

## **GETTING STARTED**

### **Season**

The Kickball season is six (6) weeks in length playing one (1) game per week Tuesday and/or Thursday (Weather Permitting). Following the regular season all eligible teams will participate in a single elimination tournament. Teams may be scheduled to play Monday through Thursday for the tournament and to make-up cancelled games due to inclement weather.

### **Player Eligibility**

All players must be 16 years old or older prior to the start of the Kickball season in order to be eligible to participate. Players may only register with and participate on one team per season. All players must register online and be added to their team's official roster to complete the registration process. No player may participate in any activities prior to registering. **Any team using a player who is not on the team's Roster and has not filled out a player registration form will automatically forfeit that game. The player, manager and team may face additional penalties as determined by the Pleasant Garden Parks and Recreation Department.**

### **Rosters**

Each team roster must have a minimum of 12 players and may have a maximum of 24 players. Team managers may add players to their team's official roster by having players register online. **Teams will not be able to add players to their official roster after June 6th, 2022.**

### **Provided Equipment**

Pleasant Garden Parks & Recreation Department will provide the following equipment for all scheduled games:

- Line-up cards
- 8.5" Kickball
- Scorebooks

### **Field**

Games will be played on a field with 70' bases, a pitching rubber at 50' feet; kicking box is 4' on both sides, and 7' behind home plate. The catcher's line is down the 3<sup>rd</sup> base side.

### **Dugouts**

Only eligible players may be on the field or in the dugout.

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## Scorebook

The HOME TEAM will maintain the official scorebook for each game. However, it is suggested that both teams keep a scorebook to help eliminate any discrepancies.

## Pregame Procedures

In order to remain on schedule, it is necessary that each team be responsible for the following:

1. Arrive for scheduled game at least 15 minutes prior to game time.
2. **Lineups should be completed at least 10 minutes before scheduled game time.**
3. **Lineups should be distributed to the opposing team and umpire at the pregame meeting which will be held 5 minutes before game time.**

## Mercy Rule

If the home team is ahead **15 runs after 4 ½**, or the away team is ahead after **5 innings** then the game will be over. If the home team is ahead **10 runs after 6 ½**, and/or the away team is ahead after **7 innings** then the game will be over.

# PLAYING RULES

## Games - Schedules

The season will consist of EIGHT (8) games played one (1) day a week on the same day. The League Director reserves the right to make schedule changes as necessary.

- **5 MINUTE GRACE PERIOD before 6:30 game ONLY! The official's time will still start at 6:30 pm; players must be at the dugout and in uniform to be counted as a starter on the left side of the line-up card.**

**Regulation Games** – All Adult Coed Kickball games will only be considered official when called by the umpire and can play up to nine (9) innings, or a time limit of fifty-five (55) minutes; whichever comes first.

- Each game shall have 2 teams: a Home and Away team. Away teams always kick first each inning.
- A new inning begins as soon as the fielding team makes a third out and all fielding players have exited the playing field.
- The umpire will maintain the official time and will announce the official start time at the beginning of each game.
- No new inning will start after fifty (50) minutes of play.
- But can be considered a completed game after five (5) innings of play or (4 ½) innings of play if the home team is ahead. **If halted after that and the home team has not had the opportunity to complete the inning at bat, the score reverts to that of the previously completed inning.**

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- If game is suspended, the game should be recorded at time of suspension, and restarted from time of suspension if played. Suspended games may or may not be completed later in the season depending on the necessity for tournament seeding and field availability.

**Playoff Games** - All leagues will play a single elimination tournament following the completion of the regular season.

- Games cannot end in a tie
- Playoff games will be either 9 full innings or 65 minutes. Cannot start a new inning after 60 minutes.
- The Championship game of the post-season tournament will be a full nine (9) innings.
- Higher seeded team will always be Home Team
- Mercy Rule is still in affect
- Teams should be prepared:
  - To possibly play twice in a night.
  - On a different night if necessary, during the playoffs.

**Lineup Card**

Team managers or acting managers must submit a written lineup card with all participating players to the umpire, and the opposing team's manager no later than 5 minutes PRIOR to the start of the game at the home plate meeting. Line-up cards must contain:

- Players First and Last name, or Last name and First initial
- Players listed in the correct kicking order.
- Alternating Male, Female - at least four (4) of each to start – listed under starters. (on left)
- Substitutes – should be listed under substitutes. (on right)
  - players not at the field when the game starts
  - or any players that exceeds the male/female balance

**NOTE:** No players can be added to the lineup card once you have submitted, and the game has started.

**A team should not list a player that is not present at the field on the starting (left) side of the line-up card, if you do the team will automatically receive an out for that player. (If that player would make 8 for your team, then it would be a forfeit for the game)\*\*\*\***

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A team must have a minimum of **8** eligible players (**4 male and 4 female**) present to start a ball game. If a team does not have enough players at game time, that will be ruled a forfeit. All player/substitutes must be written on the right side of the lineup card to be eligible to participate in that game. **If a player is caught in the game, but not listed on the lineup card the team will take an out, and the player will not be allowed to return to the game.**

\*\*\*If the game is halted or needs to be made up for any reason, the exact lineup card for that game will be used for the continuation, meaning no new player may be added to the lineup.

### **Forfeits**

A team acquires a forfeit by not having 4 male, and 4 female players at **GAME TIME** or at any point during the game. If a team acquires TWO (2) forfeits, they will not be eligible to participate in post-season tournament play.

### **Substitutions**

Players may substitute freely in the outfield.

**Each kicker has to kick at least once before anyone can substitute for them.**

Substitutes must announce the first time they enter the game to score keeper.

Substitutes must return to their original position in the kicking order.

\*Courtesy runners are permitted to run for the kicker once the kicker reaches 1<sup>st</sup> base, but must be the last player of the same gender to get out. A maximum of one courtesy runner per gender per inning is permitted. Exception: Same kicker during the same inning.

### **Offense**

**Kicking** – A legal kick can come from any part of the kicker's leg below the knee; **and the kicker must have at least 1 (one) foot within the kicking box during the kick.** The kicker may line up outside of the kicking box to start, but the kick must occur at or behind home plate. The ball can only be touched once by the kicker during a kick.

- The ball cannot be kicked above the knee.
- **If you decide not to kick the ball let it go back to the fence and then after the umpire makes the call kick the ball back to the pitcher for a new roll.**
- The ball must be on the plate or cross the plate before it can be kicked. A violation is a foul ball strike, resulting in an out if caught. A ball cannot be kicked in front of home plate, or outside of kicking box.

If, in the judgment of the umpire either occurs the ball will become dead, and a foul will be assessed to the kicker.

**NOTE: A kicked ball must reach the bunt line to be considered fair, however if a**

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**defender decides to play the ball before it has reached the bunt line, it will be considered a live ball. If the defender does not play the ball and the ball does not reach the bunt line, it will be ruled a dead ball foul, and runners on base shall return to the previous occupied base.**

**Kicking Order –**

- The kicking order must alternate male/female at all times.
- There is no upper limit on the number of eligible players listed in the kicking order to begin a game
- 8 is the minimum number
- The kicking order must consist of an even number of players to maintain the male/female balance.
- You may start with 9 players in the field but the kicking order must remain at 8 players - 4 male/4female.
- If a tenth player arrives and meets the male/female balance for the kicking order, they must be added to the ninth and tenth spots in the kicking lineup.

**NOTE: If all players on lineup are listed in the kicking order, should a player become injured and you do not have any substitutes, the injured players spot in the lineup will become an out.**

**Kicking Out of Order –**

- If the error is discovered while the incorrect kicker is kicking, then the correct kicker will assume the ball/strike count of the incorrect kicker.
- If the incorrect kicker reaches base safely and the error is discovered, the correct kicker will be called out; all runners will return to their original base position and the incorrect kicker will return to the dugout.

**The Opposing team and/or the field Supervisor should make the umpire aware of “kicking out of order” before a pitch is rolled to the next kicker.**

**Base Running**

Leading off and stealing is not permitted. The runner must remain on base until the ball is kicked. During play any base runner that makes contact with the ball below the neck (including the feet) while not on base is out. A loose or thrown ball that touches a base runner causing an out also results in an immediate dead ball, and any runner not more than half way to the next base must return to the previous occupied base.

**\*\*\*Call will be made based on the lead runner.**

**NOTE: A ball making contact with the head or neck of an UPRIGHT RUNNER does not create an out. If in the sole judgment of the umpire the ball was intentionally thrown in an attempt to cause harm; the player may be ejected.**

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The play ends, once the ball is back in the possession of the pitcher in the mound area, the play is then dead and any runner that is not more than half way to the next base, in the judgment of the umpire, must return to the previous occupied base. **NOTE: If the pitcher gives up possession of the ball before the umpire stops play, the play resumes.**

There is no infield fly rule. For purposes of base runners tagging up, a ball is considered caught in the field when a defensive player has it in their full possession.

**Double First Base** – Whenever a play is being made on the batter-runner, the defense should use the white portion and the batter-runner should touch the colored portion. If the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter-runner and the fielder can use either the white or colored portions of the base.

### Pitching

The pitcher must start on the rubber and should roll the pitch with an underhand motion. **A walking or running start to the pitching rubber is not permitted.** Balls must be pitched by hand; once the ball is released, the pitcher shall not advance beyond the pitching circle until the ball is kicked. The pitcher shall receive one (1) warning, then with every occurrence the pitch will be called a ball. The intent for all should be to kick the ball, not to walk.

### Strikes-

- **The count starts with 1 ball and 1 strike.**
- The strike zone is one foot on either side of the plate and should not be too bouncy.
- A count of three (3) strikes is an out.
- A strike is a pitch that is not kicked and is not called a ball that enters any part of the strike zone.
- **Pitchers cannot wear gloves while pitching.**

### Fouls- A foul ball occurs if:

- A ball settles on or is first touched in foul territory between home plate and 1<sup>st</sup> or 3<sup>rd</sup> base.
- The ball falls first in foul territory beyond 1<sup>st</sup> or 3<sup>rd</sup> base.
- A ball is kicked outside the kicker's box or in front of home plate.
- A kicked ball touched more than once or stopped in the kicking box by the kicker.

**If the 3<sup>rd</sup>. strike is a foul ball, then you will receive another pitch if you foul again it is an out.**

**Runners are allowed to tag up and run on a foul ball that is caught with the risk of being put out.**

**NOTE: If in the judgement of the umpire the pitcher intentionally walks a kicker, the kicker will go to 2<sup>nd</sup> base, and any players on base will advance 2 bases.**

### Defense

Each team is required to have at least 4 female and 4 male players in the field at all times,

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and may not play more than 10 players in the field at a time. Field positions must reflect a male/female balance when possible, (Pitcher/Catcher, 4 infield and 4 outfield, 2 of each) no more than 2 of the same gender can be in the outfield.

**NOTE: You may not play more than 5 players of the same gender on defense.**

- Outfielders must start in the grass and infielders must start in the dirt.
- Infielders may not start closer than roughly 2 ft. in front of the baselines.
- Defensive players may not leave those areas until the ball is kicked.

To end the play: the ball has to be thrown back to the pitcher, and the pitcher must be inside the pitching circle. Then the official will make the call.

**If, in the judgment of the umpire a defender is too close, they will be given a warning to reposition themselves. \*Exception: On initial play of the warning; if the play is away from the warned player the play will stand as called by umpire. But, once the warning is given and the player or any other member of that team continues to remain out of position; if an out happens the kicker/runner will be called safe each time.**

**NOTE:** A foot may be used to stop the ball on defense, but the ball cannot be kicked (or passed with the foot) back into play. **If, in the judgment of the Umpire a ball is played this way intentionally, each base runner will be awarded two bases from the previous base they occupied.**

**Obstruction** - The base runner shall not be obstructed. If, in the judgment of the umpire a base runner is obstructed, the umpire shall call **Obstruction, and give a delayed dead ball signal.** All runners shall be awarded the base or bases in the umpire's judgement the runner would have received if they were not obstructed.

When a ball thrown by a defensive player successfully hits a base runner, the play automatically becomes dead and base runners not more than half way must return to the previous base. **Exception: If the ball hits an UPRIGHT RUNNER in the head or neck as their running from base to base the ball is still live. Also, if a ball hits a base runner while they are occupying a base, the ball remains live and the base runners may advance with the risk of being put out.**