

# Adult Kickball Rules

## General Rules

- Games are (50) minutes; no new inning can begin with less than (2) minutes to go.
- **Regular season games may end in a tie.** Tournament games ending in tie will go to extra innings. Each team will begin the inning with the last player out from the previous inning on 2<sup>nd</sup> base with 1 out, maintain the same kicking order as the game ended. Teams will continue to play until a winner is determined.
- Teams will be given a (10) minute grace period from the official scheduled start time to field a team. Failure to do so will result in a forfeit. *The game can still be played if the winning team want to play for fun as the forfeit will still stand.*
- Teams can begin a game with a minimum of (8) players. Teams are allowed up to (2) substitutes per game if they do not meet the minimum of (10) players. Substitutes must be a rostered player in the league from another team and can only play in left and/or right field and bat in the last spot(s) in the team's line up. **No substitutes are allowed during the end of the season tournament.**
- Forfeiting team must notify league official by no later than 3:00 PM the day of the game. Forfeiting team is required to pay the umpire fees for both teams.
  - Forfeiting more than (2) times in the same season will result in the team being ineligible to participate in the end of the season tournament.
- Teams may have a **maximum of (23) players** (21 years or older) on their roster. **A player may not be rostered on multiple teams.**
- Rosters must be submitted to the league director by **September 24<sup>th</sup>**. Players must participate in (4) regular season games to be eligible for the playoffs.

## Defense

- Teams will play with (10) defensive players, (5) Males/(5) Females.
  - Teams who do not have enough females can only play with a maximum of 5 males (5males/4females)
  - Teams who do not have enough males may play a female in their place (4males/6females)
- Players may not alternate positions once an inning begins.
- ***The ball is a live once it is kicked. If a baserunner is struck with the ball from a throw, kick or deflection the baserunner is ruled out. This does not apply if the ball hits the base.***
- Any ball thrown at a baserunner must hit the runner from the shoulder down. Any player struck in the head will receive an extra base. This rule does not apply if the player is in the act of sliding or ducking to avoid the throw.
- An 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.

- A play ends at the umpire's discretion. Time shall be called when the umpire feels the ball is controlled by a defensive player and the baserunner has stopped trying to advance.
- Each team will pitch to the other team. It is the pitcher's responsibility to throw a kickable ball to the opposing player. No curveballs are allowed.
  - *A kicker may call too fast, too slow or too bouncy before the ball reaches the plate. The pitcher is then obligated to slow down, speed up and/or flatten the pitch. If too fast, too slow or too bouncy is called again by the kicker it is at the umpire's discretion whether the pitch is reasonably kickable. A kickable pitch will result in a strike being call and an unkickable pitch resulting in a ball.*
  - An intentional walk occurs when a pitcher requests for the kicker to be walked without pitching the ball or a pitch thrown so far outside an umpire determines it was intentional. An intentional walk results in the kicker receiving 2<sup>nd</sup> base and the next kicker having the option to take 1<sup>st</sup> base or kick away.
- Defensive Positioning
  - The catcher position plays along the 3rd baseline inside the catcher's box. The catcher cannot go beyond 3<sup>rd</sup> base or 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 prior to being kicked.
    - If the catcher leaves early and is the first to touch the ball, the play is considered dead and the kicker will re-kick.
  - Infielders cannot cross the 1st-3rd line and must start in the dirt prior to the ball being kicked, while the outfielder must start in the outfield. Exception: Runde Big Field and Turner outfielders can come up 3 feet (Big Field) and 6 feet (Turner) into the dirt.
  - Defensive players are not allowed in the baseline unless they are making a defensive play. Interference will result in the baserunner being called safe.

## Offense

- Line Up
  - All teams must kick a minimum of 10 players, with no maximum.
  - If teams do not have enough players to meet the minimum, the last recorded out of that gender fill that spot in the lineup to complete the lineup.
  - The last player out can only be used when teams do not have the minimum number of players to kick.
  - Lineups may only have 2 males kick back-to-back ONCE in the line-up. A male kicking at the bottom and the top of the lineup would constitute as back to back in the lineup. There is no limit for female kickers kicking back-to-back.
  - **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.
- Kicking
  - All kicks must be made by foot/leg.
  - Each kicker begins with a (2) balls and (1) strike count.

- A foul ball is a strike. A kicker will be called out if they foul the 3<sup>rd</sup> strike.
- The strike zone is indicated with chalk lines on each side of the plate.
- **All kicks must be made at, or behind the chalked line in front of home plate. If the kicker's plant or kicking foot passes the line in front of home plate the umpire will raise their hand. The defensive team has the option of taking the result of the play or make the kicker re-kick with an additional strike.**
- Females players can bunt. The ball must pass the bunt arc line, or it will be called a foul ball. A defender that touches the ball with their hand(s) prior to the ball leaving the arc will be called a foul ball (A ball touched with any other body part prior to leaving the arc will be considered a fair ball).
- Males must kick away, kicking away consists of the leg making a full swinging motion. If the umpire deems the player did not fully kick the player receives a dead ball strike.
- Base Running
  - Stealing or leading off is not allowed. A runner off their base when the ball is kicked will be called out.
  - Any ball thrown or kicked out of play will result in a dead ball and an extra base for the runner.
  - Teams can elect to use a pinch runner (last out of the same gender) **once per inning** for a player if they are injured or pregnant.

### 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.**
- No profanity. The umpire has the discretion to eject anyone from the field that uses language that is inappropriate.
- Captains are responsible for their team's behavior. Please ensure your teams are behaving in a respectful and sportsmanlike manner. Any teams players judged by the umpires to not be complying will risk being ejected from the game.