



ADULT KICKBALL LEAGUE RULES & REGULATIONS

I. GENERAL RULES

- A. Team Composition:** A team will consist of 10 players: **Each team must maintain a 2:3 female to male ratio at all times.** For example, with 10 total players 4 must be female and 6 may be male.
1. **A team may start play with as few as 8 players but must still maintain a 2:3 female to male ratio (3 females and 5 males).** When using 8 players, if agreed upon, the other team may provide a catcher but will not make a play at home.
 2. If a team is reduced to 7 players, the game will be forfeited or a player may be borrowed from the opposing team, **however, they are under no obligation to do so.** **BORROWING RULE** - Upon mutual agreement by both managers, a team may borrow a player(s) as necessary to avoid a forfeit. **Borrowing can only be done from the opponent for that game only.** If more players from the borrowing team arrive late, borrowed players may return and resume play for their own team. The final score will count for league standings.
- B. Regulation Game Time:** A game will consist of 9 innings or 50 minutes, whichever comes first.
1. A new inning will not be started with less than 5 minutes remaining before the start of the next scheduled game.
 2. **Tie games:** Play will continue after 9 innings have been completed if the time limit has not yet been reached. In addition, if a tie exists at the end of the time limit, 1 extra inning will be played. If a winner is not determined after 1 extra inning is played, a tie will be recorded as the final score.
 3. **Starting Time: 5 MINUTE GRACE PERIOD** – The Umpire will allow a 5 minute grace period before forfeiting the game. This grace period is intended only for teams unable to place a minimum of 8 players on the field at the scheduled game time. If a team 8 players at game time, the game must start.
- C. Official Game Scoring/Timing:** The umpire will keep the game score and clock.

II. PITCHING REGULATIONS

- A. What constitutes a Legal Pitch?**
1. A pitch that is delivered underhand and no higher than knee level of the batter. The pitch will be determined a ball or strike by the height of the last bounce before it crosses the plate. The ball must bounce at least 3 times before it crosses the plate.
 2. Pitches should be delivered in a reasonable manner without extreme speed or bouncing (the umpire may determine the pitch ILLEGAL). Pitch as you would like to be pitched to - no curve balls or fast pitching.
 3. Whether the pitch is legal or not is under the discretion of the umpire. WARNING: A pitcher may be ejected if they fail to change their delivery after being given reasonable warning by the umpire (SPORTSMANSHIP).
 4. The pitcher must pitch from the rubber and is allowed to take one walking step behind the rubber before the delivery.
- B. Called Strikes:** A strike consists of a ball that rolls over any part of home plate, below knee level, and moving at a moderate speed. A swing and a miss is also considered a strike.
1. Any ball that is kicked into foul territory shall also be considered a strike.
 - A. A double-kick is also considered a foul.
 2. 2 strikes of any kind will result in an out.
- C. Called Ball:** A ball consists of anything that does not pass over home plate or meet the above definition of a strike.
1. 3 balls shall result in the ball being placed within 2 feet from either side of home plate for the batter to kick.
 2. If the batter kicks the ball foul from the placed kick, they are automatically out.

III. DEFENSE

- A. Positioning** (see page 3 for a diagram)
1. **Outfielders:** left fielder, left-center fielder, right-center fielder, right fielder
 2. **Infielders:** 1st baseman, 2nd baseman, short stop, 3rd baseman, pitcher, catcher
 3. **Outfielders may not encroach onto the infield dirt before the ball is kicked.**
 4. **Infielders may not encroach past the 1st to 2nd and 2nd to 3rd base paths before the ball is kicked.**

5. If the umpire identifies the illegal positioning of either an infielder or outfielder prior to the ball being kicked, the umpire will declare the pitch illegal which results in a called "ball". If the kicker still decides to kick, play resumes as usual.
- B. Catcher:** The catcher may not break the plane of the front of home plate until the ball is kicked and may not interfere with the batter. An infraction will result in a called ball. If the ball is kicked, the result does not count.
- C. Infield Fly:** There is no infield fly rule because balls can easily be dropped. However, if the umpire feels that the fielder intentionally dropped a ball in order to create a double play; both the runner and the batter will be safe.
- D. Outs**
1. A foul ball that is caught is considered an out, but also is a dead ball and runners may NOT advance.
 2. A team may earn an out by fielding the ball and throwing the ball at the base runner, however it is ILLEGAL to throw the ball at the base runner's head. The ball must contact the runner at or below the shoulders. If the ball is thrown and makes contact with the base runner's head the umpire should rule the play DEAD and each runner is automatically awarded the base he/she is advancing towards.
 3. If a kicked ball hits a base runner before the defensive team makes any contact with the ball, the base runner is out.
 4. If the kicked ball does not travel past the designated "no bunting line" - the umpire shall call an out when an infielder touches the ball - base runners may NOT advance on a bunt. **See the rule IV.B.5.**
- E. Called Time:** In the judgment of an umpire, if all immediate play is apparently completed, the umpire should call time. **PLAYERS MAY REQUEST "TIME" WHEN IMMEDIATE PLAY IS COMPLETED AND THE BALL IS IN THE INFIELD. HOWEVER, IT IS AT THE DISCRETION OF THE UMPIRE WHEN TO GRANT TIME.**

IV. OFFENSE

A. 3 Outs per Inning: The kicking team is awarded 3 outs per inning. An out results due to the following:

1. 2 strikes
2. Ball caught on the fly
3. Base runner is forced out
4. Base runner is hit with ball while not on base. (If the runner is hit with ball before the run scores in third out situations, run does not score. Runners do not score if last out is via force out.)
5. Base runner runs out of the baseline to avoid a tag
6. Bunting
7. Base runner leaves the base too early (either before the ball is kicked or on a fly ball tag)
8. Kicker steps over the kicking line at home plate
9. After 3 called balls, on a placed kick, the kicker kicks the ball foul

B. Kicking Regulations

1. The kicker may make contact with the ball ONLY after the ball is on top of or crosses home plate. If the kicker steps past home plate before the ball is kicked, the kicker is automatically out (the umpire should give the team 1 warning before calling the kicker out).
2. All players in the field must kick.
3. **Kicking Line-Up:** Teams must maintain a 2:3 female to male ratio in the kicking line up. The manager may arrange the line up in any order - not required to alternate male/female. There is no maximum number of players in the kicking line up, however, the 2:3 female to male ratio must still be met.
4. **Kicking Out of Order:** If noticed before the first pitch of the next kicker, it is an out. If not noticed before the first pitch of the next kicker, it is a non-correctable error and the kicker is legal.
5. **NO BUNTING ALLOWED** – A "no bunt arc" will be painted on the field indicating how far a ball must travel to be a legal kick. If a kicked ball does not travel beyond the arch or a defensive player is able to touch the ball before it travels beyond the arc, the kicker shall be called OUT and base runners may not advance.

C. Base Running Regulations

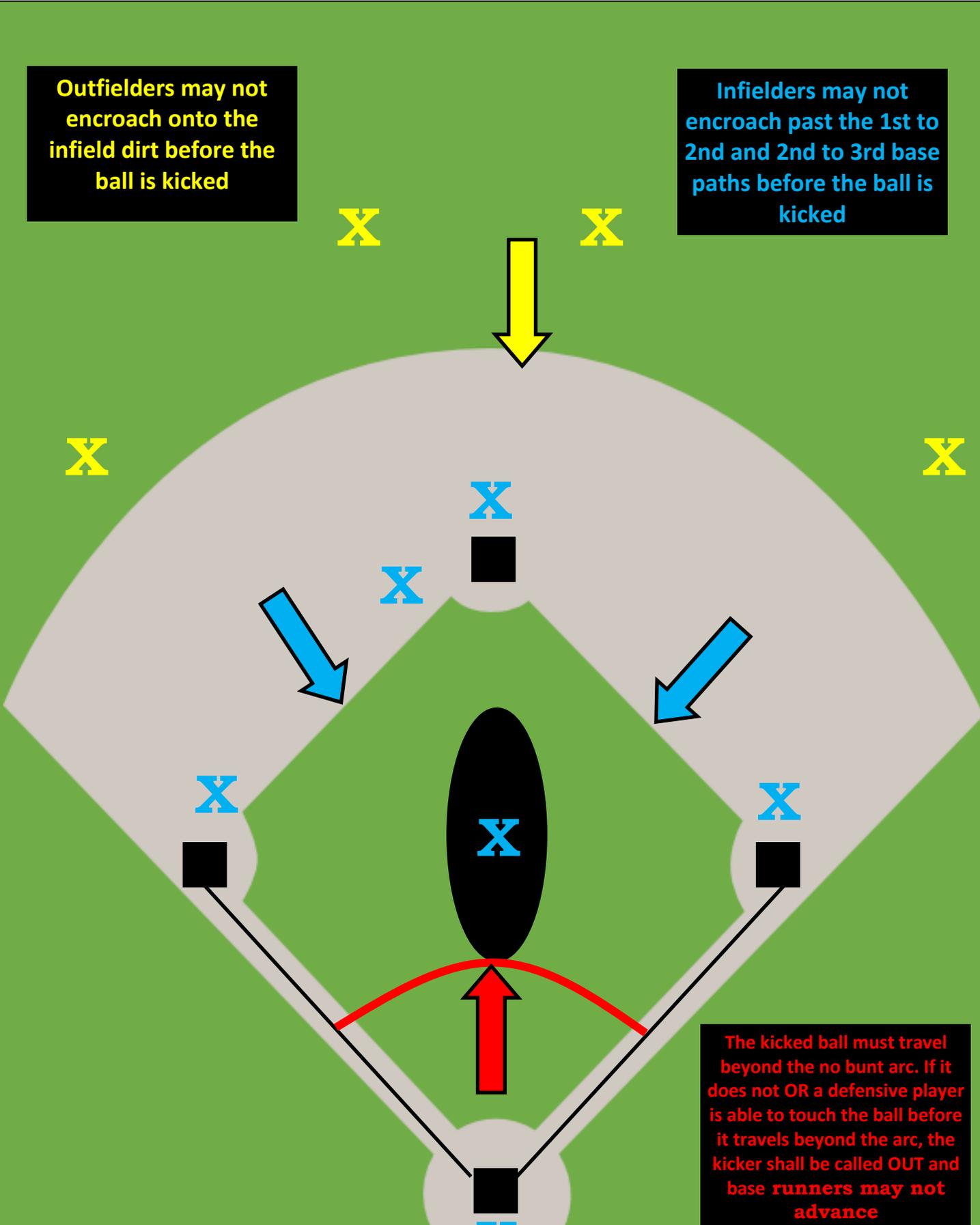
1. Runners may not leave the base before the ball is kicked.
2. If a ball hits a runner before a defensive player makes contact with it, the runner is out.
3. Runner must stay in the baseline. If a defensive player is obstructing the runner's path to the base, the runner will be awarded the base.
4. Runs that cross home plate before the third out made by a tag on a player do count. Runs that cross the plate before a third out made by a force out, do not count.
5. Runners may not advance on a bunt.

D. Mercy Rule: There is a 15 run mercy rule after 5 complete innings. If at any time after the completion of the 5th inning a team leads by 15 runs the game is over.

DEFENSIVE POSITIONING

Outfielders may not encroach onto the infield dirt before the ball is kicked

Infielders may not encroach past the 1st to 2nd and 2nd to 3rd base paths before the ball is kicked



The kicked ball must travel beyond the no bunt arc. If it does not OR a defensive player is able to touch the ball before it travels beyond the arc, the kicker shall be called OUT and base runners may not advance