

Adult Kickball Rules

(Updated April 9th)

Rules of the Game (Getting Started)

- Time limit: Please make sure you are at the field approximately 15 minutes before game time so we can start them on time. There will be a 50 minute time limit to all games. A new inning may not start if there is less than a minute to go. ***Teams will be given a 5 minute grace period prior to the start of the game to field enough players. If a team does not have enough players after 5 minutes the opposing team has the right to accept a forfeit or allow the team more time.***
- You can start the game with 8 players without a forfeit. You may pick up two substitutes from the league. Substitutes must play right field and/or left field and kick last in the lineup.
- Lineup: All teams must kick a minimum of 10 players (max allowed 20). If you do not have enough players to arrange your line-up in this manner, then the last recorded out of that gender may step in to kick. For example if you only have 4 women the last recorded female out must kick in the 5th “female” spot. The last player out can only be used when teams do not have the minimum number of players to kick. You may put the line-up together anyway you’d like, but only 2 **males/females** are allowed to kick back to back ONCE in the line-up. A **male/female** at the top of the line-up and a male/female at the bottom of the line-up constitutes for 2 **male/female** kicking back to back. ***Exception: multiple females may kick back to back if the minimum number of guys present is less than 5.*** Players may exclusively kick and not play defense and vice versa however players must maintain their same spots in the lineup if they are substituted out and reenter in the game.
- You may have 10 players on the field defensively 5 females/5 males. You may not rotate players defensively once the inning begins. For example two players may not alternate catcher and third base during the same inning depending on the kicker.
- Rosters: Teams may have a maximum of 22 players on their roster. Players must be at least 21 years old. Rosters must be submitted to the league director by **March 18th**. No substitutes are allowed to participate in the tournament. In order to be eligible for the playoffs rostered players must play a minimum of 4 regular season games. If a player is questioned it is the team’s responsibility to prove participation. If a team cannot prove the player in question participated in at least 4 games the team must forfeit the game.
- Substitutes: Must be a rostered player in the league from another team. Teams may only use a substitute if they field a team below the minimum required (10). The substitutes must play in left and/or right field and bat in the last spot(s) in the team’s line up.

Defense

- Pitching: Each team will pitch to the other team. Pitchers must pitch from the midfield line; the pitcher cannot cross midfield line until the ball is kicked. It is the pitcher's responsibility to throw a kickable ball to the opposing player.
 - No curveballs are allowed. ***If the pitcher intentionally spins the ball to create side to side movement the umpire will call a dead ball no pitch and the pitcher will be warned. A 2nd curveball thrown in the same game will result in an automatic intentional walk. After a 3rd curveball in the same game it will result in an intentional walk and the pitcher will be removed from the pitching position for the remainder of the game.***
 - The kicker must call out "too fast" "too slow" or "too bouncy" before the ball reaches the plate. (If the kicker chooses to kick the ball a redo pitch will not be awarded). The pitcher is then obligated to slow down the pitch, speed up the pitch and/or bounciness of the pitch. ***The pitcher has 2 opportunities to correct the pitch. If the kicker calls "too fast" "too slow" or "too bouncy" for a 3rd time in the at bat the umpire has the discretion to call a ball or strike if they feel the pitch is not adequate to kick or the kicker is being excessive in their request.***
 - Intentional Walks: An intentional walk occurs when a pitcher requests for the kicker to be walked without pitching the ball or a pitch that is 4 feet off of the plate (the umpire will call a dead ball an issue a warning to any pitcher that throws the ball 4 feet off of the plate). Any subsequent pitch outside of the 4 foot area will result in an intentional walk. An intentional walk will result in the kicker automatically receiving 2nd base and the following kicker has the option to take 1st base or kick away.
- Defensive Positioning
 - Catcher: The catcher plays along the 3rd baseline inside the catcher's box (***cannot enter go past 3rd based prior to a kick***). The catcher may not leave the catcher's box until the ball is kicked. ***A catcher is considered inside the box provided no foot is touching the ground outside of the catcher's box.*** If the catcher leaves early and is the first to touch the ball, the play is dead and the kicker is awarded 1st base and all runners advance one base even if they are not forced to advance.
 - Infielders/Outfielders: Defensive players cannot cross the 1st-3rd diagonal line. Infielders must start in the dirt while outfielder must start in the outfield prior to the kick. Exception: On the big field and Turner outfielders can come up 3 feet (Big Field) and 6 feet (Turner) into the dirt.
 - Defensive players must stay out of the baseline; otherwise the runner advancing to the base will be called safe. Exception: The defensive player is allowed to be in the baseline if making an active play and the runner must run around them. The umpire has discretion when deciding whether or not there was interference.
- The ball can be thrown at any player and must hit shoulder and below. The runner will be called safe if it hits their head unless they are sliding/ducking the ball. A base runner that is hit in the head will receive (1) extra base. Any player that is hit by the ball at any time and is not on a base is out.

- There is an infield fly rule. The infield fly rule applies when the ball is kicked in the air when there is a force play at 3rd (runners on 1st/2nd or bases loaded) with less than 2 outs. If the ball can be reasonably caught by an infielder the umpire will rule the kicker out regardless of whether the ball is caught or dropped. If the ball is caught the runners may tag up and attempt to advance to the next base at their own risk. If the ball is dropped there is not a force play, the runners may advance at their own risk without tagging.
- End of Play: A play ends at the umpire's discretion. Time will be called when he/she feels the play is over (ball is controlled by defensive player and offensive players stop trying to advance).

Offense

- Kicking: Each kicker begins with a 2 balls and 1 strike count. A foul ball is considered a strike. A kicker will be called out if they foul the 3rd strike. All kicks must be made by foot. The strike zone is 1 foot to the left and right of home plate. The kicker must kick the ball within 1 foot of home plate. If the kicker passes the 1 foot line in front of home plate the umpire will raise his/her hands, if the kick results in an out the defensive team has the option of allowing the play to stand or make the kicker rekick. If the batter rekicks a strike will be added to the count. Women can bunt as long as the ball is touching or passed the 4 foot bunt arc on the field otherwise a foul will be called. ***A defender that touches the ball with their hand(s) prior to the ball leaving the circle will be considered a foul ball (A ball touched with any other body part prior to leaving the circle will be considered a fair ball).*** Men must kick away. The umpire has the discretion to call back any male player if they feel the kicker did not do so and a strike will be called.
- Base running: No leading off or stealing is allowed. A runner off his/her base when the ball is kicked is out. If a ball is thrown out of play the umpire will call a dead ball and allow the runner to advance one base.
 - Pinch Runner: There can be 1 pinch runner per player per game if they are pregnant or injured during a game. In order to call for a pinch runner the kicker must at least advance to first. If a pinch runner is called for the last out of the same gender will come in to run.
 - Double 1st base: In a play at first the defender is to use the inside bag while the runner should use the outside bag. Exception: If the ball is overthrown the defender has the right to the outside bag while the runner must use the inside bag.

Player Conduct

- **Players are not allowed to argue any judgment calls made by the umpire (i.e. ball and strikes, fair or foul, out or safe).** Captains are the only ones who may question a rules interpretation. They must ask for time. **If** time is granted by the umpire, they may then go onto the field to talk to the umpire. Failure to adhere to this may result in an ejection. Umpires are instructed to eject anyone from the

field who is acting in an unsportsmanlike manner. If a player is ejected they must leave the premises. If they fail to leave the police will be called.

- **Anyone ejected from a game will be suspended from further play until they meet with the league director. Regardless of the reason for which a player is ejected, they will automatically serve a one (1) game suspension.** Anyone ejected for fighting are permanently kicked out of the league, no exceptions. **Any player ejected for a 2nd time in the same season will result in removal from the league and a (1) game suspension for the team captain.**
- Alcohol is prohibited by participants and spectators. Alcohol is not allowed anywhere on City property. Violation of this may result in fines and criminal charges.
- No profanity. The umpire has the discretion to eject anyone from the field that uses language that is inappropriate.
- Smoking must take place in the designated smoking areas.
- Dogs are not allowed anywhere within the fenced in areas of the park.

Regular Season Tiebreakers

- Conference winners are determined by the best overall record. In case of a tie the following tiebreakers will be used.
 1. Winner of head to head match up
 - If this matchup was rained out and the teams played the same amount of games a coin flip will be used.
 - If teams have played an uneven amount of games due to rainouts the team with the highest winning percentage (wins divided by total number of games) will receive the higher seed.
 2. In case of a 3 way or more tie the team with the best record against the other teams involved in the tie will win the tiebreaker. If this does not break the tie non-conference records will be used. If this does not break the tie a coin flip will be used.