



# Official Kickball Rules



**Alcohol- Beer may be consumed outside the playing area within moderation. Upon the Umpire's discretion, any player the umpire feels is impaired or could create an unsafe environment will be asked to leave the playing area and the player will not be permitted to continue play.**

**No smoking or vaping is allowed in the Pioneer Park Sports Complex.**

**Music-Music will be allowed as long as both teams agree to allow it, it is not explicit, and it is not too loud that it interferes with the umpire's ability to safely conduct the game. First violation of these rules will result in a warning from the umpire – second violation will result in a team losing the privilege of playing music for that game and possibly for the rest of the season.**

## Rosters

Team rosters shall include a maximum of 20 players, including at least 5 of each gender.

The maximum number of players on the field is 10, with 5men/5women unless short-handed with 9 with automatic out. (5men/4women or 4men/5women)

The minimum number of players on the field is 8, with 4 men/4 women(no auto out).

All players must be on the team's official roster or complete a player add form with the League to play with the team. Unregistered substitutes are not permitted. Any team found to be playing with an unregistered player will forfeit the game.

If a team has more than 10 players present, all may kick as long alternating male/female batters and all may rotate players in and out of the game on defense. Male for Male and Female for Female.

Fielding teams are required to play catcher and pitcher. Gender doesn't matter.

No substitutes for the catcher are permitted during the inning unless injury occurs; catchers may only be changed between innings.

## Officials

Each game shall be officiated by at least one League-assigned referee.

Referees are responsible for:

- a. Keeping game time
- b. Keeping score.
- c. Enforcing all game rules.
- d. Tracking all counts and outs.



## **Field**

Games will be played at Pioneer Park, unless otherwise noted.

Base distances are 60 feet. First base shall include a safety base placed to the right. Overruns must be made on the safety base.

The back corners of the kicker's box shall be placed along the foul lines extended 10 feet from home plate.

The Triangular areas between the top edge of the kicker's box and the foul lines between the outside edge of the kicker's box shall be considered "fair" territory for balls traveling on the ground through that area.

The field shall be bounded by a sideline measuring 10 feet from the foul line. No player or spectator shall reside within the sidelines except for those actively playing, the game officials and a 1<sup>st</sup> and 3<sup>rd</sup> base coach.

## **Equipment**

-All equipment shall be provided by the League.

**-METAL CLEATS ARE NOT ALLOWED!**

Any player found to be playing in metal cleats will be ejected from the game immediately.

-Rubber cleats are permitted.

-Team uniforms are not required but highly encouraged.

## **Game Clock**

Each game shall be completed in no more than 7 innings or 55 minutes, whichever comes first.

No new inning may begin after 45 minutes; any inning being played after 45 minutes shall be the last inning of the game.

Any inning in progress shall end immediately, and both teams shall vacate the field when:

- a. The clock has passed 45 minutes with the home team leading in the bottom of the inning (home team wins)

*In the event of a tied score after the final inning or after 55 minutes has elapsed, the game shall be recorded as a tie. Unless it is a playoff game- in that case the game will go on until there is a winner.*

## **Pitching & Catching**

The pitcher shall roll the ball, keeping at least one foot on or behind the pitcher's plate until the ball is kicked. No defensive player may cross the invisible line between 1<sup>st</sup> and 3<sup>rd</sup> base prior to the ball being kicked. The first violation of encroachment of the invisible line will result in the team being warned. The second violation, and thereafter, will result in the kicker choosing the option of re-kicking or being awarded first base.

All kickers will begin with a 0-0 count.

Pitcher shall roll the ball, keeping at least one foot on or behind the pitcher's plate until the ball is kicked.

The pitch must pass within 1-foot strike zone around and above the home plate.

The pitch must have bounced twice or be rolling on the ground when crossing the plate.

All pitches must be done underhanded and from below the waist.

The catcher must remain behind the kicker and directly in or behind the kicking box until the kicker makes contact with the ball. The catcher may NOT stand in front of the kicker or to the side of the kicking box or so closely to the kicker as to interfere with his or her ability to kick.

## **Kicking**

The kicking order must abide by alternating genders throughout the game. No kicker may kick twice in a rotation before everyone who is playing (not including substitutes) has kicked at least once.

Bunting is not permitted at any time. Players must attempt to make a complete follow through kick. Illegal kicks will be counted as a foul ball and result in a strike.

3 strikes are an out and is called when:

- a. The ball crosses the strike zone without being kicked.
- b. The kicker kicks at but misses the ball.
- c. The ball is kicked foul. (Even on the 3<sup>rd</sup> Strike)



Fouls are counted and considered foul (and a strike) when:

- a. The ball lands or is touched in foul territory
- b. The ball lands inside the foul line, but rolls outside the foul line before reaching 1<sup>st</sup> or 3<sup>rd</sup> base. A ball that lands passed 1<sup>st</sup> or 3<sup>rd</sup> base but rolls into foul territory shall be considered fair.
- c. The kicker kicks the ball with any part of the foot planted outside the kicking box, including in front of home plate.
- d. The kicker makes a “double-kick”, i.e., kicks or contacts the ball after the initial kick while still behind home plate.
- e. A player, in the umpire’s judgement, bunts or fails to kick the ball with a complete follow through or “full kick”.

4 balls allow the kicker to advance to first base as is called when:

- a. Ball fails to pass through the 1-foot strike zone around home plate
- b. Ball bounces more than 1-foot above the strike zone
- c. Ball bounces fewer than twice prior to crossing the strike zone.

## **Running**

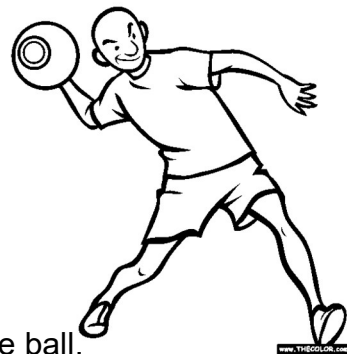
Stealing bases and leading off is illegal. A player who was leading the base prior to the hit/kick shall be called out.

Sliding at first base is illegal. A player who slides at first base shall be called out. Runners must use the safety base.

There is no infield fly rule.

A runner is out when:

- a. Fielder catches a fly ball.
- b. They get 3 strikes
- c. Base is tagged on a force run.
- d. Runner is tagged by a fielder in possession of the ball.
- e. Hit by a ball that is thrown or kicked at them by a defending player, (except when ball is thrown or kicked at the head unless runner is sliding or ducking). If ball is thrown with intentional malice at or below a runner’s knees the runner is safe, will be awarded the base and disciplinary action may follow for the player who threw the ball. If the runner is hit below the knees and the player throwing the ball did so without malice, then the runner is out. The umpire will use their judgment in making decisions regarding this rule.



- f. Runner is off base when the ball is kicked.
- g. A kicked ball hits the runner in fair territory (if ball bounces off defender and hits a runner it is not an out).

A runner that is tagged in the head by a ball shall be considered safe at their intended base, unless that player was sliding or intentionally placed their head in the path of the ball.

Pinch running due to injury is permitted at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base provided the pinch runner is of the same gender. The runner who was substituted for shall be removed permanently from the game. Pinch running at kick is not permitted.

Courtesy runners are also permissible- a player may ask for a courtesy runner while on 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> base. Courtesy runner must be substituted into the game either before a player starts their turn at kick or as soon as they reach base (i.e. A kicker can't reach 1<sup>st</sup> base, not ask for a runner, get to second and then decide they want a courtesy runner).

Courtesy runner needs to be same gender of person asking for runner- only one male and one female courtesy allowed per inning.

Defensive players may kick the ball instead of throwing toward runners and are allowed to kick the ball from the outfield to the infield. If the defensive player kicks the ball and hits a runner (not in the head) the runner will be out.

## **Mercy Rule**

The inning shall advance when a team scores 7 runs in the inning. The mercy rule shall be called and the inning advanced immediately upon scoring the 7<sup>th</sup> run. The mercy rule advances the inning; it does not end the game except when a team is down by more than 7 going into the 7<sup>th</sup> inning, more than 14 going into the 6<sup>th</sup> inning or more than 21 going into the 5<sup>th</sup> inning-at that point the game will be called.

## **Late Arrival Penalties & Forfeits**

Teams must be ready to play and meet game start requirements within 5 minutes after the posted game time.

If a team is not ready to play at 5 minutes past the posted game time, it shall incur an immediate 2 run penalty, awarded to the opposing team.

If a team is still not ready to play after 10 minutes, a forfeit will be called.

## **Playoff Tie Breaker/Roster Rules**

Ties are not permitted in playoff games. If a playoff game ends in a tie after regulation, we will continue with extra innings until a winner is declared. The 7 runs per inning rule still come into effect.

Players must be on the roster by the sixth week of the season to be eligible for the playoffs. Anyone added to the roster after week five will not be eligible to play.

The following tie break scenarios will be used in the following order to determine playoff seeding:

- 1) Win/loss record against each other for the two (or more) teams tied. The team with best record in that scenario shall be higher seed.
- 2) Run differential between the two (or more) teams that are tied- team with larger run differential shall be higher seed.
- 3) Team with least amount of runs allowed.
- 4) Team with most runs scored.
- 5) If teams are still tied then teams will be seeded randomly from a blind draw when bracket is being developed.

## **Altering or Changing Rules**

The League Supervisor has the right to change rules throughout the season if necessary. All teams will be notified if any changes are made to the rules.

**Rain Out Line- 928 777-1688 –**

**The City of Prescott Rain Out line starts being updated at 4pm when inclement weather could cause cancellations or postponements of league games. Please inform your team to contact this number in case of possible rain outs for league games.**

**REMEMBER TO HAVE FUN AND BE GOOD SPORTS.**

***This league is contingent on players exhibiting good sportsmanship. Have fun with your teammates and opponents-everyone is here to enjoy the evening and have fun playing kickball.***

