



## **KICKBALL RULES**

***(Revised: 12/6/23)***

Games will be played with USSSA Slow Pitch softball rules unless modified below.

### **ROSTERS**

1. Players **MUST** carry photo identification to each game and shall produce it upon request of the umpire.
2. Every player **MUST** be on the Official Team Roster before stepping onto the field for play. Unrostered players or unrostered substitutes are not permitted. Any team found to be playing with an unrostered player or unrostered substitute will forfeit the game.
3. The online roster will remain open until after the last regular season game.
4. Only players on the official team roster may participate in the Playoff Tournament. No additions to the team roster can be made after the last regular season game has been played.

### **UNIFORMS & EQUIPMENT**

1. Each player must wear the same color jersey (color-coordinated shirt). Teams that do not have the appropriate uniform will be issued 1 automatic out at their first up to bat.
2. Each team should have an alternative color coordinated shirt for each player in the event both teams have the same color jersey/shirts. It is the home team's responsibility to change to their alternate color if both teams are wearing the same color.
3. Each team will provide its own (league approved) kickball at each game. The umpire has the right to determine if a ball is illegal and require a legal ball to be used. Home team will provide a legal ball. If a team cannot provide a legal ball, they will forfeit the game.
4. The referee has the final say on the legality of equipment.
5. Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry.
6. A kickball, rule book, and scorebook will be provided to each team manager prior to the season start.
7. No metal cleats allowed.

### **PLAYING FIELD**

1. Bases distances will be 65'
2. The pitching area shall be a 10' diameter circle centered 50' from home plate.
3. The strike zone box will be an area which extends 1' in front of, behind, and on both sides of home plate. The ball must hit the ground at least one time while crossing through the strike zone box. If any part of the ball falls within the zone or hits the line, then it is a strike.
4. The 1<sup>st</sup>-3<sup>rd</sup> diagonal is a line which extends between 1<sup>st</sup> and 3<sup>rd</sup> base.
5. Only rostered players and coach/manager may be in dugout or on the field. All spectators must remain in the stands.
6. Base coaches will be allowed at first and third base. They should remain at least 10 feet away from the respective bases in foul territory.
7. If the coach makes contact with the base runner it is an automatic out.
8. No music is allowed during game play. Umpires and players need to be able to hear the game calls.

### **LINEUPS**

1. Teams will play with 10 players on defense. A team can have as many women (up to 10) on defense as they want. They cannot have more than 5 men.
2. Teams are allowed to play with 8 on defense. Restricted to a maximum of 5 men with no max on women.
3. If a team cannot field 8 players (with at least 3 females) on defense, they will forfeit the game.
4. The kicking order must have at least 8 players (with at least 3 females).

5. The kicking order must alternate between male and female kickers. If there are more males, the females can re-kick until all males have kicked. If there are more females, the males can re-kick until all females have kicked.
6. Example: 6 Males 4 Females = M1 F1 M2 F2 M3 F3 M4 F4 M5 F1 M6 F2 M1 F3 ... (Same rule/idea applies if there are more females than males).
7. Lineups will be submitted in the scorebook to the lead umpire at the pre-game managers meeting.
8. Lineups must be followed for the entire game.
9. Kicking out of lineup order is an automatic **OUT**.
10. Players playing in the field must also be in the lineup to bat.
11. Team managers are the only people allowed to approach an umpire about a rule or concern.

### **REGULATION GAMES**

1. Games will have a 50 minute time limit. If the time limit is reached without 7 innings being played, or if the game is tied, they will finish the inning they are currently in and play 1 more inning (if needed).
2. A game will be regulation when the trailing team has kicked at least 5 times or the time limit has been reached.
3. If a game is tied at the end of 7 innings, and the time limit has not been reached, there will be extra innings. If the time limit has been reached the game is over and the result is a tie.
4. If a team(s) is short of players at the scheduled start time, there is a 5-minute grace period. After 5 minutes, if a team is still short players, that team is allowed to bat first. If that team is still short of players when they are finished batting, the game will be a forfeit. If both teams are short after the 5-minute grace period, the game will be a double forfeit.
5. If a team is trailing by 15 or more runs after 4 innings, or, 10 or more runs after 5 innings, the game will be over.
6. If no players are present from a Team at the scheduled game time, the first game is a forfeit. The Umpire will then wait 15 minutes. After the 15-minute wait, if there are still no players, then the second game is also ruled a forfeit.

### **PITCHING RESTRICTIONS**

1. The pitcher must be in the pitching area at the time of the pitch.
2. If the pitcher leaves the pitching area at the time of the pitch, an illegal pitch will be called. If the pitch is taken, a ball will be awarded to the batter. If the kicker attempts to kick the ball, the illegal pitch is ignored.
3. Pitches must be thrown underhand with release of the ball being near the pitcher's hip.
4. Pitches must be rolled. If the pitch is bouncing more than 1' off the ground when it reaches the plate, and the kicker takes the pitch, it will be a ball. Pitch calls are at the discretion of the umpires.

### **DEFENSIVE RESTRICTIONS**

1. The catcher must be at least 3' from the kicker and behind the plate until the ball is kicked.
2. The pitcher must remain in the pitching area until the ball is kicked.
3. All other defensive players must remain behind the 1<sup>st</sup>-3<sup>rd</sup> diagonal until the ball is kicked.

4. Violation of 1, 2, or 3 above will result in obstruction and a delayed dead ball. If the kicker reaches 1<sup>st</sup> and all other runners advance at least 1 base, the obstruction is ignored and the play will stand. If the kicker does not reach 1<sup>st</sup>, or any base runner does not advance at least one base, the offensive team will be given the option of:
  - A. Taking the result of the play.
  - B. Having the kicker awarded 1<sup>st</sup>, with all other runners returning to the base at the time of the pitch, unless forced.

### **KICKING RESTRICTIONS**

1. The kicker comes to the plate with a 1-1 count. Once there are 2 strikes, the kicker gets one courtesy foul and then is out on the second foul .
2. The ball must be kicked with the foot or shin. Violation will result in a strike on the kicker.
3. Kickers may not stop the ball and then kick it. Violation will result in a strike on the kicker.
4. Kickers are allowed to kick the ball as it gets within 3' of the front of home plate. If the ball is kicked prior to reaching 3' to home plate and is caught, the kicker is out, with no advance allowed by the runners. If the ball is kicked in front of 3' and is not caught, a strike will be called on the kicker.
5. Kicks must reach, and stay beyond, the 1<sup>st</sup>-3<sup>rd</sup> diagonal. Any kick which does not stay beyond the 1<sup>st</sup>-3<sup>rd</sup> diagonal will be a foul ball, unless touched by the defense.

### **RUNNING BASES**

1. If a player is running home and makes it past the halfway hash mark, they must continue home. They will need to tag the outside base, and the person at home plate can either tag the player or tag home plate for a forced out.
2. If the runner intentionally hits or kicks the ball while it is in play, the runner is automatically out.

### **GENERAL RULES**

1. Time will be called when a fielder has possession of the ball in the infield and all runners have stopped advancing.
2. There is NO infield fly rule.
3. A runner is out anytime they are hit with throw, or fair kicked ball, while off the base.
4. The defense cannot get a force out by throwing the ball at the base.
5. A runner may not leave the base path to avoid a thrown ball.
6. The defense cannot throw the ball at the runner's head. The ball hitting a runner in the head will result in a dead ball. The runner will be awarded 1 base. All other runners will be returned to the last base touched when time was called, unless forced. Exception: If the ball hitting the runner in the head is the result of the runner ducking, diving, or sliding, this rule is disregarded and the runner will be out if they are off the base.
7. Courtesy runners are permitted if a batter reaches base and cannot continue due to medical and/or physical condition(s).
8. TECHNICAL OUTS: As a sanction against those teams or individuals whose behavior is unacceptable, but the umpire judges that ejection is too severe a penalty, the umpire may invoke the technical out against the offending team.
  - A. OFFENSE: If the team at bat is guilty of unsportsmanlike conduct, the umpire may enforce an out against them. If this is the first or second out of the inning, the game continues with the kickers and base runners unaffected: an additional out is simply added to the team's total. If the technical out is the third out of the inning, the next inning will resume with the kicker who would have kicked had the out not been called. In this case the kicker will begin with a fresh 1-1 count.
  - B. DEFENSE: If the team in the field is guilty of unsportsmanlike conduct, the umpire may invoke the technical out rule by giving them an out when they came to kick.
  - C. Two consecutive technical outs may not be assessed against the same team. At least one pitch (legal or illegal) must intervene. An ejection for any unsportsmanlike behavior must be accompanied by the charging of an out against the offending team.

## **SCORE REPORTING & STANDINGS**

1. Both teams must keep a scorebook for each game. The umpire and both team managers are required to confirm the game score when teams switch from the field to batting.
2. It is both teams' responsibility to **e-mail** in the final score the next day following the game. Please report game scores to the League Commissioner.
3. **Any score not reported within 24 hours will be ruled a double-forfeit.** Official standings will be kept on file at the Department. General standings can be viewed at [www.hcrpsports.org/adultkickball](http://www.hcrpsports.org/adultkickball). The purpose of score reporting is to ensure proper divisional play and to determine playoffs seeding. The website will display un-official standings. Official standings are kept on file at the league office.

## **FORFEITS**

1. Games rescheduled by the Department must be played as rescheduled or forfeited.
2. A forfeit is considered a game. Forfeited games will not be rescheduled. A 7-0 win will be given to the team that did not forfeit.
3. Two forfeits in a given season will result in the team being ineligible for playoffs and/or being dropped from the league without the possibility of a refund.
4. Forfeit with notice – if a team knows that it will not have enough players for a future game, the team manager shall contact the League Commissioner at least 36 hours prior to the said game to be forfeited. In doing so, the game will still result in a 7-0 forfeit loss but will not impact your league/playoff eligibility.

## **UMPIRES**

Umpires are using their best judgement. They are not required to explain judgement calls but may explain some calls if approached by the team manager in a respectful manner.

Umpires are on the field to be the only unbiased arbiters of the game. Umpires are not concerned with who wins or loses, but only fairness and safety. Players commit fouls and violations; umpires view those infractions, judge the action, and then apply the rules of the game to what they had viewed. The rules then determine the penalty.

Umpires have been instructed to call technical fouls for profanity, unsportsmanlike acts, and excessive complaints or verbal abuse.

Umpires have the power to remove any player(s) or spectator(s) from the game or the facility if they are in violation of the League Rules, Adult Sports League Standard Rules, Facility/Park Rules or County Policy.

## **INCLEMENT WEATHER**

In a case of inclement weather on the day of the game, teams and umpires should call the Inclement Weather line of the Park in which their game is scheduled. Telephone numbers are listed on the league schedule.

When rescheduling a make-up game, the League Commissioner will make every effort to first schedule games extending beyond the last game on the same playing day. If that is not possible, then the League Commissioner reserves the right to reschedule games on any day in order to complete league play.

## **PLAYOFFS**

1. Single elimination tournament. Championship is best of 3.
2. Awards will be given to the post-season tournament champion at the discretion of League Commissioner.