



## Parks and Recreation Department Kickball Rules

**Last Updated 9.8.2019**

### The Playing Field

- The kickball field equals the dimensions of a softball field and are taken from the World Adult Kickball Association (WAKA). The pitching strip is in the center of the diamond and directly aligned with the first base/third base diagonal.
- Out of bounds is anything over the fence. An overthrown ball that does not clear the fence is still in play and all base runners may continue running.
- The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one foot to either side of the plate. The back edges of the zone are one foot from the back sides of the plate.

### Equipment

- Metal cleats are not allowed.
- Each team will receive a kickball, line-up cards, tee shirts and game cards.
- Home team is responsible for bringing their kickball and scorecards once they have been provided by the Parks and Recreation Department. Home team supplies the ball and makes sure the game report is filled out.
- Present lineup 10 minutes prior to game. Use official lineup cards.
- Games will consist of 7 innings or 50 minutes in duration, except in case of a tie. Should time limit intervene, innings begun will be completed. Games will continue until the tie is broken and the home team is last at the plate.
- Captains are responsible for making sure their team understands all the rules and regulations.

### Umpires

- Umpires are responsible for overseeing games and making calls.
- In the event that an umpire is not present for your game, the game WILL NOT be cancelled.
- Any disputes should be settled by the managers' on site. This should be done by initiating a re-kick.
- It is the winning manager's responsibility to fill out score sheets and return them to the appropriate location.

### Teams

- Teams must field at least 8 players.
- Teams must field a minimum of 4 females.
- **Teams may only field a maximum of 5 males. 9.8.2019**
- Batting order must alternate male and female. Only females can kick back to back. In the event that there are more males than females, females can continue to cycle through the lineup without an out each time. 9/2016
- Coed 10 players five male and five females: Pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
- If a team only has 8 or 9 players, they don't have to play a catcher.
- Each team shall have one manager who will be responsible for the team.
- The manager must insure that:
  - All team players kick in the written line-up card order.
  - All players must sign a roster and have paid registration fees (on file at the Parks and Recreation Office).



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### Lineups

- You will be allowed to pick-up up to four registered player from other teams to start the game. With this allowance you are not allowed to pick up players to “stack” your team, only to have a level playing field. 9/2016
- There is no limit on how many players can be on your roster to kick, but only 10 can field. **There are no requirements on positions played in league play. 9/2016**
- Your kicking order (line-up card) must be turned in to the opposing team’s captain before the start of the game.

### Pitching, Catching & Fielding

- There is no limit on how fast a pitch can be delivered.
- A legal delivery shall be a ball that is delivered underhand at any speed. Bounces are permitted.
- Fielding
  - Pitcher: The pitcher must stay behind the pitching strip until the ball is kicked.
  - Catcher: The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule will result in the kicker taking first base.
  - Fielders: All fielders besides the catcher must remain in fair territory behind the 1<sup>st</sup>-3<sup>rd</sup> base diagonal (imaginary line from 1<sup>st</sup>-3<sup>rd</sup> base) line until the ball is kicked

### Kicking

- All kicks must be made with the foot/leg and occur within the kicking box.
- Bunting is not allowed. A bunt will be considered any kick that is not a full swing kick. A bunt will be called an out with the ball becoming immediately dead. (Rev. 9/2015)
- All kicks must occur:
  - At or behind home plate. A kick occurring in front of home plate is ruled foul and will count as a strike.
  - Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
- In the event the ball is kicked towards the third base side (**third baseman or short stop**), the kicker will be called out if the infielder can throw the ball to the pitcher and the pitcher is **standing on the rubber** before the kicker reaches first base. If the pitcher is bobbling the ball or does not have control, the kicker is safe at first.
- If the pitcher fields the ball, the play is at first.
- A kicker is out in situations similar to softball (force-outs, pop outs, etc.). In addition, a runner is out when a thrown ball hits him or her (shoulders & below). If the runner would be hit in the head with a thrown ball, the Runner will advance home (and all runners in front of the kicker will also advance).The game is not in play until the pitcher rolls the ball toward home plate and the kicker attempts to kick it. The kicker must wait for the ball to reach home plate before attempting a kick.

### Running

- Runners may stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out at base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running to.
- No leading off or stealing is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.
- Hitting a runner with the ball above the shoulder is not allowed. Any runner hit above the shoulders is safe and advances home (all runners in front of the kicker will also advance). If a runner intentionally uses the head to block the ball, the runner is out. **Females may throw at males, but males cannot throw the ball at**



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**females. In the event that a female is hit by a male, the female will advance an additional base. 9/17**

- After a kickball is caught, runners must tag their originating base before running to the next base.
- All ties will go to the runner. Runner may over run first base.
- Base runners may not interfere with the play in progress. A base runner that interferes will be charged with interferences resulting in both the base runner and the kicker being called out on the play.
- An overthrow from a fielder that goes beyond the boundary line will result in all runners advancing two bases from the time of the throw.
- There is no bunting, stealing, or leading off of any kind. It is an automatic out if you do any of these.

### **Strikes**

- A count of three strikes constitutes an out
- A strike is:
  - A pitch within the strike zone
  - A pitch missed by the kicker
  - A foul ball (foul ball on third strike is an out)

### **Balls**

- A count of four balls advances the kicker to first base
- A ball is: A pitch outside of the strike zone

### **Outs**

- A count of three outs by a team completes the team's half of the inning.
- An out is:
  - Any combination of 3 strikes/fouls.
  - A runner touched by a kicked ball at any time while not on base.
  - A fielder with the ball in hand tags a base to which a runner is forced to run.
  - A ball that is thrown to the pitcher if fielded by 3<sup>rd</sup> or shortstop.
  - A runner off of his/her base when the ball is kicked.

### **Fouls**

- A foul is:
  - A kick landing out of bounds.
  - A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touched by an in-bounds fielder is automatically in play).
  - A kick where contact is made with the ball in front of the kicker's box.

### **Ball in Play**

- Once the pitcher has the ball in control and on the mound, the play ends.
- If a runner intentionally touches or stops the ball, the play ends and runner is called out.

### **Designated Runner/Player Positions**

- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Gender rules must still be obeyed in this situation. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held. If there are no available substitutes, the team is permitted to pick up a registered player from another kickball team if possible.
- If a player is injured or becomes ill and cannot continue, and there are no available substitutes, the lineup will continue in the same formation, unless minor adjustments need to be made to adhere to gender rules.



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### Tie Breaker

- All games will start the next inning, and each half inning thereafter, with the offensive team beginning its turn at bat with the player who scheduled to bat last in that respective half inning being placed on second base until the completion of the next inning in which the tie is broken. If a team is playing shorthanded and the runner who is to be placed on second base is the absent player, do not declare an out. The player whose name precedes the absent player shall be placed on second base. NOTE: A substitute may be inserted for the runner. (Added 9/2015)

### Runs Ahead Rule

- All leagues will observe the Runs Ahead Rule.
- If one team is leading by the amount of RUNS listed in the chart below after the indicated amount of INNINGS in the particular type of GAME, and the opposing team has had equal or more turns at bat, the team leading shall be declared the winner. (Added 9/2015)

RUNS AHEAD	INNING
Twenty (20)	After 3
Fifteen (15)	After 4
Ten (10)	After 5

### Forfeit Rules

- If a team is unable to field a team as set forth in Minimum Number of Players Section prior to 5:00 p.m., the Manager shall notify the Parks and Recreation Department in writing and confirm that someone from the Department has received the notice. A Department representative will contact the opposing team's Manager to make the forfeit official. If all requirements have been met, the game will be recorded as a forfeit and the opponent will not need to be present at the field. (Added 9/2015)

### Inclément Weather

- All games will be called by 4:00 p.m.
- If a game is suspended due to thunder or lightning, there must be a period of 15 minutes expired with no thunder or lightning present before play is resumed.
- Games that are stopped before enough innings have been completed for the game to be considered regulation shall be rescheduled and played from the beginning.

### Standings/Awards

- The home team will be responsible for keeping score and reporting it on provided score cards by dropping the cards in the umpire score boxes.
- Standings will be updated weekly on the city's website.
- In the event of a tie, the teams will refer to win/loss record with that team to determine a winner.

\*These rules may be modified at any time per the Parks and Recreation Department.