

LAWRENCE PARKS AND RECREATION
Adult Kickball By-Laws

Revised March 15th, 2024

I. STARTING TIME AND FORFEITURES:

- A. Game Times: - 6:15 PM, 7:15 PM, 8:15 PM and 9:15 PM, Monday through Friday. Sunday games begin at 1:00 PM through 9:00 PM. Game time is starting time. * However, if one team does not have 8 players or an equal male to female ratio, a 10-minute grace period can be given at the discretion of the other team's manager; with the understanding that the 55 minute game clock has started. If both teams have fewer than 8 players or an unequal male to female ratio, both teams will have up to 10 minutes to field their teams. If after the 10 minute grace period one or both teams do not have 8 players or the proper male to female ratio the game will be forfeited. **Exception: Teams not ready to play at game time, or after a 10-minute grace period if granted, may play with fewer than 8 players or the improper ratio if both managers agree.** If playing with an improper ratio, the vacant spot in the alternating batting order will be an automatic out. **This will constitute an official game and is not subject to appeal based on the number or mix of players. Managers will be required to sign the official score sheet prior to the start of the game acknowledging this agreement.**
- B. Forfeit rule: – If a team forfeits more than 2 games, the team will be ineligible for post season tournament and will be subject to suspension from any further league competition with **NO REFUND**. If teams are not able to play, we encourage them to contact the Adult Sports Office by no later than noon on the day of the game or noon on Friday for weekend games so that the opposing team's manager can be contacted. If a team forfeits any games without contacting the Adult Sports office within the time mentioned above, that team will not be eligible for league championship awards. The Adult Sports office will not reschedule any games other than those cancelled by the league office.

II. GAME REGULATIONS:

- A. Game time begins when the umpire announces play ball. The umpire will announce game time to eliminate any discrepancies in the time limit. All games will be 55 minutes or 7 innings, whichever occurs first. No new inning may start after 55 minutes.
- B. Officials will use their watch or timepiece as the games official timing device.
- C. If a player is injured during a game with no substitutes, a team can continue without assessing any automatic outs. The player who left the game will be scratched off the kicking order.
- D. If an injury situation arises and the team is left with less than 10 players then a member of the opposite sex must sit out to maintain the male female ratio. If the team has over ten players and an injury occurs then a member of the opposite sex must also sit out to maintain the male female ratio. Injured players are not eligible to return for the remainder of the game.
- E. Games may end in a tie. Five (5) innings, or 4 ½ if home team is ahead shall constitute an official game. If game is postponed before it becomes official, game will be rescheduled and will start over.

- F. Maximum Run Rule – A game shall be called if a team is ahead by 15 or more runs at any time after the end of three (3) innings or 2 ½ if home team is ahead or 10 or more runs at any time after the end of five (5) innings or 4 ½ if the home team is ahead.
- G. Complex rules are to be enforced by umpires and the complex supervisor on duty. Complex rules are posted at the entry point to the complex and include the prohibition of alcohol and pets inside the complex. Players and spectators are subject to this rule. The first warning will be to ask the participant to take the pet or alcohol out of the complex, second warning will be an ejection of said participant, and the final offense will be punished by forfeiting the team's game(s) that night.

III. PITCHING & CATCHING:

- A. The pitch must be delivered in an underhand motion. Sidearm and overhand pitches will be ruled as a "Ball".
- B. *No "bouncies" are allowed. A pitch that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the plate will be called a ball.*
- C. The pitcher must release the ball at, or behind the 1st – 3rd diagonal, and must remain behind this line until the ball is kicked. If the line is crossed the pitch will be ruled a ball.
- D. The catcher must field behind the kicker and may not cross home plate nor the kicker until the ball is kicked. At no time can the catcher impede the progress of the kicker prior to the kick. Failure to abide will result in a ball being called. The catcher is responsible for fielding all pitches that aren't kicked.
- D. No bunt league – No fielder may cross the 1st – 3rd diagonal until the ball is kicked. Failure to abide, in either league, will result in a ball being called. If as a result of the player crossing the 1st – 3rd diagonal or the internal diamond line they are able to tag or throw out a runner, that runner is ruled safe and awarded the base.
- E. Any walk to a male batter (intentional or not) will result in a two base award. The next kicker, a female will kick. **EXCEPTION: With two outs the female kicker has the option to walk or kick.**

IV. KICKING – See Playing Field Diagram:

- A. All kicks must occur at or behind the Kick Line. If any portion of the kickers' plant foot is touching the Kick Line the kick is ruled legal. If the plant foot goes beyond the Kick Line the kick will be ruled illegal and a strike will be called.
- B. Balls and strikes will be called (3 strikes / 4 balls). **If on the third strike, the kick is foul, the kicker will be awarded one more strike. After that, any foul ball will result in an out during this plate appearance.** The strike zone is defined as 2 1/2 foot on either side of the plate and no more than 1 foot above the plate.
- C. Bunting is not allowed in the "No Bunt" league.

A STRIKE IS:

- (1) A ball that enters the front of the strike zone that is either not kicked or missed by the kicker.
- (2) A kick from in front of home plate.
- (3) A foul ball.

A BALL IS:

- (1) A pitch outside the strike zone.

- (2) A pitched ball that does not touch the ground at least twice or roll before reaching home plate.
- (3) A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching home plate.
- (4) A pitched ball, prior to reaching the kicker, which exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone.
- (5) Called when any fielder in the “no bunt” league advances past the 1st-3rd diagonal before the ball is kicked or contacts the ball prior to it reaching/crossing the inner diamond line. Called when any fielder in the “bunt” league advances past the inner diamond line before the ball is kicked.
- (6) A ball entering the strike zone or pitch entry zone from the side. The ball **must** enter from the top of the pitch entry zone.

A FOUL IS:

- (1) A kicked ball which first hits the ground over foul territory beyond first or third base;
- (2) A kicked ball that settles or is touched (not caught) on or over foul territory between home and first base or between home and third base. A kicked ball that settles or is touched on or over fair territory between home and first base or between home and third base is a fair ball.
- (3) A kicked ball that settles is touched more than once or stopped in the Strike Zone by the kicker.
- (4) A kick made above the knee.
- (5) A kicked ball that does not fully cross the inner diamond line in the “No Bunt” league.

V. BASE RUNNING:

- A. No leadoffs or stealing is allowed. The runner must remain on the base until the ball is kicked. Violation of this rule will result in the runner being called out.
- B. Base runners must remain within the “base line” when running from base to base.
- C. A runner will be called out if they are hit with the ball below the shoulders. Any runner hit above the shoulders is declared safe and awarded an extra base. If a runner intentionally uses their head to block the ball (umpire discretion) they will be called out.
- D. Overthrow rule only applies if ball travels out of play. Example: ball goes into dugout, over the fence in foul territory or into foul territory in an open field.

VI. INNINGS:

- A. Three (3) outs by a team constitutes a half inning.

AN OUT IS:

- (1) A count of 3 strikes or 4 foul balls.
- (2) A runner touched by the ball at any time while not on base while the ball is in play.
- (3) A force out at any base.
- (4) Any kicked ball, fair or foul, that is caught.
- (5) A runner being off the base before the ball is kicked.

VII. OTHER:

A. Suspension of play:

- (1) When, in the judgment of the umpire, all immediate play is apparently completed, the umpire should call time.
- (2) Unless otherwise specified in this document, official softball rules will apply.

VIII. UNIFORMS AND EQUIPMENT:

- A. The LPRD will provide the official 10 inch game ball
- B. All players who play in a game MUST have a shirt or jersey, recommended same color, but not mandatory.
- C. If a cap is worn, it must be baseball style cap or visor. Bandanas are legal headgear, but must be worn around head. No other style is permitted during a game including plastic baseball caps.
- D. Tennis shoes or rubber cleated softball shoes must be worn; no metal spikes by any player will be allowed.
- E. All exposed jewelry must be removed. If a player fails to do so, the player is ejected from game. Exception; medical alert bracelets and necklaces.
- F. Music is permitted during game time with the expectation that all explicit songs are censored. Only the batting team is permitted to play music during gameplay.

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