

ADULT KICKBALL RULES (Revised 6/7/19)

1. **Playing Field:** The official distance from base to base is 60 feet. The pitching rubber is 43 feet from home plate.
2. **Infield Arc:** The field will have an arc running from the 3rd base line to the 1st base line, at a distance of 43 feet. This arc indicates that all defensive players must be behind this until the ball is put into play by an offensive player. If a defensive player crosses the line before the ball is put into play, the umpire will declare "dead ball", and the offensive player will be awarded first base (female) or second base (male). If a male is awarded second base, the female has the option to walk or kick.
3. **The ball:** The official ball will be a 8.5" WAKA rubber kickball
4. **Uniforms/Equipment:** Teams are not required to wear matching uniforms. No gloves are allowed that, in the judgment of the official, give an advantage in any way. All players are required to wear closed-toe shoes in order to play. Players are allowed to wear cleats. However, metal cleats or metal-tipped cleats are not allowed.
5. **Official Roster:** Only players on the official team roster are allowed to play. New players may be added to the official team roster throughout the season. To add a player, call the league director and leave a voice-mail or send an email, and the player is immediately eligible to play. All participants must be 16 years of age or older. Exception: In order to avoid forfeits, teams may "borrow" up to two (2) females from the roster of another team in this league. **This exception is only allowed during the regular season and not allowed during the post-season tournament.**
6. **Game Length:** Each game will be 6 innings or 60 minutes, whichever comes first. No new inning may start after 60 minutes, unless the score is tied. **GAME TIME IS FORFEIT TIME (Teams with 8 players must start the game at the scheduled game time).** Teams may start with 8 players (with no "automatic outs" for missing players), and additional players may be added to the bottom of the lineup when they arrive. Mercy rule: one team is ahead by 15 runs after two innings, or 10 runs after three or more innings.
7. **Lineup-Offense:** **Has to alternate either male-female or female-male. Teams must have at least 8 players to start a game. Of those 8 players, at least 4 must be female. Teams may play with more females than males, but can not play with more males than females (exception: if a team has 9 players (4 females and 5 males), 1 male can play defense, but he can not be in the kicking lineup and he cannot be substituted for another male player who is already in the kicking lineup at any time. The male player that is designated as a defensive player only can not be in the kicking lineup at any time unless another female player is added to the kicking lineup.** If a male player is walked, intentionally or not, he is awarded second base and the female following has the option to bat or walk. The number of players in the kicking order may not be reduced without an "automatic out", EXCEPT in the case of **INJURY. IF A FEMALE PLAYER IS INJURED AND CAN'T CONTINUE TO PLAY, EITHER THE MALE PLAYER IN FRONT OF HER OR THE MALE PLAYER BEHIND HER IN THE KICKING ORDER CAN'T KICK, BUT ONLY PLAY DEFENSE. IF A PLAYER HAS TO LEAVE THE GAME, EXCEPT IN THE CASE OF INJURY, THE VACATED SPOT IN THE KICKING ORDER WILL BE DECLARED AN OUT EACH TIME THE PLAYER WAS SUPPOSED TO KICK, UNLESS A PLAYER ON YOUR ROSTER THAT IS NOT CURRENTLY IN THE KICKING ORDER IS SUBSTITUTED IN PLACE OF THE PLAYER THAT HAD TO LEAVE THE GAME. IN ADDITION, IF THE PLAYER LEAVING THE GAME IS A FEMALE, EITHER THE MALE PLAYER IN FRONT OF HER OR THE MALE PLAYER BEHIND HER IN THE KICKING ORDER CAN'T KICK, BUT ONLY PLAY DEFENSE. IF A PLAYER IS EJECTED FROM A GAME, A SUBSTITUTE PLAYER MUST BE AVAILABLE THAT IS NOT ALREADY IN THE KICKING ORDER. IF A TEAM DOES NOT HAVE A SUBSTITUTE, THE VACATED SPOT IN THE KICKING ORDER WILL BE DECLARED AN OUT EACH TIME THE EJECTED PLAYER WAS SUPPOSED TO KICK. IF A FEMALE PLAYER IS EJECTED, EITHER THE MALE PLAYER IN FRONT OF HER OR THE MALE PLAYER BEHIND HER IN THE KICKING ORDER CAN'T KICK, BUT ONLY PLAY DEFENSE.**
8. **Substitution:** is one-for-one, but we will allow "re-entry". Once a player has been substituted for, that player may only re-enter the batting order by taking the place of the substitute. A starter may re-enter one time, but a substitute may not re-enter.
9. **Lineup-Defense:** A maximum of 10 defensive players are allowed to play in the field. Only 6 players are allowed to play in the infield (pitcher, catcher, 1st base, 2nd base, short stop, 3rd base). Outfielders must remain on the outfield grass until the ball is kicked. **If there are 10 defensive players, at least 5 must be women.**

10. **Strike Zone:** The strike zone will be a marked area which begins at home plate and extends 24 inches to either side of home plate marked with chalk and a one-foot high cone. In order for a pitch, traveling through this zone, to be considered a "STRIKE", a pitch must:
 1. Bounce a **minimum of three times** before crossing home plate (note: a rolled pitch will be considered meeting the 3 bounce rule).
 2. Cross through the strike zone without touching the strike zone cones (even if a pitched ball grazes a cone and still continues through the strike zone, it will be considered a ball).
 3. In the judgment of the umpire, the bottom of the pitched ball must cross under the imaginary line drawn from the top of each cone.
11. **Kicking:** In order for the ball to be considered "kicked", the kicker must strike a pitched ball with a forward motion of one foot. A player's foot **MUST** be moving in a forward motion when it strikes the ball in order to be considered a legal kick. An offensive player must plant the non-kicking foot behind the front of the line indicating the strike zone. If any part of the plant foot is in front of the strike zone, the umpire will call a "dead ball" and the kicker will be called out. Each kicker gets one foul ball once the batter gets to two strikes. If a kicker with two strikes kicks two foul balls, the second foul ball will result in the kicker being called out. If a kicker contacts the ball twice in one kicking motion, it is a foul ball. **The kicker is not required to start in the kicking box, however the kick must occur within the kicking box.** A kicked ball that hits a cone will be declared a "dead" ball and a "no pitch". The pitch will not count.
12. **Pitching:** The pitcher must have at least **ONE** foot on the pitching rubber at delivery and must keep one foot on the rubber until the ball is kicked. No part of the pitcher's front foot may be in front of the front edge of the pitching plate before the ball is kicked. **The pitcher may not take more than one (1) step prior to delivering the pitch.** If either of these conditions are not met, then an "illegal pitch" will be called by the umpire and a "ball" will be added to the pitch count on the kicker. **The umpire has discretion to rule a pitched ball as having excessive speed and the pitch will be considered an "illegal pitch".** A pitched ball must be delivered underhanded below the hip. A pitched ball must bounce **AT LEAST three times before crossing home plate**, or will be considered a ball.
13. **Infield fly:** These conditions must be met for the rule to apply:
 1. There must be runners on first and second base or first, second, and third base
 2. There must be fewer than two (2) outs
 3. A batter must hit a fly ball into fair territory that can be caught with ordinary effort
 4. The umpire must call, "infield fly"**EFFECT:** The kicker is out and the ball is "live" and baserunners may advance at their own risk. If the ball is caught, baserunners must tag up before advancing.
14. **Intentionally dropped ball:** If a fielder intentionally drops, or let's drop, a pop fly ball, a line drive, which can be caught by an infielder with ordinary effort with 1st, 1st & 2nd, 1st & 3rd or 1st, 2nd & 3rd bases occupied with less than two outs.
EFFECT: The ball is "dead", the kicker is out and baserunners must return to the last base touched at the time of the pitch.
15. **Catching:** The catcher can not leave the kicker's box until the ball is put in play by the kicker
16. **Tagging a Runner:** A defensive player may "tag" an offensive player by touching the player below the shoulders with the ball. If a defensive player properly tags an offensive player, the runner will be called out regardless of whether the defensive player holds onto the ball after the tag is applied or not.
17. **Pegs:** A runner will be called out if a defensive player throws a ball and hits the runner below the neck before the runner arrives at a base. If the thrown ball hits **ABOVE** the shoulders, it will be ruled a dead ball and the runner will advance to the next base and all other runners will advance one base, even if not forced. If the runner causes the hit above the shoulders by sliding or ducking, the ball remains "live" and the runner is out. If, in the opinion of the umpire, a ball is deliberately thrown at a runner above the shoulders, that defensive player will be ejected.
18. **Baserunning:** Any runner caught leaving a base before the ball is kicked will be called out. Obstruction/Interference calls are judgment calls by the umpire and are final.

19. **Courtesy Runner:** A courtesy runner may be used for 1 player per inning. **The courtesy runner MUST be the same gender as the player they are running for.** The courtesy runner may be used for **1 player per inning** per team. The courtesy runner **DOES NOT** have to be the same player each time the player in need of the courtesy runner becomes a runner. **If the courtesy runner comes to bat while on base, the courtesy runners spot in the kicking order becomes an out** and the next kicker listed in the kicking order reports to home plate. **The courtesy runner "MAY NOT" under any circumstances be substituted for.** The defensive team may walk to get to the vacated spot in the lineup. A player needing a courtesy runner is not restricted to any certain number of times per inning that he/she may have a courtesy runner.
20. **Protests:** Protest can be made only on **RULE INTERPRETATIONS, NOT ON JUDGEMENT CALLS.** Protest must be announced to the umpire at the time of the dispute, before the next pitch. Exception: Protest concerning player eligibility can be made at any time during the season.
21. Players may change teams within the league once; **they are not eligible to play for either team for eight days after the League Director is notified of the change.**