



DENTON PARKS AND RECREATION ADULT KICKBALL LEAGUE RULES



(Updated 5/2023)

All league games will be played in accordance with the current Texas Amateur Athletic Federation (TAAF) rules with the following modifications. The City of Denton Parks & Recreation department reserves the right to add, delete, or amend the rules and regulations or policies for the betterment of the program.

For all league schedules, standings and registration info visit: www.teamsideline.com/denton

ROSTER:

- a) A maximum of 20 players may be carried on a roster. **Adding of players to a roster must be done before the last scheduled game.** All players must be on the roster before they play a game.
- b) If you need to add a player to your roster, please do so online.

UNIFORMS:

- a) Players can wear any athletic clothing they choose. Matching uniforms are recommended, but not required. Jerseys do not have to match but should be similar in color. Numbers will not be required. (Tape/Markers are allowed)
- b) Every player must wear a different number. No duplicate numbers allowed.
- c) Due to player's safety, no jewelry of any kind is allowed to be worn during play

PLAYING FIELD:

- a) The kickball diamond is a square with equal sides of 65 feet.
- b) The strike zone extends to one foot on either side of home plate, and one foot high.
- c) **A white arc will be marked at 40 ft from home plate. All Defensive players must stay behind this arc until the ball is kicked.**

LINE-UP

- a) Teams shall consist of ten (10) players on the field. Eight (8) players are needed to start the game including four (4) women. Teams need at least four (4) women in the field and kicking order at all times.
 - i. If a team has only 3 women, they must play one fielder short (10 fielders) and they must take an automatic out in the 4th woman's spot in the kicking order.
 - ii. In the infield there must be two (2) players of each gender (M/F). One of the players must be a catcher.
 - iii. You can change the fielders out if the criteria above are met.
- b) **All players will kick.** Kicking order must be male/female in the batting order. The only time two males can kick in order is if it is the last player in the lineup, and the first player in the lineup.
- c) **Females, can re-kick if necessary if you have more than a 2 -to-1 ration of men to women. (For example, a team has 9 guys and 4 girls. One girl would be designated in the line-up to kick twice to ensure proper ratios).**
 - i. You must notify the umpire and the opposing team.
 - ii. The kicking order for women cannot change during the game.
 - i. In Example:
 1. M1 - **W1** – M2 - **W2** – M3 - **W3** – M4 – **W4** – M5 - **W1** – M6 (1st time)
 2. M1 – **W2** – M2 – **W1** – M3 - **W3** – M4 – **W4** – M5 – **W3** – M6 (2nd time through kicking order)
- d) The kicking order cannot change, but you can change the fielders as long as no more than six males are on the field. **The kicking order must be provided to the umpire before the start of the game.**

GAME PLAY:

- a) Teams will play 7 innings or 55 minutes, whichever comes first.
- b) Any team that is not ready at game time automatically loses their first at-bat.
- c) If the clock reaches 49 minutes after that and the team still does not have enough players, then the game will be declared a forfeit.
- d) If a team leads by 15 runs or more after five innings, the game will be declared over.
- e) **Regular Season: No new innings will begin after 55 minutes have elapsed. Unlike baseball, there are no extra innings; the game can end in a tie.**
- f) **Playoffs:**

- i. Extra Inning/Overtime: If the game is a tie once you reach the final inning or 55 minutes has elapsed, you will play an extra inning. If after that it's still a tie, you will play another until a winner can be declared.
- ii. The one (1) play pitch rule will go into effect for extra innings. Every at bat will be a full count. (Ex1: You take a ball, you advance to first; Ex:2 You take a strike, or you foul it out, you will receive an out.)

PLAYING RULES:

I. GENERAL RULES

- a. The official kickball shall be a seamless, pebble-grain surfaced ball, approximately eight inches in diameter. The center of the ball may contain air only.
- b. Each team is allowed 2 one-minute timeouts per game.
- c. The legal tag area will be from the shoulder and below.
- d. There is NO Infield Fly rule.

II. STARTING PLAY/LIVE BALL:

- a. The pitcher will be allowed 5 warm up pitches to start the game (first inning).
- b. Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- c. The ball becomes dead and not in play when:
 - i. The ball is illegally kicked
 - ii. A kicker makes no attempt to kick at a pitch
 - iii. A foul ball is not caught
 - iv. The offensive team causes interference
 - v. A blocked ball is declared dead
 - vi. A pitched ball, not kicked by the kicker, is touched by the catcher
 - vii. A no pitch is declared
- d. The ball becomes dead when an umpire calls "time". Time is called when:
 - i. In his/her judgment conditions justify call time
 - ii. An injury occurs
 - iii. A coach requests a time out
 - iv. At the completion of each play and the pitcher has possession of the ball.

III. PITCHING:

- a. The pitcher shall take position in the pitcher's box.
- b. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.
- c. The ball must be delivered in an underhanded motion and released before the pitcher crosses the pitching rubber. A violation of this will be called a ball. There will be no **EXCESSIVE SPEED THROWS.**
- d. The pitcher must remain in the pitcher's box until the ball leaves their hand. A violation of this will be a ball called.
- e. A strike is called by the umpire:
 - i. When a legal pitch first touches the ground at least once in fair territory and any part of the ball enter any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The ball must clear the kicker's box. The Kickers box extends one foot from each border of home plate. If the ball crosses the line on either side of the plate, it is a strike.



- ii. When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits the kicker's other leg.
- iii. Foul tip, except on the third strike. On the third strike it will be an out.
- iv. For each foul ball not caught when the kicker has less than two strikes.

- f. A ball is called by the umpire:
 - i. For each pitched ball, which does not enter the strike zone and is not struck at by the kicker.
 - ii. When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
 - iii. For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker
 - iv. For each illegal pitch
 - v. For each pitched ball, which does not clear the kicker's circle
- g. A no pitch shall be declared when:
 - vi. The pitcher pitches during a suspension of play.
 - vii. The ball slips from the pitcher's hand during her swing back.
 - viii. The pitcher pitches a quick return pitch.
 - ix. The pitcher pitches before the umpire calls for the pitch.
- h. If a new pitcher comes in after the game begins they will be awarded 3 warm up pitches.
- i. If a pitcher decides to walk a player intentionally, he may do so by notifying the umpire.

IV. KICKING:

- a. The kicker shall take position in the kicker's circle with 20 seconds after the umpire has called "Kicker Up". The kicker shall not leave the kicker's circle once the pitcher has begun the windup.
- b. All kicks must be made by foot or leg, below the knee.
- c. All kicks must occur behind home plate. No part of the planted foot may be in front of or cross the front edge of the plate. All kicks must take place inside of the kicking box. Any ball that is kicked outside of the kicking box is an automatic out.
- d. The kicker is out when:
 - i. A third strike is called.
 - ii. Kicker steps in front of home base before making contact with the ball. (1 warning will be given)
 - iii. A foul tip is legally caught on the third strike.
 - iv. He/She does not enter the kicker's box within 20 seconds of the umpire calling "kicker up".
 - v. He/She interferes with the catcher's ability to make a play.
 - vi. He/She steps on the plate
 - vii. If a kick is ruled to be a bunt by the officials, the kicker will be ruled out.
- e. The kicker becomes a runner when:
 - i. Ball four is called.
 - ii. An infielder interferes with the pitch.
 - iii. A legal kick has taken place and they reach base.
- f. A legally kicked ball is fair when:
 - i. Ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
 - ii. It is on or over fair territory when bounding past the infield.
 - iii. It first touches the white part of first, second, or third base.
 - iv. It first touches on fair territory beyond first or third base.
- g. The kicker/runner is out when:
 - i. He/She interferes with the catcher's ability to make a play.
 - ii. He/She touches his/her own kicked fair ball, while he/she is in fair territory, before it touches a fielder.
 - iii. Player is declared out for interference.
 - iv. A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
 - v. While running to first, player is tagged or hit with the ball before reaching first base.

- vi. A kicked fly ball to the catcher is caught. The ball must have reached a height above the head of the kicker.
- vii. When player leaves the playing field. Player cannot return back to a base.
- viii. A player is out when hit with a ball that is thrown. Given that the ball hits them in the shoulder or below. If a ball hits the ground before hitting the runner, the runner is safe.

V. **FOUL BALL / FOUL TERRITORY**

- a. Foul territory is any part of the playing field that is not included in fair territory.
- b. Any foul results in a strike. When a kicker kicks a foul ball with two (2) strikes, the kicker is out.
- c. A foul results when:
 - i. Any kick settles on foul territory between home and first base or between home and third base.
 - ii. Any kick first touches on foul territory beyond first or third base.
 - iii. Any kick that lands in fair territory but then travels into foul territory before reaching first or third base.
 - iv. The location of the ball is the determinant of whether the play results in a fair or foul ball; the position of the fielder is irrelevant. It is a foul ball only when the entire ball is completely in foul territory when the ball is touched. If the ball crosses the plane of the foul line and is touched by a fielder simultaneously, it is a fair ball.
 - v. All players in the "bench area" must maintain an adequate distance from the field to avoid interference in the game. Teams who do not comply can be penalized. This is a judgment call by the umpire.
 - vi. If a kicked ball is caught in foul territory but is not out-of-play, runners may advance after tagging-up

VI. **BASE RUNNING**

- a. LEADOFFS or STEALING are not allowed. Runner must stay on the base until the ball is kicked.
- b. Runners must stay in the baseline. Any runner outside the baseline is out. Runners may choose their path from one base to the next and may follow a natural arc. Runners are free to change course to avoid interference with a fielder making a play.
- c. Runners may move no more than 4 feet out of their established path when avoiding a tag or a peg.
- d. Running past another is not allowed. The passing runner is out.
- e. **PINCH RUNNERS:** A pinch runner will be allowed when the umpire has determined that a player is injured, and a pinch runner is warranted. Pinch runners are only allowed in the event of an injury. The pinch runner must be of the same gender of the player that is being replaced. The person coming in as a substitute will be the last person to have received an out.
- f. **Interference on Runner**
 - i. Interference is decided at the umpire's discretion. If a player intentionally interferes with a play, the play will end and will be an automatic out. Any other runners shall return to the base from which they came.
 - ii. The fielder has the right to make the play on a ball that comes within the running path. Runners must stay within the running path. Runners are free to change course and must avoid interference with a fielder making a play.
 - iii. Player is declared out for interference on fielder while running to first base

VII. **FIELDING**

- a. Teams shall consist of ten (10) players on the field with at least four (4) women on the field at all times.
- b. You can play with as few as eight (8) players; four (4) of the eight (8) must be female.
- c. In the infield there must be two (2) players of each gender (M/F). One of the players must be a catcher.
- d. You can change the fielders out if the criteria above are met.
- e. A white arc will be marked at 40 ft from home plate. All Defensive players must stay behind this arc until the ball is kicked.
- f. **Obstruction by Fielder**

- i. Fielders must stay out of the running path.
- ii. Runners hindered by any fielder within the running path, not making an active play for the ball, shall be safe at the base to which they were running.
- iii. Runners may choose to advance beyond this base while the ball is still in play.

VIII. CODE OF CONDUCT

- a) **The City of Denton Kickball League is committed to providing a safe, healthy, and enjoyable experience for all players. The league expects all players to enjoy the social sports experience while participating responsibly. Any player who cannot refrain from the following behaviors will be subject to ejection from the game, field, or league without refund and may possibly be banned from the league indefinitely.**
 - i. Foul or abusive language or obscene gestures.
 - ii. Behavior that is unruly, disruptive, or illegal in nature.
 - iii. Throwing objects and verbal or physical abuse/harassment towards umpires, field leaders, opposing players, or spectators.
 - iv. Refusal to follow instructions from umpires and/or field leaders.
 - v. Any irresponsible behavior that results from intoxication or other signs of impairment.
 - vi. Acts that could be considered unsportsmanlike conduct. Please act like a responsible, respectful adult.
- b) **Ejections**
 - a. Fighting is strictly prohibited. Any player that is observed fighting during or after a game will be ejected from the league indefinitely.
 - b. A player may be ejected from a game by either an umpire or a staff member.
 - c. Ejected players must leave the immediate area and the park and have no contact with the umpire or participants in the game. If the ejected player refuses to leave, the game will be forfeited.
 - d. Any player ejected from a regular season game will not be permitted to play in the next scheduled game.
 - e. Any player ejected from more than one game in a season, the player will be ejected from the league for the remainder of the season.
 - f. Any player ejected from three games during their kickball career, the player will be ejected from the league indefinitely.
 - g. Any player ejected from a playoff game will be suspended for the remainder of the play-offs and league office has the right to carry it over to the 1st game for the next season.
 - h. An umpire may report a player for offensive conduct, language, or physical abuse at any time. **WHEN THE GAME IS OVER THE OFFICIAL STILL HAS JURISDICTION OVER THAT GAME. THIS JURISDICTION EXTENDS TO BEFORE, DURING AND AFTER GAMES AND COVERS ALL PLAYERS/FANS**
- c) **UMPIRES / FIELD LEADERS**
 - a. Coaches/Captains are the only individuals who are permitted to discuss rules and respective calls with the umpire.
 - b. Umpires/staff members have the final ruling on judgment calls. If during the game a rule is in question, coaches/captains can ask the umpire for a consultation. Judgment calls cannot be discussed.
 - c. Umpires will review the ground rules with each team's coach before the start of each game. Ground rules may vary from field-to-field.
 - d. Coaches are responsible for tracking their kicking order and scores per inning in their scorecard. If there is a dispute over the scores, the umpire will use the scorecard to make the final decision. If such information is not maintained, the umpire's discretion is reserved to make the final decision.
 - e. If a rule is not otherwise stated within, standard softball rules will hold true

Ejected and Suspended players: Ejected players must leave the facility and grounds immediately. Failure to do so will result in a forfeiture of the game. Suspended players are not allowed to return to the premises, even as a spectator, until their suspension has been served in full.

The Game Official in Charge may either suspend or declare forfeit any game where in his or her judgment there has been a violation of the code, making it unsafe to continue the contest. The decisions of officials are final and will not be overturned by the athletics office.

The League Office has the power and full discretion of imposing penalties on all violations of Player's Code of Conduct. For any violation not explicitly stated in the code, the penalty will be at the discretion of the League Office

Denton Parks and Recreation Concussion Policy

PURPOSE

The following policy and procedures are being implemented by the Denton Parks and Recreation Department, with the intent to reduce the potentially serious health risks associated with sports related concussions and head injuries.

POLICY

It is policy of the Denton Parks and Recreation Department to educate coaches, referees, staff, parents, and participants of the signs, symptoms or behaviors consistent with sports induced concussions. Participants suspected of a concussion or head injury, are required to be removed from the activity, must seek medical attention, and then follow the proper procedure for return to play. "When in doubt, sit them out!"

DEFINITION

A concussion is a type of traumatic brain injury that is caused by a blow to the head or body that jars or shakes the brain inside the skull. It is important to note that an athlete does not have to lose consciousness to have suffered a concussion. Symptoms include but are not limited to the following below.

SIGNS OBSERVED BY OTHERS

- Appears dazed or stunned
- Is confused about assignment
- Forgets an instruction
- Persistent vomiting
- Is unsure of game, score, or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Increasing sleepiness
- Shows mood, behavior, personality changes
- Can't recall events prior to hit or fall

SYMPTOMS REPORTED BY ATHLETE

- Headache
- Nausea or vomiting
- Balance problems or dizziness
- Double or blurry vision
- Sensitivity to light
- Sensitivity to noise
- Feeling sluggish, hazy, foggy, or groggy
- Concentration or memory problems
- Confusion
- Just not "feeling right" or is "feeling down"

ROLE OF COACHES AND STAFF

Coaches and staff will NOT be expected, nor will they be trained to "diagnose" a concussion. Diagnosis is the job of a qualified health care provider. Coaches and staff are being asked to use their best judgment in observing the signs, symptoms, and behaviors associated with concussions. If coaches or staff observes questionable signs, symptoms, or behavior, he/she must remove the player from the sporting event for further evaluation and notify the player's parent/guardian and fill out the appropriate accident form. Coaches and staff are not permitted to allow a player to resume activity until the Denton Parks and Recreation receives a written statement from a qualified health care provider indicating that the player is cleared to resume participation in the sporting event.

ROLE OF OFFICIALS

Officials will NOT be expected to "diagnose" a concussion. Officials are being asked to use their best judgment in observing the signs, symptoms, and behaviors associated with concussions. Officials will not be asked to give what could be perceived as a medical opinion. If an official observes questionable, signs, symptoms, or behavior, the official should notify the appropriate staff and the player should be removed from the sporting event. Officials are not responsible for the sideline evaluation or management of the player after he/she is removed from play.

ROLE OF PARENTS/GUARDIANS

Like coaches, staff and officials, parents/guardians will NOT be expected to “diagnose” a concussion. However, parents/guardians are being asked to become familiar with the signs, symptoms, and behaviors associated with concussions. Parents/guardians will be expected to comply with this Policy and support the determination made by staff to remove a player from a sporting event.

It is the parent/guardian’s obligation to have the player evaluated by a qualified health care provider and to obtain from that provider a written statement that clears the player to resume participation in the sporting event.

MANDATED COURSE OF ACTION

1. Remove player from the sporting event.
2. Notify parent/guardian.
3. Any player suspected of having a concussion should be evaluated by a qualified health care provider as soon as practicable.
4. Before a player will be allowed to resume participation in a sporting event, the parent/guardian of the player must obtain a written statement from a qualified health provider and return to the Denton Parks and Recreation Department indicating that the player is cleared to resume participation in the sporting event.

The signs, symptoms and behaviors associated with a concussion are not always apparent immediately after a bump, blow or jolt to the head or body and may develop over a few hours or longer. An athlete should be closely watched following a suspected concussion and should never be left alone.

Athletes should never try to “tough out” a concussion. Teammates, parents/guardians and coaches should never encourage an athlete to “play through” the symptoms of a concussion. In addition, there should never be an attribution of bravery or courage to athletes who play despite having concussion signs and/or symptoms. The risks of such behavior must be emphasized to all members of the team, as well as coaches and parents.

If an athlete returns to activity before being fully healed from an initial concussion, the athlete is at greater risk for a repeat concussion. A repeat concussion that occurs before the brain has a chance to recover from the first can slow recovery or increase the chance for long-term problems. In rare cases, a repeat concussion can result in severe swelling and bleeding in the brain that can be fatal.

Return to Play

After suffering a concussion, no athlete should return to play or practice on that same day. An athlete should never be allowed to resume play following a concussion until symptom free and given the approval to resume physical activity by an appropriate health-care professional. Documentation must be provided to the Denton Parks and Recreation athletic supervisor.

Once an athlete no longer has signs or symptoms of a concussion and is cleared to return to activity by an appropriate health-care professional, he/she should proceed in a step-wise fashion to allow the brain to re-adjust to exercise. In most cases, the athlete should progress no more than one step each day, and at times each step may take more than one day.

If symptoms of a concussion recur, or if concussion signs and/or behaviors are observed at any time during the return-to-activity program, the athlete must discontinue all activity immediately. Depending on previous instructions, the athlete may need to be re-evaluated by the health-care provider.