



ADULT KICK BALL RULE PACKET

Schedules, Standings, League information is all available at www.teamsideline.com/chico .

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials. It is the team manager's responsibility to ensure proper behavior on the part of his/her team's fans. The team manager is ultimately responsible to the CARD staff for all the above. All infractions will be governed by the Players Code of Conduct.

The objective of CARD Sports Leagues is to provide the opportunity for participants to benefit from quality a leisure time activity which encourages fitness, healthy competition, fun and fellowship in the form of organized sports. Friendly competition and good spirited rivalry are expected. However, Officials and Facility Supervisors are CARD employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches, or spectators.

Managers are responsible for their team AND spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Official or Facility Supervisor may forfeit games if either team's participants or supporters interfere with proper conduct of the game.

GENERAL

Conversations with officials should be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner.

CARD SPORTS EJECTION CRITERIA

1. RESPECT OUR STAFF

Questions regarding the officials' calls must be directed to gym/field supervisors only by the coaches or team managers.

Team managers and coaches must ensure their players and spectators are respectful to the staff.

2. SPORTSMANSHIP

CARD staff has the right to eject any player, manager, coach, or spectator for creating an unsafe or unsportsmanlike environment.

Any use of profanity directed towards CARD staff, other players, managers, coaches, or spectators may result in ejection from the game and suspension from future CARD programming.

We are here to help people play.

No jewelry (rings, watches, necklaces, earrings, etc.) may be worn during the games (safety). Length of fingernails, if deemed dangerous, will be cause for removal of player from that game.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered, or the uniform is changed.



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ELIGIBILITY OF TEAMS

1. Team Roster: Maximum number of players on the roster is 20. (This includes the manager, providing they are a playing manager)
2. Team Roster: Minimum number of players on the roster is 7.
3. Only players who meet league requirements and who have signed up as a player on their team roster via team sideline and/or player addition form and have it on file at the CARD office are eligible to play. **Penalty: Player removed from game, possible forfeiture of game, and possible suspension of manager.**

ROSTERS

1. All teams must have a minimum of seven players on their roster by their first game of a new season.
2. Rosters are due prior to the start of the first game via team sideline. Managers can make changes until week 4 of the regular season.
 - a. All individuals in the team area and on the field of play must be on the roster.
 - b. Staff will do roster checks during regular season as well as prior to playoffs.
 - c. Managers and base coaches must be listed on the roster as players.
 - d. No pick-up players (subs).
 - e. Changes needed after week 4 must be submitted with an "Add/Drop" form to the CARD office.
3. Permission to Play (minors 16+)
 - a. A "Youth Add/Drop Form" must be submitted to CARD and signed by the youth's parent or guardian. This form will be kept on file with the team roster.

LEAGUE PLAY

Divisions will be determined by the number of teams.

Teams must play at the time, place and date specified on their schedule. No team shall be given special concessions on fields, game times or night of play.

GAME LENGTH

9 innings or 55 minutes whichever comes first. Extra innings: maximum of 2 extra innings per game if time permits. No NEW inning can start after 50 minutes. Once an inning has started, it must be finished regardless of whether the game has passed the time limit.

This time limit is also enforced during playoffs.

EQUIPMENT

1. CARD will provide a kickball.
2. Athletic footwear, no open-toed shoes or flip flops allowed.
3. No jewelry please, players will be asked to remove jewelry if noticed.



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STAFF

One umpire and one field supervisor will be provided by CARD.

SCOREBOOK

The home team will keep score in the official scorebook provided by CARD. The umpire will also keep score.

Player information in scorebook must be completed with first and last name.

TEAM REQUIREMENTS WHILE KICKING

1. Teams may have an unlimited number of "kickers" but must at least have seven to start a game. Teams may add players anytime during the game but place late players at the bottom of the lineup.
2. In COED-Rec divisions, males and females may kick in any order in the line-up
3. A team may not kick fewer players than they have in the field.
 - a. 10 players in the field means at least 10 players in the lineup to kick.

TEAM REQUIREMENTS WHILE IN THE FIELD

1. Teams may play up to 10 in the field (outfielders, infielders, defensive pitcher, and catcher), but must have at least seven to start the game.
2. Kicking team must supply their own pitcher.
3. A team cannot have more than one male than female in the field at any time (5M, 4W for example) while also ensuring they have seven total players at least to start the game.

SUBSTITUTIONS

1. Free substitution is allowed for all players in the field.
2. Substitutions are allowed for kickers provided the sub occupies the same position in the kicking order that has been vacated.
 - a. Once a player has been replaced in the kicking order, they may kick again only if they return to the position in the order that they vacated.
3. Courtesy Runners:
 - a. Kickball leagues may use courtesy runners for a maximum of 2 players per inning, and must use a different runner each time.
 - i. Courtesy runners can only take the place of the same gender.
 - b. Since the teams are choosing the courtesy runners, if they are on base when their spot comes up to kick, the person is out.
 - c. Teams may not replace one courtesy runner for another courtesy runner.
 - d. A base runner may be replaced by a courtesy runner who made the last kicked out. If a player leaves the game due to injury and there is no player to replace that person, the team will be credited with an out one time and there will no further penalty.



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4. If a player is ejected from a game and there is no player to replace that person, the team will be credited with an out every time that player's kicking position comes up.

KICKING

1. The kicker will get a maximum of two (2) pitches thrown to them by their own pitcher.
 - a. Players must attempt to make contact with the ball during the first pitch.
 - b. If the first pitch is kicked into foul territory, the kicker will receive one more pitch. On the second attempt, the kicker will be declared out if they kick another foul ball.
2. To be considered a fair ball, the ball must be within the baselines and go past the imaginary line that exists between 1st and 3rd base.
 - a. A kicked ball that comes to rest before the imaginary line, without being touched by a player in the field, will result in a foul ball. Once a fielder touches a kicked ball in fair territory (between the baselines), it automatically becomes a live ball.
3. A kick that is judged to be intentionally kicked short of the imaginary line between 1st and 3rd base will be deemed a "bunt" and ruled a foul ball. *Bunts will be called solely at the discretion of the official.*
4. All kicks must be taken inside the batter's box. Kickers may set up for the pitch within 3 feet of the box but must have their plant foot inside the box at the time of the kick. A kick ruled by the umpire as out of the box will be ruled as a foul ball and if caught by a fielder, an out. *Kicking out of the box is determined at the sole discretion of the umpire.*

RUNNING

1. No stealing is allowed, runners may not leave the base until the ball is kicked. If a runner is off the base before a pitch is kicked, the runner will be called out and a "no-pitch" will be declared by the Official.
2. Plays are "live" from the moment a ball is kicked to the moment until a defensive player has possession of the ball in the pitching circle, at which point "time" should be called by the umpire.
3. When a ball is thrown out of play, runners may advance as far as they can, provided no other individuals interfere with the play.
4. A runner who is in fair territory and is struck by a kicked ball will be called out. An immediate dead ball should be called, the runner will be out, and the kicker will be awarded first base.
5. Fielders cannot obstruct (get in the way of) the path of a base runner unless he/she is in possession of or is making a play on the ball.
6. NO SLIDING ALLOWED. Sliding will result in automatic out of the runner.

Home Plate

7. A runner will be called safe while running home if they cross the line of the batter's box ahead of the ball.
8. A runner will be called out at home plate if:



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- a. A defensive player with possession of the ball tags home plate BEFORE the runner has crossed the line of the batter's box.
- b. The runner is tagged by a thrown ball BEFORE crossing the line of the batter's box.
- c. The runner steps on home plate instead of running to the right of the batter's box.
Runners scoring at the home plate line will be deemed at the discretion of the umpire.

FIELDING

1. All fielders must remain behind the imaginary line that exists between 1st and 3rd base until the ball is kicked, except for the defensive pitcher.
2. Teams will have a defensive pitcher who must play three feet (3ft) to the side or behind the offensive pitcher and may not move until the ball is released.
3. Runners may be put out in one of three ways:
 - a. A fielder tags the base that a runner is being forced to before they reach the base.
 - b. A fielder uses the ball to tag a runner before that runner reaches a base.
 - c. A fielder throws the ball and hits a runner before that runner reaches a base.
4. Hitting a runner with the ball above the shoulders is illegal. A runner will be ruled safe and will advance 1 extra base, with the following exceptions:
 - a. IF, in the Officials opinion, the runner intentionally uses their head to block a thrown ball.
 - b. IF, in the Officials opinion, the runner ducks and this action results in getting hit in the head.

PROTESTS

1. There are no official protests in Kickball.
2. All judgment calls will stand. Only rule interpretation calls may be contested; all protests will be handled by the on-site Field Supervisor.

GAME FORFEITURE

As a courtesy to opposing teams, we ask that any team that knows they will not have enough players to play a game call the CARD office so that the opposing team can be notified. Teams that forfeit multiple games may be subject to dismissal from the league.

RULE CLARIFICATION

1. There is no infield fly rule.
2. Two (2) pitch maximum while kicking.
3. Team managers should be the only one to question calls or have discussions with umpires.

