

2023 Adult Kickball Rules

The Playing Field

- The kickball field equals the dimensions of a softball field. 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.

Equipment

- Metal cleats are not allowed.
- Each team will be given a game ball and are responsible for bringing the ball to each game.

Umpires

- There are no umpires (call your own).
- If both teams cannot agree on a judgment call, the play will be considered a “re-do”. The play will start over from the original point with all players returning to their beginning position.

Teams

- Teams must field at least 6 players and no more than 10.
- Teams must field a minimum of 3 females if playing with 6 to 8 players.
- Teams must field a minimum of 4 females if playing with 9 or 10 players.
- 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 have a player card filled out and on file at the Parks and Recreation Office before playing.

Lineups

- If your team cannot field the minimum of 6 players to start the game, it's ruled a *forfeit*.
- There is no limit on how many players can be on your roster to kick, but only 10 can field.
- Kicking 3 men or women in a row is an out.
- Your kicking order (line-up card) must be turned in to the opposing team's captain before the start of the game.

Game Play

- A regulation game is 7 innings however, 4 ½ to 5 innings will constitute a complete game.
- Each game has a 60 minute or 7 inning limit. No new innings can begin after 60 minutes.
- Regulation games can end in a tie.

Pitching/Catching

- 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 (not exceeding the “1-foot” height limit)

- The pitcher must stay behind the pitching strip or keep 1 foot on the pitching rubber until the ball is kicked. Failure to do so will result in a ball.
- The strike zone extends one foot on either side of home plate and one foot high (mid-shin height)
- No player may advance forward over the first-third base diagonal until the ball is kicked (exception–catcher). Failure to do so will result in a ball.
- 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.

Kicking

- All kicks must be made with the foot/leg and occur within the kicking box.
- The kicker must take a full kick at the ball. Bunting is not allowed and will result in an out with the ball becoming immediately dead (no runners can advance)
- All kicks must occur behind or on top of home plate. A kick occurring in front of home plate is ruled foul and will count as a strike.
- 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.

Running

- Runners must 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 contacted 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 one base. If a runner intentionally uses the head to block the ball, the runner is out. If the runner ducks and lowers their head during a throw, and the ball then hits the runner in the head, the runner will be called out because they positioned their head in a lower position.
- After a kickball is caught, runners must tag their originating base before running to the next base.
- All ties will go to the runner.
- Runners may over run first base.
- Base runners may not interfere with the play in progress. A base runner that interferes will be charged with interference 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.

Strikes

- A count of three strikes constitutes an out
- A strike is:
 - A pitch within the strike zone that is not kicked at
 - 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 throwing a ball at a runner with medium force (Please Be Sportsman Like).
 - Any kicked ball (fair or foul) that is caught in the air.
 - 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 3rd or shortstop.
 - A runner steps off his/her base before the ball is kicked.

Fouls

- A foul is:
 - A kicked ball landing out of bounds.
 - A kicked ball landing in bounds but traveling out of bounds on its own before reaching first or third base.
 - A kicked ball that travels into foul territory in the air and a defensive player is unable to secure a complete catch (drops the ball).

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.
- If a defensive player touches a ball "in play", and the ball then travels into foul territory, the ball is in play and the play will continue.

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.

Inclement Weather

- The weather line number is 323-8550; games will be called by 4:30 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 and Awards

- Scorecards will be issued to each team. There will be a “Scorecard Drop Box” at Sharp Park located in the circle drive by the bathrooms. There will be a mailbox on the backstop of diamond #1 to report games played at Delta Mills Park.
- Standings will be updated daily on the website (www.deltami.gov/parks).
- At the end of the Regular Season, the team in 1st place will receive Championship Shirts and a team trophy.
 - If there is a tie for 1st place, a single game playoff will be played
- The top 4 teams will qualify for a single elimination playoff tournament. The playoff champion will receive a trophy.
 - If there is a tie for a top spot in the league, tiebreakers will determine final seeding
 - 1st – Head to Head Matchup
 - 2nd – Coin Flip