



DARDENNE PRAIRIE
ADULT COED KICKBALL
LEAGUE RULE BOOK

Rules and Regulations

I. LEAGUE ORGANIZATION

- A. Dardenne Prairie Parks and Recreation is the governing body of this league.

II. PLAYING FIELD & EQUIPMENT

- A. The distance between bases will be 60 feet. The rolling distance will be 42 feet.
- B. The strike zone is 2-foot-wide on either side of home plate and 1 foot above home plate.
- C. The roller's mound is located halfway between 1st base and 3rd base.
- D. Chalk lines are used to designate the width of the strike zone.
- E. When using outfield area for play, cones will be placed to show foul lines past 1st and 3rd base. When using infields for play, chalk lines will be used to show foul lines.

III. BALL, EQUIPMENT, & UNIFORM

- A. The Parks & Recreation Department will provide kickballs for all games. The official kickball is a WAKA kickball, measuring 10 inches in diameter.
- B. Athletic shoes are required. Metal cleats are not allowed. All player attire is an extension of the player.
- C. Matching jerseys with numbers are not required but encouraged.

IV. REFEREE

- A. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.
- B. Field Supervisor(s) will be present at each facility while a game is taking place. All rule clarification questions that an umpire may not be able to answer shall be directed to the Field Supervisor(s). Field Supervisor(s) will not overturn an umpire judgment call. If a Field Supervisor is called game time will continue to run.

IV. GAME PLAY

- A. Teams can bat as many players as are in attendance at game time. Each team must field at least eight (8) and no more than ten (10) players. If neither team meets the minimum player requirement, both teams will be credited with a loss.
1. At least **3 females** must take the field at all times. There are no infield or outfield requirements for male and female fielders. Defensive alignment is at the team's discretion.
 2. Fielders can be changed anytime between and within innings.
 3. If additional players show up after the game has started, they can be added to the bottom of the line-up.
 4. Team members are not required to take the field in order to kick. All fielders playing in the game must kick.
 5. Three (3) outs by the kicking team constitutes their at kick for the inning.
 6. There will be a mercy rule. Teams ahead by 20 runs after 3 innings, 15 after 4 innings, or 12 after 5 innings will be declared the winner.
- B. The kicking order should be exchanged with the other captain prior to the start of the game. Each team will monitor that the kicking order is correct. If a team kicks out of order the opposing team must notify the referee no later than the first roll thrown to the subsequent kicker. If the referee confirms the player kicked out of order, that player will be counted as an out.
1. Teams must alternate positions in the batting order by gender. If a team has less than 10 players, positions must be alternated in the batting order as far down as possible. Males cannot bat back-to-back.
 2. The kicking order cannot change during a game unless agreed by the other team. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
- C. Players may participate on one (1) kickball team only. If a player's eligibility is protested and he is found to be on more than one roster, the protested game will be forfeited. The player in question must then declare which roster he will officially remain on for the remainder of the season.

- D. A regulation game will be 7 innings or 50 minutes in length, whichever comes first. No new inning should be started after 50 minutes have been played.
1. In the event of a tie, after 7 innings, the game will end in a tie unless it is a championship game.
 2. If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game (3½ innings if home team is ahead in bottom of 4th inning).
 3. In the case of rain with a game tied after 4 innings, the game will be scored as a tie. If the required number of innings has not been played, the game will be replayed from the start. Games delayed by rain for at least 30 minutes will be rescheduled if necessary.

V. ROLLING, CATCHING AND FIELDING

- A. Each batter will start with a **2-1 count**. They may receive 2 more balls or 2 more strikes. Batters will be called out on a 3rd strike foul kick.
- B. A legal pitch is one that is gently rolled towards the center of home plate. Strike zone: 2-foot on either side of home plate and 1-foot above home plate. (Umpire Discretion)
- C. Balls must be rolled by hand. The roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
- D. The roller must have at least one foot on or behind the mound when releasing the ball.
- E. The roller must roll or bounce the ball multiple times in route to home plate. If the roller one hops the ball across home plate or throw the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless if it is less than 1 foot or not. Speed of the roll must be kept at a moderate speed (this will be the umpire's judgement).
- F. All infielders will be required to remain behind the pitcher until the batter makes contact with the ball. If the ball is caught or touched by an infielder who was in front of the pitcher, the ball is dead. The batter will be awarded first base and all runners awarded one base whether they are forced to advance or not.
- G. The catcher must play behind the kicker and must stay on the outside of the kicking box until after a kicked ball. The catcher may not block the kicker's attempt to kick the ball in any way.
- H. If any part of the catcher's body moves within the kicking zone before the ball is kicked or interferes with the kicker's ability to kick the ball in any way, as determined by the referee, the kicker will be awarded a walk. If the next kicker is a female, the walked kicker advances to 2nd base.

Dardenne Prairie Parks & Recreation Kickball Rules and Regulations

- I. There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- J. Teams must have one roller and one catcher on the field at all times.
- K. If a male player is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2nd base and the female kicker has the option of being awarded 1st base or kicking.
- L. Any runner not safely on a base can be hit with the kickball by a fielder. The fielder must attempt a legal throw to get the runner out. Kicking the ball at a runner is not considered a legal throw. If a ball is kicked by a fielder and hits a runner the runner will be called safe. The runner is out unless the ball hit them in the head or neck.
- M. Once the roller has the ball in control and retains possession on the mound, the play ends.

VI. KICKING

- A. All kicks must be made by foot or leg, below knee level. Any ball touched by the foot or leg below knee level is a kick.
- B. All kicks must occur at or behind home plate. A kick made in front of home plate is a foul. A kicker may step on home plate to kick; however, no part of the planted foot may come across the front of the plate.
- C. A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a “double kick” and results in a foul ball. Once a kicker begins to run to 1st base, if the ball touches them in fair territory, they are out and it’s a dead ball. All baserunners must return to their previous base.
- D. Bunting/Half Kicking is not allowed and is an automatic out.

VII. RUNNING AND SCORING

- A. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- B. Runners are allowed to slide. Hitting a runner’s neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the

runner is out.

- C. When attempting to avoid a tag, runners may move no more than 4 feet out of their established path. Fielders may be within the baseline to make an active play on the ball, but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running.
- D. A tag up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag up a runner may advance.
- E. Teams are allowed to utilize a courtesy runner once per half inning. You can use anyone in the line-up or use a legal substitute. If the runner you use is on base when his or her bat comes up, they will be an automatic out. Both a male and female courtesy runner may be used once per half inning. The courtesy runner must be of the same gender.
- F. **HOME RUN RULE** – For all games, there will be a maximum of 3HR allowed per team per game. Any homerun hit in excess of the three (3) will be an automatic out.

VIII. STRIKES

- A. A count of three (3) strikes is an out.
- B. A strike is a roll within the strike zone either not kicked or missed by the kicker.
- C. An attempted kick that is missed by the kicker is a strike.

IV. BALLS

- A. A count of four (4) balls advances the kicker to first base.
- B. A ball is:
 - 1) A roll outside of the 2-foot strike zone where a kick is not attempted.
 - 2) Any roll that is more than one foot off the ground when it goes through the strike zone.
 - 3) Any rolled ball that does not roll or bounce multiple times before reaching home plate.
 - 4) A ball that is not rolled completely with the 5-foot-wide roller's path.
 - 5) A roll that is thrown sidearm or overhand.

X. PLAYING ROSTER

Dardenne Prairie Parks & Recreation Kickball Rules and Regulations

A. Team rosters must be submitted to the League Administrator before the start of the first game of the season. A team that fails to submit a roster automatically will have its games forfeited if an opponent protests the eligibility of its players.

1. Must be 18 years old to be eligible to play.
2. A team will not be allowed to carry more than 20 players on its roster at one time.
3. Additions to roster must be done prior to the new player participating. New players may be added to a team's roster up to the last game of the season. Players must be on the roster to be eligible to play in the playoffs.

XI. PROTESTS

A. League has not protest. If you need a rule clarification, please call for a Field Supervisor.

XII. PLAYER CONDUCT

A. Abusive profanity directed toward county representatives, players, umpires or spectators will not be allowed by players who are either on the bench or on the field. Offenders are subject to ejection from the playing area and the league.

B. No smoking is allowed on the field or in the dugout.

C. If a player or coach touches an umpire or City representative in anger, or threatens to do bodily harm, before, during or after a game, he will be barred from the league indefinitely. The length of the suspension will be determined by Dardenne Prairie Parks and Recreation staff (**MINIMUM SUSPENSION IS FOR 1 CALENDAR YEAR IN ALL ADULT ATHLETIC PROGRAMS**).

D. Any player or coach ejected from a game may not play or coach at a minimum of 1 league game. A suspension must be served in the league in which it occurred. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player or coach participates in a game while ineligible due to suspension, the game shall be declared a forfeit and the player or coach will be suspended for the remainder of the season. **NOTE: Scorekeepers are not required to notify said player prior to the start of the game concerning ejections. Failure to do so shall not affect a player's ejection for the season.**

E. Fighting among players, coaches and spectators, or other conduct judged inappropriate by Recreation Department staff may result in ejection of the individuals or teams involved. If suspension is warranted, staff will determine the length of the suspension. (**MINIMUM SUSPENSION IS 2 ADDITIONAL GAMES**)

XIII. THE SEASON

Dardenne Prairie Parks & Recreation Kickball Rules and Regulations

- A. If a team forfeits two games or more during the season, Staff reserves the right to drop that team from the league with no entry fee refund.
- B. After the schedule is complete, **there will be no changes**. Schedule links will be emailed to the team managers. You may submit a scheduling request before the season, and the League Coordinator will accommodate if possible.
- C. Rain-out games will be scheduled for the end of the season.
- D. **Championship Tournament Games:** In leagues where a tournament decides the winners, the higher seeded team will be the home team. The time limit shall remain in all games until the championship game when the time limit will be waived. All other league rules apply.

XIV. PARK RULES

- A. Drinking of alcoholic beverages is allowed. NO GLASS BOTTLES.
- B. Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic fields. Dogs cannot be tied to the fence.

XV. RAINOUT PROCEDURE

WE ENCOURAGE ALL PLAYERS TO REGISTER FOR FIELD CLOSURE ALERTS.

To receive an automated text about field closures, please visit at

<https://rainoutline.com/search/dnis/6362022002> and click the email or text alerts link.

You would then click the email or text heading and check which locations you would like to subscribe to for rainout alerts. You can also download the mobile app to receive notifications. No cancellations will be made before **4pm**.

XIV TIE-BREAKER

The following procedures will be used to determine the first-place finisher or to break ties for other places.

A) TWO-WAY TIE:

- 1) **Head-to-Head** - If two teams are tied with identical records, the winner is the team that won the game when the two teams played.
- 2) **Fewest Runs Allowed** - If the teams split their games, the team that allowed the fewest runs during the entire season will be declared the winner.
- 3) **Most Runs Scored** - If the teams still remain tied, the team scoring the most runs during the season will be declared the winner.
- 4) If a tie still remains, the team that allowed the fewest runs when they played each other will be declared the winner.

B) THREE-WAY OR MORE TIE:

Dardenne Prairie Parks & Recreation Kickball Rules and Regulations

- 1) **Head-to-Head** - If one of the three or more teams defeated each of the other teams during the season
- 2) **Fewest Runs Allowed** - If three teams or more are tied, the winner will be determined by the team that allowed the fewest runs.
- 3) If two of the teams still have the same total of runs allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most runs during the season will win.

NOTE* Forfeit games will be recorded as a 7-0 score. This score can be used except when a disadvantage would occur to a winning team or an advantage would occur to a losing team.