their kicking order once they are in the box and the pitch is pitched by the pitcher. (the ball is live once the ball is pitched) but if the kicker announces their mistake BEFORE the pitch is pitched, they are permitted to change to the correct kicker.
- d. 11 kickers kick each inning, and the 11th kicker is the “last kicker.” They must announce themselves to the catcher and umpire prior to the pitch. If the last kicker fails to do this, the play is dead immediately and no runs will count.
- e. If a male kicker is walked by the pitcher, they will be awarded 2 bases, and all on-base runners will follow suit as forced. The walked male kicker must touch 1st base when going to 2nd. If a female is walked, they will be awarded the 1 normal base. (If a runner is only on 3rd base with no other runners on, and a male is walked, they will not move as they are not forced forward.)
- f. If a kicker announces themselves as the last kicker and the ball has been pitched, that kicker is deemed the last kicker and the inning will end after their play is dead. (Example: Even if that kicker is the 4th kicker, if the ball has been pitched, the inning ends once the ball has been caught or reached home plate.) If the kicker announces that they were wrong and fixes the problem BEFORE the ball is pitched, they can then kick in their normal kicking position.
- g. A last kicker home run is worth 2 points.
- h. If a team has less than 11 players, the kickers on the list are able to kick twice after all others kicked. (For example, if a team has 8 players- all 8 players must kick first, and then, still following the gender requirements, the 3 remaining spots can be kickers who have already kicked. Please assign your kicking order as to choose kickers from the top of the list to rekick to not pull runners off of the bases to rekick. They do not have to be in the same order.)
- i. The ball is live once the pitcher pitches the ball.
- j. Kickers must not touch or “kick” the ball with their hands. If the kicker touches the ball while it’s live, (i.e. throw the ball back to the pitcher) the kicker is out. If the ball hits the backstop, it is “dead” and would no longer result in the kicker being called out. (For example: if the kicker has been walked, and they touch the ball after the pitch is dead, they’re allowed to throw the ball back to the pitcher.)
- k. DOUBLE KICKS- a kicker that kicks the ball twice is out. (Example: A kick that hits the kicker’s shin and then foot is a double kick). Kickers cannot stop the ball with their foot and then kick the ball again. During a Double Kick, the kicker is out, and the ball is DEAD. The runners cannot advance.
- l. Kicker’s foot must be planted behind home plate when kicking. Stepping on or over home plate will result in a strike being called on the kicker.
- m. A ball that is kicked in fair territory and then bounces and hits the kicker will result in an out.
- n. A ball that is kicked to the deep outfield (back fence) and lands in fair territory and bounces over the fair territory fence will result in a home run. A ball that is kicked, lands in fair territory and bounces over a side fence will result in a double.
- o. Mercy Rule- 10+ points after a full 3rd inning will end the game. (After the home team has completed their kick)
- p. A 10 ft. rounded kicker safety line from home plate will be drawn to the base lines. Once the kicker has kicked the ball, defenders can then cross the line. If a

defender prematurely crosses the line, the kicker will be awarded 1 base automatically. All base runners will be moved forward as forced.

BASE RUNNERS

- a. Runners must stay within the baseline when the play is being made on that runner. The baseline is 3 ft. on either side of the path. The call is by the umpire's judgment.
- b. Base runners must remain on the base by keeping one foot on or against the base with no space between their foot until the ball has been kicked.
- c. NO LEADING OFF. Runners can only leave the base once the ball has been kicked. If runners leave the base before the ball has been kicked, they are out. The ball is live for all other runners.
- d. NO STEALING. If a runner is off base and the ball is pitched, they are out. This includes runners off base to reset a play- the kicker needs to step out of the box to allow their runners to get to the base. If the kicker is in kicking position at the plate, the pitcher is allowed to pitch the ball legally.
- e. Runners must stay on their base or tag up for fly balls that are caught. Runners can leave at the FIRST TOUCH of the ball. (example. If the ball is attempted to be caught by a defenseman and then bounces off of them into the air and then they recover and catch it, the runner is permitted to leave the base as soon as the ball is first touched by the defenseman, and does not need to tag up after the ball is caught. As long as the runner didn't leave while the ball was in the air from the kick, they do not need to tag up.)
- f. "Tagging up" is to retouch or remain on the runner's base at the time of the pitch until after the ball either lands in fair territory or is first touched by a fielder.
- g. Runners that are off base and hit by a kicked ball in fair territory are out. If hit by a kicked ball in foul territory, the ball is foul and the runner will stay on their original base.
- h. A runner standing on a base during a forced play and is hit by a ball is out.
- i. Runners that are more than halfway to the next base when the pitcher calls "done" are awarded that base. Tally marks on the field will notate half way points. Halfway is considered one fully planted foot past the line. (Air space doesn't count) If the runner isn't past the halfway point, they must return to their previous base.
- j. All ties go to the runner and they will be called safe.
- k. No sliding into first base. A runner that slides into first base is out. Runners can touch and "run through" first base by touching the safety bag and staying in foul territory. Once the runner is in fair territory they're able to be tagged out.
- l. If a runner overruns or falls off of their base, then they must be tagged out.
- m. A runner cannot pass another runner during play. If a runner is injured and unable to continue running, then time will be called. If the runner made it safely to their next base, they can be replaced by a pinch runner of the same gender.

- n. Pinch runners must be the same gender as the runner being replaced. The kicker must run to 1st base themselves, and then can signal for a pinch.
- o. A pinch runner must use the same cup as the runner they're replacing.
- p. If a ball goes into a dugout, or thrown over the fence during play, the play will be called dead and all runners will advance to their next base. (example if the runner has PASSED 2nd base and is on the way to 3rd, they are awarded 3rd base. If that runner had not passed 2nd base, they will stay at 2nd)
- q. If the runner leaves their base and isn't forced to run to the next one, they must be tagged by the ball to cause an out.
- r. The orange safety bag at first base is to be used only by runners. Runners will be called safe if the safety bag was touched by the defenseman to make the out. (Please note that the safety bag is in foul territory)
- s. Base runners that run through the safety bag and turn into fair territory can be tagged out.
- t. Base runners during the last kicker can be tagged out, but there is no force at any bases except home plate during this play.

FIELDING

- a. Fly balls in foul territory are fair game for the defense to catch. Fly balls that are caught are live and the kicker is out, but the runners on base can tag up and advance to the next base at first touch of the ball. If a fly ball catch is attempted and unsuccessful, then the play is dead and is a foul ball. No runners can advance during a dead ball.
- b. A fielder tagging the safety bag cannot make an out.
- c. A maximum of 6 males can be in the field. A minimum of 4 females must be actively playing in the field if a full roster of 10 players are on the field. (Lump positions do not count) If less than 4 females are in the field, there can only be a max of 9 players fielding.
- d. Infielders must stay out of the baseline unless they are actively making a play to tag a runner, have possession of the ball, or are making a play on a KICKED ball. If the infielder is crossing the path of a runner on a thrown ball from their teammates, that can result in an obstruction call, resulting in the runner being called safe.
- e. Players catching a fly ball must maintain control of the ball to result in a catch. Using the ground is not sufficient control of the ball.
- f. Fielders have the right of way to a kicked ball and base runners have a right to the base. If a ball is thrown by a fielder to another fielding baseman and they cause a collision, the runner will be called safe for interference.
- g. Fielding players must not block the baseline or block access to the base from the runner or will be called for interference and the runner will be called safe.
- h. During the last kicker's kick, a fly ball can either be caught in the air or thrown/taken to home plate to end play. A ball caught in the air is the only time fielders do not have to bring the ball to home plate.
- i. An inning cannot end on a walk. In the event that the last kicker is walked, the coach will select another player of the opposite gender to kick as the last kicker.

- The new kicker must announce again that they are the last kicker. If they fail to do so before the ball is pitched, they are out and the play is dead.
- j. When catching a ball thrown to the base, the fielder must catch and maintain control of the ball to make an out at the base. Just simply touching the ball while their foot is on the base does not make an out.
 - k. Intentional drops by a defensive player will allow runners involved in the play to be safe. "A fair ball which can be caught with ordinary effort that is intentionally dropped or not attempted to make a play on will result in an unsportsmanlike call at the discretion of the umpire regardless of gender or position on the field." AKA- you cannot step out of the way of the ball to let it drop and make a more favorable play.
 - l. A 10 ft. rounded kicker safety line from home plate will be drawn to the base lines. Once the kicker has kicked the ball, defenders can then cross the line. If a defender prematurely crosses the line, the kicker will be awarded 1 base automatically. All base runners will be moved forward as forced.

THIRD INNING W/ WATER CUP RUN

- a. No alcohol on the field!
- b. Kickers will kick and run with a clear cup with water inside during the 3rd inning.
- c. Kickers that cross home plate with the entire bottom of their cup covered in water will be awarded a point. Kickers that have spilled and/or dropped their water will be called out if there is no water in their cup. DO NOT pour the water out as you cross home plate! The umpire has to see the water in your cup.
- d. There are no refills on the water. If the kicker falls, spill the water, or the ball hits the cup, resulting in an empty cup, the kicker is out. Kickers cannot put water in their mouth and refill the cup.
- e. If a defender illegally collides (interference) and/or blocks a base causing the kicker to drop their cup, the kicker will be safe and permitted to refill their cup.
- f. Runners must not cover their cup. One hand cannot cover the cup while holding it with the other. Runners can, however, hold the top of the cup with one hand facing down without covering the top completely with the runner's palm.
- g. A pinch runner must use the same cup of water that the kicker had when they kicked.
- a. If the ball is pitched during the 3rd inning and the kicker does not have a drink cup, the kicker is immediately out and the play is dead. If the ball was kicked, all base runners would reset with no progress made. If a runner/kicker without a cup has made it on base without the defending team noticing, any previous play stays and the runner without a cup of water is out.

LUMPS

- a. Defense will defend 2 lump chairs & boxes on the field.
- b. The lump boxes are 8 ft behind the baseline with a diameter of 5 ft x 5 ft.

- c. The lump chairs can have a player on the roster sit in the chair that is not an active defenseman. Lumps can kick in the lineup, and must if there are 11 or less on the team.
- d. Only participants with a signed liability waiver can sit in a lump chair.
- e. Lumps should not interfere with or expel the ball from the lump domain, nor catch the ball while in the lump chair. The kicking team will be awarded 1 point (In addition the lump point earned from the kick) for the act of interference if a player in the lump box interferes with the ball (Ex. If the ball is caught, or hit and the ball changes direction. Lumps are permitted to protect their faces in a solitary movement, but they cannot swing or swat at the ball to change direction.
- f. If a kicker's ball or fielded ball hits any point of the lump area (including the lump chalk line), the kicking team is awarded a point and play will continue as normal.
- g. If a kicked ball gets trapped, or a fielded ball gets trapped in the lump box or chair, the kicking team is awarded a point and the play is DEAD. The kicker takes first base and forced runners will advance also.
- h. Defense may not enter the box to retrieve the ball during a live play.
- i. If the LAST KICKER's ball hits in the lump area and becomes trapped, the kicking team will be awarded 1 point and the offense may enter the lump box to retrieve the ball, and continue to retrieve the ball to home plate. This is the only time that a fielding player may enter the lump to retrieve the ball during a live play.
- j. If the lump area is breached by a defender, the kicking team will receive a point. (To breach the area is to step on the line, step over the line into the box, retrieving the ball into the box, and/or touching the chair in the box to catch a ball.)
- k. If a defending player reaches into the air space of the box to catch or swat a ball, there is no penalty. The player must not step in the box, or touch a ball that is stuck in the box.

**Ball in/touching box = Point, Player in/touching box=Point,
Surrounding Air Space=Nothing**

PENALTIES & DECISIONS

- a. If a defensive player is blocking the baseline creating a blatant obstacle for the runner, the runner will be safe at the base due to obstruction.
- b. If a defenseman is covering the base with more than 1 foot or standing in front of the base/ preventing the player from getting to the base, the runner will be safe at the base.
- c. A defenseman entering the lump space while the ball is live- Penalty is 1 point for the kicking team.
- d. A defenseman holding the ball while entering the lump space while the ball is live- Penalty is 2 points for the kicking team. (Ball=1 point ball, Player= 1 point)

- e. Game decisions by umpires are final. No picture or video evidence will be reviewed to overturn calls made during or after the game.
- f. If a player purposely removes a ball from the field of play (inside of the fence) to stop play, they will be immediately removed from the game and the runners currently on base running will be sent around the bases to home plate to score.
- g. If the ball is pitched during the 3rd inning and the kicker does not have a drink cup, the kicker is immediately out and the play is dead. If the ball was kicked, all base runners would reset with no progress made. If a runner/kicker without a cup has made it on base without the defending team noticing, any previous play stays and the runner without a cup of water is out.
- h. If the ball is thrown or kicked out of play by the fielding team during the last kicker's run, the kicking team will be awarded another last kicker. The ball will be called dead at the time of the ball being thrown out and all base runners will stop at the base they were approaching. The new last kicker must announce themselves as usual.
- i. Lumps should not interfere with or expel the ball from the lump domain, nor catch the ball while in the lump chair. The kicking team will be awarded 1 point if a player in the lump box interferes with the ball. (Ex. If the ball is caught, or hit and the ball changes direction.)
- m. A runner cannot slide into first base- that runner will be called out.

UNSPORTSMANLIKE CONDUCT

All players are required to shake/tap/high-five hands in the post game "good game" ritual with the opposing team. Refusal from a player will result in an unsportsmanlike CoCV.

Any physical unsportsmanlike conduct (examples but not limited to- tackling, pushing, tripping, throwing or kicking the ball in protest, storming the field, throwing or kicking a cup) towards the opposite team, umpires and/or spectators will result in the immediate RED CARD REMOVAL from the game and possibly removal from the league pending commissioner discussion.

Any verbal unsportsmanlike conduct towards the opposite team, umpires and/or spectators, taunting players (names and/or numbers), yelling at the umpires, yelling at players from the opposite team

1st Offense (yellow card)- will result in a warning

2nd Offense (red card)- will result in the immediate removal from the game.

All offenses of unsportsmanlike conduct (Yellow and Red card warnings) will require a **Code of Conduct Violation Form** to be signed by the offending player(s) and/or spectators. The CoCV form can be found at the last page of this handbook.

The code of conduct violation form can be given to the offending person by commissioners and/or umpires.

If the form is not signed before the games the following week, they are not eligible to play. Playing in a game without signing the Code of Conduct form would result in a forfeit loss for their team.

Commissioners reserve the right to remove any player from the league for unsportsmanlike behavior. Offenses are documented and a pattern could result in a ban from the league and/or other penalties deemed appropriate by the commissioning team.

TIES/ OVER TIME

Games will not end in a tie. If there is a tie at the end of regulation time, a tie breaker inning will be played. The winner of the tie breaker will receive 2 points and the loser will receive 1 towards the tournament rankings.

Regular Season Tie Breaker Rules: Another inning will be played with a full team as usual, but the kickers will only receive ONE STRIKE. Kickers can still be walked with 2 balls by the pitcher. This tie breaker inning will be played until there is a winner.

One Strike includes: A pitch that is not kicked and enters any part of the strike zone. (The strike zone is 1 ft. on all sides of home plate and above.), An attempted kick missed by the kicker inside or outside of the strike zone, A foul ball that is kicked by the kicker, and if the kicker steps on or past the plate.

Tournament Tie Breaker Rules: If there is a tie after the regulation 4 innings, there will be a full, regular, 5th inning played. If there is a tie after 5+ innings, the “one strike” inning (as played during regular season) will be played until there is a winner.

Any ties between teams for rank at the end of the season will be broken by strength of schedule. (A point system based on final rankings)

TOURNAMENT

The tournament bracket will be based on win/loss point rankings from the season.

Win- 2 Points, Loss- 0 Points, Tie Winner- 2 Points, Tie Loss- 1 Point.

FEEDBACK & COOL DOWN PERIOD

Please allow 24 hours after the game to cool off before messaging commissioners about a call during the game. If there is an incident that you feel needs to be reported due to safety reasons, please do so immediately to one of the umpires or a commissioner. Tessa can also be reached at (740) 312-8377 for immediate concerns.

After waiting 24 hours, reports of violations to MAKL's Code of Conduct can be submitted here:

<https://forms.gle/GSrQaQ19vy9dJ1Cv9>

The reporting person may or may not be contacted after the submission for further details.



CODE OF CONDUCT VIOLATION

NAME

DATE OF
VIOLATION

SEASON

ATHLETE COACH SPECTATOR UMPIRE

VIOLATION

ACTION TAKEN
AT THE TIME
OF THE
INCIDENT

WITNESS(ES)
TO
VIOLATION

- I UNDERSTAND THAT I HAVE VIOLATED ONE OR MORE OF THE MOUNTAINEER ADULT KICKBALL LEAGUE CODE OF CONDUCT REGULATIONS. I UNDERSTAND THAT THIS VIOLATION WILL BE FILED WITH THE MAKL COMMISSIONING TEAM AND ANY VIOLATIONS CAN LEAD TO A BAN FROM THE LEAGUE OR OTHER PUNISHMENT DEEMED APPROPRIATE BY THE COMMISSIONING TEAM.

INITIAL _____

Commissioners reserve the right to remove any player from a game or the league for unsportsmanlike behavior.

DATE _____

SIGNATURE _____