



TUALATIN HILLS PARK & RECREATION DISTRICT

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KICKBALL RULES

2025 USA/ASA Softball Rules and THPRD rule supplement will govern kickball with the following emphasis and modifications:

PLAYING CONDITIONS/WEATHER

- In incidences of inclement weather the team manager and players should check THPRD's Statusfy page at <https://statusfy.com/5033883204>. As needed, this is updated by **3:00pm** weekdays. Once an umpire cancels a league game on a field due to weather or field conditions, all additional games on the same field will be canceled, unless otherwise specified.
- Makeup games scheduled by THPRD will be final. Makeup games will be scheduled as days and fields become available. Doubleheaders may be scheduled.

GENERAL

- Games are 9 innings or 60 minutes. This is not a "drop dead" time, but no new inning will begin after the 60-minute time limit.
- An 8-minute grace period will be given to allow time for the minimum number of players (8, with a minimum of 3 of each gender); this is included in the total game time. Player(s) must be on the field ready to play within the eight additional minutes. If the team has the minimum number of players the game must begin on time.
- In the event of a tie during league schedule; if the 60 minute time limit has not expired, an extra inning(s) shall be played to break a tie. If the 60 minute time has already expired, the game will be recorded as a tie for both teams.
- **Game clock used by the umpire will be the official time.**
- Athletic shoes must be worn by all players. No metal, hard plastic or polyurethane spikes or shoes with detachable cleats allowed.
- THPRD will provide a rubber kickball.
- No infield practice is allowed after the first inning.
- Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.
- Third base commitment line and scoring line will be used.
- **There is no touching of home plate by any runner.** Runners should run as wide as possible to avoid collisions with the catcher or the accidental touching of home plate.
- All plays at the plate are a force play situation, regardless if there is a runner advancing behind the runner vacating third base. No tag outs.
- A run scores if any part of the runner's body breaks the plane of the scoring line before the fielder possesses the ball and touches home plate. The runner's foot does not need to touch the ground.
- Once the runner breaks the plane of the commitment line with any part of their body, they can no longer legally return to third base, and must proceed home to the scoring line.
- If the runner does not commit, they may return to third base with the liability of being tagged out

PARTICIPANTS

- All participants must be on the official roster with the exception of players with a ghost card.
- All players must be 18 years of age and out of high school.

OPEN MODIFICATIONS

- Teams can bat (kick) the line-up, bat the roster, or bat the wheel if gender numbers are uneven. The wheel refers to two lineups separated by gender that alternate so that all players may kick. For questions regarding constructing a lineup using the wheel, do not hesitate to ask your umpire before the game.
- When starting a game with less than 10 players a team **must** have a minimum of 8 players (**Minimum of 3 of one gender or non-binary**) to start or continue a game.
- In the field on defense teams will have no more than 6 of one gender in the field.
- **Positioning of males, females and non-binary on the field is at the discretion of each team. Normal softball positions must be adhered to (e.g. outfielder must be in the outfield, shortstop must be in a normal shortstop position). A team playing with 10 must have four (4) outfielders.**
- If a team is playing with less than 10 players all fielders must play a normal infield or outfield position.
- All four outfielders **must be in the grass at the time of the kick.**
- Infielders cannot cross the encroachment line until the ball has been kicked. The encroachment line is the line that goes from first base to third base.
- The pitcher must stay within the 8' pitcher's circle until the ball has been kicked.

WARM-UP PITCHES

- When the pitcher takes the pitching rubber for the first inning, they will be allowed 3 warm up pitches.
- After the first inning, the pitcher is permitted only one warm-up pitch between innings, unless a new pitcher is starting the inning.

PITCHING

- The pitcher must stay within the 8' pitcher's circle until the ball has been kicked. Once the ball has been returned to the circle and all play has stopped, the umpire will call timeout. If a runner is between bases when the umpire stops play, the runner must return to the last base touched.
- The strike zone extends to 1 foot on either side of home plate and 1 foot high.
- No bouncies. A pitch that is higher than one foot at the plate results in a no pitch.
- If the ball falls short of the plate, and does not cross over it, the pitch will be called a no pitch.
- The pitcher may pitch anywhere in the pitcher circle.
- The ball is put in play when the pitcher rolls the ball toward home plate and the kicker attempts to kick the ball.
- The kicker must wait for the ball to be at home plate before kicking the ball. If the kicker does not like the pitch, they should not attempt to kick it, and another pitch will be thrown.

CATCHER

- The catcher **must stay behind the back line of the kicking box until the ball is kicked.** The catcher may not be on either side of the kicking box, but instead must be anywhere behind it. This will be in the judgment of the umpire.

KICKER

- The kicker must remain within the designated kicking box up until the ball is kicked.

STRIKES

- A strike constitutes a pitch within the strike zone either not kicked or missed by the kicker.
- The **strike zone** extends to one foot (twelve inches) on either side of the plate, and one foot in the air above the plate. Any part of the ball passing through the strike zone makes the pitch a strike.
- Player gets a maximum of three (3) tries. A missed attempt or foul counts as a try. After three tries, the batter is out. **There are no walks**

BALLS

- A ball is a pitch outside the strike zone (see definition above).
- There are no walks.

KICKING

- All kicks must be made by foot, below the knee.
- All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
- The kicker may step on the plate.
- **NO BUNTING ALLOWED**. Kickers must attempt a full kick. This will be in the judgment of the umpire.
 1. A kicked ball that comes to a stop untouched before crossing the diagonal line between 1st and 3rd base will be called a foul ball.
 2. A kicked ball that is still rolling but is touched by a fielder before it crosses the diagonal line between 1st and 3rd base is a fair ball and will be in play.

BALL IN PLAY

- When the pitcher or any other player has control of the ball within the pitchers circle the play ends.
- If a runner intentionally touches or stops the ball, even if they are on base, the play ends and the runner is out.
- There is no infield fly rule. However, if a player in the field purposely drops or does not catch the ball (as determined by the umpire) for the purpose of getting a double play, the umpire (at his or her own discretion) can allow just one out. If the umpire calls only one out in this instance the kicker shall be out, not a runner on base.

OUTS

- The kicker is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he is hit by a thrown ball at or below the shoulders.
- Runners that choose to slide or duck out of the way are “free game” and are not protected on headshots.
- Any kicked ball (fair or foul, and in the field of play) that is caught before touching the ground.
- A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball.
- A runner off of their base when the ball is kicked is considered out. The ball is dead and the kicker will re-kick. This does not count as an attempt for the kicker, and effectively will be deemed a “no pitch.”
- If a base runner passes another runner or touches the runner in front of them they will be called out.

RUNNING

- Leading off and stealing bases between pitches is **not allowed**. The runner is not allowed off the bag until the ball has been kicked.
- Runners that go out of the base line **in order to avoid a tag** will be called out. This will be in the judgment of the umpire.
- If a defensive player is trying to make a play on a kicked ball (i.e. catching a fly ball or fielding a grounder) and is doing so in the base line, the runner **must go around them** to avoid a collision, and **will NOT be called out for doing so**.
- Accidents and collisions do happen. Umpires will do their best to determine if the contact could have been avoided or if the contact was the fault of a player, and any corresponding penalties (outs) or awards (extra bases) will be administered. If the umpire deems contact intentional or flagrant, the player may be ejected.

RUN LIMITS

- There is a 6 run limit per inning. After the 6th inning it will be unlimited runs.
- If after the 5th complete inning a team is ahead 12 runs, the game is over and the team declared the winner.

SLIDING

- Sliding is allowed at all bases but home plate. Runners will not touch home plate, and may **NOT** slide across the scoring line. **Runners who slide across the scoring line will be called out.**

IF INJURED WHILE A BATTER/BASE RUNNER

- If a base runner is injured while running the bases and NO LEGAL SUBSTITUTE is available, the last available player in the lineup (same gender) may take the runner's position on the base.
- Once the sub scores or is put out they go back to regular batting order and the injured player is removed from the lineup with no penalty.
- The injured player may not re-enter the game unless a legal sub was used.

SCORE KEEPING

- Each team must bring an official score book and scorekeeper.
- A team lineup must be submitted to the official scorer before the beginning of the game.
- The home team is responsible for keeping the official scorebook. If the home team does not have a book, the visitor's book will be official. If neither team has a book, the umpire will keep score. The umpire scorecard will be official and neither team will be allowed to protest the game based on score or batting order.
- Scorekeepers are advised to confirm scores after each HALF inning.
- It is mandatory to list last and first names of each player in the scorebooks.
- The umpire must be notified immediately if there are any discrepancies with the two score sheets.
- The umpire's name should be recorded in the official scorebook.

LEAGUE TIES

- League ties will be determined by the record of which team won over the other during league play. If a tie still exists, total runs scored against the teams involved in the tie will be used with the least number of runs determining the winner.

FOREFEITS

- **Any team which forfeits two games will be dropped from the league and forfeit all fees paid.**
- If at scheduled game time (plus 8 minute grace period), a team does not have the required number of players present, they must **forfeit** the game. All forfeits are scored 9-0.
- Upon mutual team managers' request, officials will officiate games forfeited due to teams not having the minimum number of legal players at game time.
- Games forfeited due to circumstances other than too few of players will not be played.
- Teams involved in forfeit may "borrow" players from each other to meet minimum player requirement.
- Non-rostered pick up players are not allowed to play. All players must be on the official league roster of one of the participating teams.
- The length of the entire game will not exceed 60 minutes past the original scheduled game time.
- **ALL LEAGUE AND NSA RULES, SANCTIONS AND PENALTIES WILL APPLY.**
- All forfeits will be reported to the THPRD Program Coordinator.

PROTESTS

- Protests will not be allowed. All legitimate concerns will be reviewed to prevent future problems.

ROSTER CHANGES

- Players may be added and dropped until the Friday before the seventh game of the season. No new players may be added to the team roster after the deadline except in hardship cases.
- **INDUSTRIAL ROSTER ADDITIONS:** For each company employee added to the roster a copy of a current (within three months) pay stub must be submitted with add form. Pay stub must list the company name, company address, employee name and date. Pay stubs may have pay information crossed out.
- Out-of-district residents may be added to the roster **IF** the league **DOES NOT** reach the maximum number of teams. If the league is at capacity, an out-of-district player can only be added if an out-of-district player is dropped (must be done at the same time).
- If players are added to the team roster the manager must have a **copy of the official add form** to show during an ID check.

ROSTER/ID CHECKS

- The team managers must have their official team roster and all add/drop forms with them at **ALL** times for roster checks. Spot roster checks will be done throughout the season by THPRD staff, umpires and/or THPRD volunteers. All players must have proper photo ID at all games.
- Company/Business photo ID is acceptable for the industrial divisions only.
- Team managers may have a copy of each player's ID in lieu of the player carrying the original with him/her **ONLY** if the picture and name are clear and legible.
- Team managers may request an ID check of any player(s) at any time. If a player is in question the protesting team must ask the umpire to do an official roster/ID check on the player(s) requested. The team manager must supply the official roster and player(s) must provide proper photo ID. ID will be checked to assure that participating players correspond to official roster. The time limit is still in effect and will not be adjusted for ID check.
- **A team found to be using illegal players during the game will immediately forfeit that game. All problems with illegal players must be reported to the Program Coordinator.**

MANAGER/COACH RESPONSIBILITY

- Team managers/coaches are responsible for the behavior of all their team members and spectators who accompany their team to the game.
- Managers/coaches are the only individuals authorized to speak to the officials regarding matters of rule interpretation or to obtain essential information.

UNSPORTSMANLIKE BEHAVIOR

- Any individual player, spectator, coach or manager found by the umpire to be acting in a disruptive manner at any time before, during or after a game will be asked to leave the premises. Failure to do so will result in further disciplinary action up to, and including, ejection from the league.
- Abusive language or gesturing in such a manner as to indicate resentment (i.e. flipping the finger, etc.) used by any player or players before, during or after a game will mean ejection from the game or future game. If player or players refuse to leave the premises, the game will be forfeited to the opposing team.
- Any spectator using abusive language or gesturing in such a manner as to indicate resentment will be warned by the umpire. Continued abusive behavior will be cause for stopping the game and it will not be restarted until the spectator leaves the premises. If the spectator refuses to leave, the game will be terminated and both teams will receive a loss in the standings.

DISCIPLINARY ACTION

- Any player, coach or manager ejected from a game **will** be reported to the Program Coordinator by the umpire calling the game.
- Any individual player, coach or person actively involved in the game (i.e. base coach, score-keeper, etc.) ejected from a game **will not** be allowed to participate in the next scheduled league/playoff game and they are placed on probation for the remainder of the season.
- Any player ejected from 2 games will be evicted from the league for 12 months from the date of the second ejection.
- If a player is ejected from league play two years in succession, they will be suspended from participating in the Tualatin Hills Sports Program for the next three years.
- All ejections, suspensions and other disciplinary actions will be followed up with a letter to the team manager.
- All Team members are responsible for enforcing league and facility rules. If a team is found guilty of violating these rules, it will forfeit that evenings' game and the team will be placed on probation.
- THPRD staff and the Umpires Association reserve the right to place any player or team registered in the program on probation if they display behavior that is inappropriate, unsafe, or for continual abuse of the guidelines.

THPRD COMPLEXES

- Smoking is prohibited on all THPRD properties.
- Alcoholic beverages are not allowed on any THPRD property. Any individual player, coach, manager, scorekeeper or spectator found to be in possession of an open container of alcoholic beverage while in THPRD property will be excluded from THPRD properties for a minimum of 60 days. There will be NO refund of team and/or individual fees. If the person refuses to give their identity, the team manager will be contacted and the team will forfeit games until the person is identified. There will be NO refund of team/individual fees for any games forfeited.
- Dogs must be on a leash at all times and must be secured. Owners are required to pick up all dog waste.
- Players and spectators will be asked to leave the THPRD Complex after the last game of the evening within 15 minutes as the lights will be turned out.

UMPIRES

- An umpire will be scheduled for each game in all leagues.
- Umpires shall have final authority on all matters relating to the game. They shall have authority to conduct and supervise all game related decisions.
- All paid officials will be provided under contractual agreement with THPRD. Anyone wishing to become an umpire should contact the THPRD Sports office at (503) 629-6330.
- Any concerns regarding umpires may be in writing and given to the Program Coordinator. Managers/coaches are encouraged to call (503) 629-6330 if they have questions on rules, policies or procedures.

LOST and FOUND

- Any items found at the game site will be collected and turned into the Athletic Center by the Field Supervisor. They will be stored at the office for a period of two months. If they remain unclaimed after that period, they will be donated to an appropriate organization

