

## HIGHLAND VILLAGE KICKBALL RULES

### Adult Kickball Rule **Exceptions Clarifications**

Rules not specified by the City of Highland Village shall be governed under the official rules adopted by the Texas Amateur Athletics Federation (T.A.A.F.).

### GENERAL RULES

1. CoRec 8.5" Kickball League: The 8.5" league will use an 8.5" size kickball.
2. There is a time limit of 50 minutes or 7 innings on each game. If the third out is made before time expires in the bottom of the inning then a new inning begins.
3. The "run-ahead rule" is as follows: (A) 20 runs ahead after 4 or (B) 15 runs ahead after 5 innings.
4. If a player demonstrates no regard for general safety towards the opposing team, the official reserves the right to disqualify the player from the game, and a legal substitute will be needed to fill their spot or a "Ghost Out" will be assessed.
5. Profanity, vulgarity, unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of kickball and its purpose will not be tolerated. Athletic staff, City employees, League officials or umpires shall remove the offending parties from the park and the Police will be called if deemed necessary. A written report shall be filed with the Athletic staff within 48 hours of the incident. In cases where warranted, a hearing will be held.
6. Any person disqualified or ejected for profanity, vulgarity, or unsportsmanlike behavior will receive a minimum one (1) game suspension to be served in their team's next game. The player is also suspended from playing in any further games until their suspension has been fulfilled. The suspended person must meet with a Highland Village Parks and Recreation athletic staff member to be reinstated into the league.
7. The consumption or possession of alcoholic beverages and/or illegal substances by participants or spectators may be cause for immediate removal from the park. If a player is caught consuming and/or possessing an open container of alcohol during a game (either inside or outside of the dugout), they will be disqualified from the game and the team must have a legal substitute. If they don't have a legal substitute, then a "Ghost Out" will be placed in their position in the kicking order.
8. Jewelry cannot be worn during games. (Exception: Flat wedding bands and stud earrings). If jewelry must be worn, it has to be taped to the skin.
9. Steel spikes are not allowed in league play

### PLAYING FIELD

1. All games will be played at Unity Park.
2. Base distance is 60' - Pitching Rubber is 53' - Double first base.
3. Strike Zone will be home plate to include 15" on both sides of the plate. The strike zone is completely up to the judgment of the official and may not be appealed.

## PRE-GAME

1. Teams must be ready at game time or when the officials call for the pre-game coaches meeting, otherwise a forfeit will be declared. If neither team has 8 players then the team with the most players will win by forfeit. If both teams have no players or the same amount of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket

**Line-Up Card:** A team consists of no less than eight (8) players and a maximum of no more than twenty (20) players. A legal kicking line-up will consist of no less than eight (8) players and a maximum of no more than twenty (20) players of alternating sexes (male/female or female/male). A team may also play with more women than men of any combination. Teams must alternate the batting order according to gender as long as this is possible.

1. A team can kick with a minimum of eight (8) kickers and a maximum of twenty (20) kickers as long as the kicking order adheres to the alternating sexes kicking rule, except; if a team is kicking with more than ten (10) players and has an odd number of players. The first and last kickers must be of the same sex. A kicking lineup with less than ten (10) players will be assessed a "Ghost Out" for every kicker down to eight (8) players.
2. "Ghost Outs" are placed in the highest possible position of the line-up at the first and/or second positions respectfully for the appropriate male or female kickers missing. If a team shows up with eight (8) players, five (5) of one sex and three (3) of another, then the first and third kicking positions will be used as ghost-outs. If at any point during the game a team loses a player, a legal substitute must replace that player or a "Ghost Out" will be placed in their spot in the kicking order.
3. **Substitutions:** Players can substitute in and out of the kicking order, as long as they remain in the same position in the kicking order, and a male player is substituted for a male player and a female player for a female player. Once you are in the kicking order you can only substitute in and out of the same position in the kicking order. Players caught moving positions in the kicking order will be declared out.
4. In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with (to a minimum of 2 "Ghost Outs"). However, you may not drop in number due to an ejection. This rule will not be considered grounds for protest.
5. Once the game is in progress any player who leaves the game will have a "Ghost Out" placed into their kicking spot. If the player is ejected the team must provide a legal substitute or the game will be forfeited.

## DEFENSE

1. **In The Field:** A team can only have a maximum of ten (10) players on the defensive field at anytime.
2. All teams can have a maximum of two female and two male players in the infield excluding the alternating male/female pitcher/catcher. At the start of each pitch all infield players must be behind the pitching rubber until the ball is kicked.
3. The outfield can have a maximum of two females and two males in the outfield. At the start of each pitch all outfield players must be in the grass until the ball is kicked.
4. If a player is in front of the pitching rubber before the ball is kicked and the kicker kicks the ball fair, an illegal defensive will be called and the ball becomes dead. The kicker and all runners will be awarded one base.

5. All defensive players must be positioned behind the pitcher at the time of the pitch, and may not charge forward of the pitcher until the ball has been kicked.

**Pitching & Catching:** The pitcher and catcher must be of alternating sexes.

1. The pitcher will be allowed 5 warm up pitches to start the game (first inning).
2. Three (3) warm-up pitches will be allowed if there is a change in pitchers.
3. The pitcher must start with one foot on the pitching rubber for a legal pitch. Pitcher must deliver the ball with one hand, releasing the top of the ball below his/her waist toward home plate. A violation of this will be called an illegal pitch and the ball is still live to kick. If no kick is made then the pitch is called a ball. There will be no **EXCESSIVE SPEED THROWS**.
4. The pitcher must have one foot on the pitching rubber until the ball leaves their hand. A violation of this will be an illegal pitch and the ball is still live to kick. If no kick is made then the pitch is called a ball.
5. A strike is called when a legal pitch crosses the plate or 15" on either side of the plate, at a height such that the top of the ball is not higher than the bottom of the kicker's knee.
6. A ball is called when a pitched ball bounces over the strike zone 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.
7. A ball is called for each illegal pitch or when the ball does not cross a part of the strike zone.
8. Catcher cannot touch a pitched ball until the ball passes the kicker and no attempt on kicking the ball was made, or after the ball has been kicked. If the catcher interferes with the kicker then obstruction will be called and the kicker is awarded a ball.
9. **Legal Tag Area:** The legal tag area will be from the shoulder and below. If the ball is thrown, it must be thrown at a height below the waistline of the intended runner.
10. If a ball is thrown and hits the ground then strikes the runner the runner will be declared out.
11. If a player is hit above the waist while running in an upright position they are awarded the base the player was running toward.
12. If a player attempts to duck, jump, or slide, and the ball is thrown at a height below the waist then the player assumes the risk of being hit on any part of the body and would be judged out.

## **OFFENSE**

1. **Kicking:** Every kicker steps up to kick with a 0 ball & 0 strike counts.
2. The kicker must allow the ball to pass the plate before he/she kicks the ball or will be called out.
3. A kicked foul ball with two (2) strikes will result in strike three (3) and the player is out.
4. **Bunting by either gender is not allowed.**
5. If a male kicker is walked he automatically advances two bases. The next kicker, female, must kick if there are no outs or one out. When there are two outs, the next female kicker has the option to kick or walk.

### Running the Bases:

1. Leadoffs and stealing are not allowed.
2. If a player attempting to advance towards a base while running in an upright position and is struck with the ball from a throw above the waist, they will be awarded the base.
3. If a player intentionally interferes with the play of the ball or tries to catch the ball in any way, that runner will be declared out and any runner who the fielding team would have had a chance to get out will be out.
4. **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

### GENERAL INFORMATION

1. Players can wear any athletic clothing they choose. Jerseys do not have to match, but should be like in color; there are no number requirements.
2. Rosters: Rosters are the basis for the legality of players. If a team doesn't turn in a roster to the Athletic office, they cannot have any legal players. No team will be eligible to receive awards without having a legal roster on file.
3. Players in City of Highland Village adult leagues must be at least 16 years of age at the time of participation.
4. Add/Drops to rosters will be accepted until the Friday after you've completed your fourth game.
5. No roster shall exceed 20 players including a player/manager unless a special exception is made by the Athletic office.
6. Protest: Protests on starting players must be done in the first inning. Protest on substitutes must be done before their first complete inning of play. A protest cannot be made after the last out of the game. If there is a player eligibility protest during a game the following shall occur:

A valid picture ID will be requested by the umpire for identity. Once identity has been determined and protest filed, the game will continue. If the player is there and identity cannot be determined, then suspected player must sign back of game card and present ID at Parks & Recreation Office the next working day for verification.

Player eligibility will be determined by the athletic staff based on team rosters the following work day (exception tournament). If the protest is done during the tournament, then the tournament director will make a decision at the time of the protest (if the player doesn't have an ID, then they are not legal). Any team found with an illegal player shall forfeit that game.

The Athletic office will determine further action against the illegal player and/or team. The player is ineligible to participate at all until a decision has been made by the Athletic office.
7. Play-off Tie-Breaker: International Tie-Breaker rule will be used. When the game is tied after time or 9 innings has expired, the International Tie-Breaker will go into effect. The last kicker to complete his/her turn to kick will start the inning on second base. This

format will continue until a winner is determined. If a team enters the International Tie-Breaker with "Ghost Outs" and a "Ghost Out" causes the last out in the inning before the tie breaker or during the tie breaker, then there will be no runner on second base for that team.

8. Rainout Information: When playing conditions are questionable the Parks and Recreation website will be updated at 2:00 p.m. [www.hyparks.com](http://www.hyparks.com) or call office at 972-317-7430 for the latest information.

The City of Highland Village Parks and Recreation reserves the right to add, delete and amend its adult kickball rules and regulations at any time for the betterment of the league.

**We encourage questions, observations or comments about the league. We are here to serve you and if you have a problem with players, umpires or spectators, please bring it to our attention.**