

Adult Kickball Official Rules

Florissant Parks & Recreation

Rule 1 – The Field of Play

SECTION 1 – SIZE OF THE FIELD

- The distances between the bases shall be 65 feet and the distance from the pitching strip to home plate shall be 50 feet.
- The kicking box shall be 12 feet wide, rectangular in shape with the front of the box one foot from the front of home plate and the back of the box extending 10 feet behind home plate.

Rule 2 – The Ball

SECTION 1 – SPECIFICATIONS

- The official game ball shall be provided by the City of Florissant must be used in any sanctioned game. The field supervisor on duty will have a backup ball if needed.

Rule 3 – The Players

SECTION 1 – NUMBER OF PLAYERS

- All players must be 16 years of age prior to participating.
- Players may only participate on one kickball team within the same division.
- The game shall be played by 2 teams, each consisting of not more than 10 players on the field at any time. Teams must play defense with a min. of 5 females and no more than 5 males.
- All players shall wear athletic shoes; metal or screw-in cleats are prohibited.
- A game shall not be started with fewer than 8 players, 4 males, 4 females. If after the game has begun a team has fewer than 8 eligible players, the game shall be terminated and a forfeit shall be declared. Teams shall have five minutes from the printed game time to field a legal team.
- Team rosters shall be limited to 18 players and only those players that are listed on the roster AND HAVE SIGNED are eligible for the postseason playoffs, regardless of games played. Participants shall bring proper identification in case of a roster status challenge. Any participant that fails to produce proper identification shall not be allowed to participate.

Rule 4 – Duration of the Game

SECTION 1 – INNINGS

- A regulation game shall consist of 7 full innings or 55 minutes, whichever occurs first. If a game is called after 4 full innings of play, the game shall be considered official and the score shall stand.

SECTION 2 – 10 RUN RULE

- If after 5 complete innings one team leads by 10 runs-or if the home team leads by 10 runs after 4½ innings-the game shall be considered complete.

SECTION 3 – EXTRA INNINGS

- Starting with the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the last out of the previous inning-regardless of gender-being placed at second base. Play shall continue until a winner is determined.

Rule 5 – Pitching, Fielding and Catching

SECTION 1 – PITCHING

- All pitches must be rolled underhand by hand, without excessive speed, and may not bounce excessively in the umpire's judgment. Pitches should be consistent in speed to both male and female kickers.
- THERE SHALL BE NO "BALLS AND STRIKES" and each kicker shall receive three legal pitches and must put one of the pitches into play. If a kicker does not legally kick the ball, the batter shall be declared out. Each player may commit a FOUL BALL provided he/she has another pitch remaining. If the player does not have a pitch remaining, the kicker is out.
- The pitcher must start the act of pitching while on the pitching strip and must stand on or behind the pitching strip until the ball is kicked.
 1. No wind-ups shall be allowed.
 2. No walking deliveries shall be allowed.
 3. No curved pitches shall be allowed.
 4. No fireballs-excessively fast-pitches shall be allowed.
 5. No bouncies.
 6. No spinners.
- Illegal Pitches. Any pitch that is rolled too fast, bounces excessively, or curves/spins shall be called an "illegal pitch" and the kicker may kick the ball. If an illegal pitch is kicked, the play is live and the kicker and all base runners may be put out.

Pitching too Slow.

- Any pitch that doesn't travel entirely through the Kicking Box shall result in all baserunners advancing one base without threat of being put out.

SECTION 2 – FIELDING

- No player may play defense only; players must kick.
- Defensive fielders may position themselves anywhere along or behind the 1st-3rd base diagonal and may not encroach upon the kicker until the ball has been kicked.
- No team may field more than 6 infielders.
- Defensive players may kick the ball at a base runner or to another fielder while attempting to record an out.
- Players may not change positions during an inning except in case of injury. If a player is injured, the player must leave the field for the remainder of the inning and only a player of the same gender may assume his/her position. If a team does not have a substitute to replace an injured player, another player of the same gender may change positions with the injured player.

SECTION 3 – THE CATCHER

- Each team must field a catcher at all times, no exceptions.
****The catcher must remain behind the kicking box before the ball is kicked. If a violation occurs, the kicker shall have the option of taking the result of the play or kicking again.**

SECTION 4 – CATCHING THE BALL

- Base runners must remain on the base until the ball is kicked or touched by a defensive player.

SECTION 5 – INFIELD FLY RULE

- The Infield Fly Rule applies when there are fewer than two outs and runners on first and second base or bases loaded and the kicker shall be called out regardless of whether or not the ball is caught.
- Any ball that could be caught by an infielder with ordinary effort, regardless of where the ball is caught shall be declared an “infield fly.”
- If an infield fly is caught, base runners must tag up to be eligible to advance. If an infield fly falls to the ground, the kicker is out, but runners do not need to tag up.

Rule 6 – Kicking

SECTION 1 – KICKING ORDER

****The kicking order of a team must alternate male/female. Only females are allowed to bunt.**

- Any kick that occurs outside of the kicking box shall be declared a dead ball and the kicker is out. Each kick must occur within the kicking box.

SECTION 2 – BUNTING

- Only female players are allowed to bunt unless their team is leading by 10 or more runs. If a male player bunts, in the umpire’s judgment, the play shall be declared dead and the kicker is out.

Rule 7 – Fair & Foul Kicks

SECTION 1 – FOUL

A foul kick is declared in the following instances:

1. A kicked ball lands in foul territory;
2. A kicked ball lands in fair territory but travels into foul territory before reaching first or third base;
3. A kicked ball’s direction is altered by contact with any object other than the ground in foul territory;
4. A kick is made on or above the knee;
5. A kicked ball is touched more than once or is stopped while within the kicking box.

SECTION 2 – FAIR

- A fair kick is declared in the following instances:
 1. A kicked ball lands and remains in fair territory;
 2. A kicked ball lands in fair territory, travels to or past first or third base, and then travels into foul territory;
 3. A kicked ball lands in foul territory but travels into fair territory before passing first or third base;
 4. A kicked ball that travels along either chalk line.

Rule 8 – Base Running

SECTION 1 – GENERAL

- Base runners may advance once the ball is kicked. Base runners leaving early shall be called out by the umpire. Dead-ball situation.
- Base runners may not lead off or steal bases.
- Base runners may not pass other base runners. If a base runner passes another, the base runner passing the other shall be declared out.
- Base runners may avoid being struck with the ball by sliding and diving but players are not required to slide or dive at any time. Players are NOT allowed to crash a defensive player. This will result in an automatic ejection.

SECTION 2 – STRUCK WITH THE BALL

- Base runners that have not reached base and are struck with the ball, even if it bounces before striking the runner, shall be declared out.
- Any base runner that is struck in the head with a thrown or kicked ball shall advance to home plate clearing all base runners in front of them.
 1. Any base runner that creates a dangerous situation and is struck in the head shall be declared out. Any defensive player guilty of repeatedly striking players at or above the neck may be ejected from the game.

SECTION 3 – OVERTHROWN BALLS

- Base runners shall advance one base beyond the base the runner is on or running toward (at least half the distance) when the ball travels out of play.

SECTION 4 – UMPIRE CALLING “TIME”

- The umpire shall declare “time” and play shall stop when the ball becomes dead or the base runners have retreated to their previous base and action has subsided.

Rule 9 – Outs

SECTION 1 – ILLEGALLY CAUGHT BALLS

- An illegally caught ball occurs when a fielder catches a kicked or thrown ball with anything other than the hands or body (i.e. extended shirt, pants, hat, etc.) Defensive fielders may not attempt to alter the path of the ball by throwing equipment at the ball (i.e. shoes, hats, etc.) Base runners shall be entitled to two bases from the time of the interference.

Rule 10 – Substitutions & Injuries

SECTION 1 – COURTESY RUNNERS & SUBSTITUTIONS

- A courtesy runner is only allowed due to injury and is up to the umpire’s discretion. If a player is injured and requires a courtesy runner then the last out of the corresponding gender is eligible. If a female player is injured then the last female out is the courtesy runner. If a male player is injured then the last male out is the courtesy runner. If there is no previous out before an injury

then anyone of the corresponding gender may courtesy run. If a courtesy runner is still on base when their batter's spot comes up then it will automatically count as an out.

- Players removed due to injury or illness shall be removed from the kicking line-up without penalty to his/her team; the line-up shall be constricted.

POINTS OF EMPHASIS

Lineup

Team managers must submit a lineup to the umpire at least 5 minutes before the game begins.

Forfeits

Games that are forfeited prior to the start shall be recorded as 7-0. If the team currently leading causes the game to be forfeited, the score shall be recorded as 7-0. If the team currently trailing causes the game to be forfeited, the game score shall stand. Any team forfeiting multiple games during a season will be placed on probation and will lose post-season eligibility.

Player Eligibility Protest

When a player eligibility protest is lodged with the umpire, the player in question must present valid identification. If the player cannot provide ID, he/she may not continue playing in the game. The umpire shall record the name of the player on the protesting team's scorebook, sign it, and continue with the game.

League Tie Breakers

If teams are tied in the league standings, the following tie breakers will be used:

(1) Team with least forfeited losses due to ejections. (2) Team with least forfeited losses (3) Season series between the teams involved (4) Run Differential between season series (5) Total Run Differential during season (6) Least total runs allowed during league play; (7) Toss of the coin.

Ejections and Suspensions

Players who are ejected from a game shall not participate in the remainder of that game, must leave the park immediately (out of sight, out of sound) and shall be suspended for a minimum of one additional game. Teams behaving inappropriately may be suspended from league play including any postseason games.

Threatening Another Player – All Sports

Any player verbally threatening another player (e.g. "I'll meet you in the parking lot") will be ejected from the game and suspended a minimum of one additional game. Threatening another player will also result in the police being called.