

Cedar Park Adult Kickball League Rules

THE GAME

Kickball is a game that closely resembles slow pitch softball. The object of the game is to score more runs than the opposing team. The game is played with 10 fielders and lasts for 50 minutes or 7 innings whichever occurs first.

Run rules will be in effect as follows: 15 runs after 4 innings, 10 runs after 5 innings or 10 runs after 45 minutes of play (provided 4 innings have been completed or home team is ahead in the bottom of the 4th inning when 45 minutes expires).

Team Captains are required to turn in their line-up before actual game time. It must be on an official line-up card that is provided by Parks and Recreation. There is a 20-player maximum placed on the roster and a 9-player minimum (with 4 women). **A player is only allowed to appear once in the kicking lineup. A player must be in the kicking lineup to play defense.** If a team does not have enough players to start, that team will have 5 minutes for the minimum number of players to arrive. **(Any team causing the start to be late due to tardiness will be the visiting team even if they were designated to be the home team.)** After the 5-minute period, a team that cannot fulfill the minimum player requirements, will forfeit that game. If a team forfeits 2 games in a season, they are automatically suspended for the remainder of the season.

GENERAL PLAYING RULES

These rules are a guideline in how to play the game of kickball in Cedar Park. We recognize that we cannot specifically cover every possible scenario. Please see the [Kickball 365 Official Rulebook](#) for any additional rules not specifically covered here. In the event that the rules can be interpreted in a manner that conflicts with the spirit of the game, the umpires reserve the right to protect the integrity of the game.

Teams will consist of 10 players on the field but may start with 9 players (if they have a minimum of 4 women). If playing with only 9 players, an automatic out will be assessed at the end of the batting lineup. If the tenth player arrives, that player may enter the game at any time. The late arriving tenth player will occupy the tenth position in the batting order unless it causes 2 males to kick back to back. In this case, the 10th player who is a male must sit on the bench until substituted legally into the game. That team would only be allowed to play 9 on defense and kick 9 in the lineup. **Five men are the maximum amount of men allowed in the field. There is no maximum number of women allowed to reach the ten-player maximum in the field.)**

Pickup Players are allowed with the following restrictions:

1. A maximum of three (3) pickup players may be used to play up to 10 total players in the lineup
2. Pickup players must be positioned defensively as outfielders
3. Pickup players may not kick ahead of a non-pickup players in the kicking order (they have to kick last)

Substitutes are allowed during the game. All substitutes entering the game off the bench must be brought to the umpire's attention. That substitute will kick in the same place in the lineup as the player they were substituted for. (Ex. Rick is replacing Jesse in the lineup. Jesse is out for the rest of the game) Teams may never drop below nine players due to an injury or due to a player ejection. If a team does not have at least nine players participating (minimum 4 women), the game will be ruled a forfeit.

There should never be back-to-back male kickers. If there is, an automatic out will occur

between the two male players. You can play with more females than males.

All batters come to the plate with a one ball and one strike count.

A male who walks automatically goes to second base with the female batter after him having the option to walk or kick but only if there are two outs. With less than two outs the male goes to second base but the female must still kick. Any runners already on base will advance only if they are forced to.

PITCHING

1. The pitcher shall take position on the pitcher's mound. The pitcher must deliver the ball one hand, releasing the top of the ball below his waist toward home plate. All pitches must be underhand. **Sidearm or overhand pitching is not allowed (penalty: ball – or result of the kick- if illegal kick then result will be a foul ball).**
2. The pitcher must release the ball while touching the pitcher's rubber if present. *(Penalty - Fielder Encroachment - one ball or result of the play – kicking team's choice).*
3. The pitcher will be the only defensive player allowed to walk up to but not on or over the bunt line before the ball is kicked. *(Penalty - Fielder Encroachment - one ball or result of the play – kicking team's choice)*

The strike zone is one ball width all the way around the plate and the top of the ball, while in the strike zone, can be no higher than the bottom of the kickers knee to be considered a strike. Balls pitched too bouncy (top of the ball higher than the bottom of the kicker's knee) or **too fast** will be called a delayed "ball" by the umpire. However, if the kicking team decides to kick the ball, the ball will be live and is playable unless the kick is deemed to be illegal.

KICKING

1. A legally kicked ball is when an attempt is made to kick with the kicking leg below the knee and the ball and the plant foot are wholly contained within the kickers box (if present) and not beyond the plane of the front of home plate.
2. Any kick attempt that results in contact on or above the knee will be declared an automatic foul with no runners allowed to advance.
3. Any double kicked ball will also be declared an automatic foul ball with no runners allowed to advance.
4. There will be a bunt line in play:
 - a. Any kick that makes contact with the ground in the bunt zone and is first touched by the Catcher short of the bunt line will be called foul.
 - b. Any kick that makes contact with the ground in the bunt zone and is first touched by the Fielders (not the Catcher) short of the bunt line will be a live ball.
 - c. A ball kicked in the air short of the bunt line may be caught by any player for an out.
 - d. If the Catcher first touches the ball in the bunt zone when it has not yet touched the ground, another defensive player will be allowed to catch the ball in the air off a deflection by the Catcher for an out. Play will be deemed foul if not caught in the air.
 - e. The ball will be deemed fair once it touches the ground on or beyond the bunt line unless it travels into foul territory before reaching 1st or 3rd base and was not touched.
 - f. If a kicked ball comes to rest short of the bunt line and has not yet been touched by the Defense, the ball will be foul.
5. Kickers with two strikes will be allowed one extra foul, a "courtesy foul". The next foul after the "courtesy foul" has been used will result in an automatic out.
6. A pitched ball that strikes the kicker where no kick attempt is made will be deemed a strike or ball based on where the ball is at in relation to the strike zone.

BASE RUNNING

1. Base runners may not steal, lead off, or advance until the ball has been kicked. Violation of this rule will result in the runner being called “out” by the umpire, dead ball called, and the pitch is pitched again (unless the runner called out is the third out – if so, that batter will lead off the next inning).
2. Base runners may not interfere with a defensive player trying to field a ball. Base runners standing on the base being struck by a kicked ball in fair territory are out only if forced to advance. The ball will be live and playable. Base runners struck by a kicked ball while running to another base are out. The play is dead. Baserunners must return to last base occupied at time of interference unless forced to advance. An umpire being struck by a kicked ball in fair territory is part of the field, therefore the ball is live and playable.
3. Base runners are forced to the next base if the kicker becomes a base runner, and there are no open bases behind him/her. A “force out” occurs when the base runner does not reach the advancing base before the defense touches the base while holding the ball. Throwing the ball at the base does **not** count as touching the base for a “force out”. The ball must be held by a player while touching the bag.
4. Kickers running to first base must use the orange safety base. Any kicker/runner immediately advancing to second base must also use the orange safety base on the right side of the foul line. Failure to do so results in an OUT unless:
 - a. No fielder occupies the inside (white) base, OR
 - b. An imminent collision with a fielder forces the use of the inside base.

The safety base is only to be used by players traveling from home plate to first base. In the event of a player turning towards second base, the safety base is no longer a safe haven.

5. Ties on force plays at the base will be awarded to the runner.
6. When a kicker’s ball is caught (or on first touch), base runners can advance to the next base if they “tag up” on the base they started the beginning of the play. Should a base runner advance, who failed to “tag up”, when the ball is first touched and ultimately caught, the base runner will be **out** once the defense touches him/her with the ball or touches the base from which the base runner originally advanced from. If this is the 3rd out, no trailing baserunners may score.
7. Formal appeals may be called on baserunners if a fielder did not attempt to tag the base that was missed or left early while the ball was in play. If a Baserunner is deemed out for a baserunning error, the play is adjusted accordingly as if the Baserunner was out at the time of the appeal. The exception is that if that Baserunner is the 3rd out, no trailing Baserunners may score that inning.
8. There is no infield fly rule utilized in kickball. However, if in the umpire’s discretion a kicked ball is intentionally dropped by the defense to achieve a potential double play, all runners will be deemed safe to the base where they were headed to at the time of the kick and the play will be dead.

OFFENSIVE SUBSTITUTIONS

1. If a runner is injured or needs to come out of the game after safely making it to a base, a proper substitution will need to be made for that player with the substitute player kicking in the original player’s position in the lineup. **Exception:** *If substituted for an injury that is caused by an illegal defensive play, and the player did not achieve the next base, the Head Referee can award bases as needed and place the new player on that base.*
2. If no substitutes are available for the injured player, the offensive team may elect the previous runner (not currently on base and of the same sex) to replace them. This type of substitution will only be allowed to occur once per player.
3. If that same runner that was temporarily replaced becomes injured on the bases later in the game, then no substitution will be allowed. The player is removed from the game and an out recorded at time of removal and their spot in the kicking lineup will become an automatic out. **Exception:** *If injury is caused by an illegal defensive play then the previous kicker (not currently*

on base and of the same sex) may replace that runner.

4. Any injured player who does not take their turn in the kicking lineup will not be allowed to return to the game and an out recorded. The out can be avoided if a legal substitution for the injured player is made.

RULES GOVERNING DEFENSIVE PLAY

1. The pitcher and catcher must be of opposite gender. In the infield (First, Second, Third and Short Stop) there may be no more than two men in the outfield. No more than five men may play in the field at a time but there can be more women than men.
2. All defensive players (other than the Pitcher and the Catcher) must remain behind the imaginary line that runs from first base to third base. They cannot cross this line until contact is made with the ball by the kicker. The Pitcher may charge up to but not beyond the bunt line until the ball is touched by the kicker. Failure to do so results in (*Penalty: Fielder Encroachment - one ball or result of the play – kicking team's choice*).
3. Four outfielders (if playing with 10 players in the field) must position themselves in the designated outfield area (beyond the arc, if present) **until the ball is touched by the kicker**. Umpire will make this judgment if a fielding team is illegally positioned. Umpire will warn outfielders to move back if too close, the second offense and each subsequent offense will result in a ball or result of the play – *kicking teams choice*.
4. Infielders and outfielders may change positions during an inning before each kicker and the change must be legal (ex. male for male). Pitcher and Catcher may only change once per inning.
5. The Catcher's defensive positioning is restrained by the kicker's back hip and the left/right borders of the kicker's box (if Present) until the ball is kicked (*Penalty: one ball or result of the play – kicking team's choice*). Contacting the kicker will result in a Fielder Encroachment Call (*Penalty: one ball or result of the play – kicking team's choice*).
6. Fielders must use the inside base to the left of the foul line in fair territory to record force outs at first base. No exception allows the Fielder to utilize the orange safety base to the right of the foul line in fair territory to record an out.
7. The defensive player can throw, kick, push, redirect (intentional or not) or bounce the ball at the runner to get the runner out. The runner will be called out if the thrown ball hits them at or below the waist. The runner is not out if hit above the waist and the ball is still live.
Exception: when a runner slides or ducks to avoid the thrown ball. A subsequent defensive play must be made after the initial "illegal" put out attempt in order to get that same runner out. (Ex. A thrown ball hits the runner in the chest and as they continue to the base they run into the ball. No defensive attempt was made between the two contacts. The runner is safe.)
8. The runner will be automatically safe to the base they were attempting if hit in head and the ball will still be live. **Exception: when a runner slides, ducks or jumps to avoid the thrown ball the runner will be out if hit in the head and the ball is still live.**
9. Fielders must stay out of the baseline except for fielding a kicked ball. Fielders may have their foot on the base but must lean out of the baseline.

TIE GAMES

After the time limit has expired, or 7 innings have been played, tie games will go to One-Pitch play (no extra foul). A foul/strike will result in an out. A Ball is a walk. The 1st extra inning will begin with the last kicker from the previous inning as a baserunner on 2nd base. If still tied, each subsequent inning of OT will continue in this manner until a winner is determined.

CONDUCT

We enforce a "zero tolerance policy" regarding behavior of players, managers, and fans. Taunting, heckling, trash talking, or abusive language will not be tolerated in our league. Umpires will have the right to reprimand or eject players, managers, and fans depending on the severity of the situation. Abusive behavior toward the umpire will not be tolerated. Managers will be held responsible for their players and their fans. An ejection carries a two-game suspension (next two playable games). If playing in multiple leagues, the player(s) may be suspended, as specified above from participation in all leagues. Any player who is ejected must leave the entire Sport Park. If an ejected player fails to or refuses to

leave the Sports Park within a reasonable amount of time according to the umpire will cause his/her team to forfeit the game. Law enforcement will be called to enforce the ejection from the premises. If law enforcement is required to remove a player from the premises, a lengthy suspension will be given to that player refusing to leave by the Athletic Program Manager. Suspensions of substantial length will be given for more serious misconduct. The Athletic Program Manager will determine the length of the suspension of more serious misconduct as to the circumstances of the misconduct after investigating the incident.

Only managers of respective teams can approach the umpire with questions or concerns in a respectful manner. Players charging the umpire to question or complain a call will be subject to ejection from the game.

NO ALCOHOL OR SMOKING will be allowed on the field of play or in the dugout. Glass containers are prohibited. Violations may result in an ejection from the park and a 2-game suspension.

JEWELRY

Players are not allowed to wear jewelry while playing. Any hoop or loop earrings, exposed necklaces, all watches and rings with any part of it raised from the base are not allowed. Only smooth band rings, necklaces mostly inside the shirt and stud earrings are allowed. Fit-bits with protruding parts from the base or face are not allowed. If a fit-bit does not have any protruding parts from the base or face, it may be worn.

CLOTHING

Players must wear shirts, pants/shorts, and athletic shoes at all times. No metal cleats or hard football type cleats can be worn in league play. Fielders cannot wear any type of athletic glove (including, but not limited to, batting, goalie, receiver, golf, weightlifting, or bike gloves). A Game Head Referee should be alerted if any player is in violation. The player at fault will be instructed to leave the field of play to correct their equipment and will be allowed to return when violation has been corrected.

TIE BREAKERS

In case of a tie for 1st place at the end of Regular Season League play, the following tie-breaking procedures will be used to determine the order of the finish:

- a. Head-to-head results between the teams that are tied will determine the winner.
- b. If the teams split in head-to-head games, the run differential in those games will be used.
- c. If teams are still tied, then the season run differential will be used.
- d. If teams are still tied, then a coin toss will determine the winner.

WEATHER INFORMATION

In case of bad weather, please call 512-401-5050. A game called off after 4 innings or ½ of the playing time because of bad weather or light failure shall be considered a regulation game (hard rain, lightning, etc) provided home team is ahead. If games have not reached this point they will be replayed from the start at a later date if Cedar Park Parks and Recreation deems it possible due to schedule availability. The score of a called regulation game (4 innings or ½ of the playing time) of this nature, shall be the score at

the end of the last complete inning. Rescheduling of games will be posted when possible.

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