

BVAC Adult Kickball League Rules

This is a co-ed kickball league for adults 18 years and older. **BVAC has a ZERO TOLERANCE policy.** There will be NO Harassing of the officials, players or fans allowed. **NO SMOKING, CHEWING, DRINKING OR PROFANITY WILL BE TOLERATED ON THE BVAC GROUNDS. No pets allowed.**

Please enjoy the game!! Adult Kickball is intended to be fun.

The league will provide an Umpire. The umpire's word is final and not to be disputed.

Umpires may eject players, or spectators for unsportsmanlike behavior.

Remember; we are here to have fun!!

Always remember as an adult to think before you speak, whether it is to an umpire, a teammate, or especially to another team's player.

Team Regulations:

Team roster will consist of 10-15 members.

A maximum of 10 players on the field during play and a minimum of 7 are required (3 must be female) on the field. This is a COED league- however women may out number the men.

Team Shirts:

Team must be wearing the same color. Shirts do not have to match. Shirts advertising smoking, drinking, profanity, or contain obscene names or gestures is strictly forbidden.

Equipment:

The "Official" ball is a red 10" playground ball filled to 1.5psi. Game ball provide by BVAC.

Metal spikes are not allowed.

Field:

The field is a standard Softball field. Bases will be 60 feet apart. 2nd base will be approximately 84 feet 10 inches from home plate.

The pitching area is located directly between 1st & 3rd base at approximately 42 feet 5 inches from home plate.

Game Play:

All players in attendance will kick and the kicking order must alternate between male & female. In the event a team has more men than women, the women may have to kick more than once before the men have completed one round of kicking. Kicking order cannot change unless due to injury where the player is simply removed from the lineup.

Only paid league members can play in the game. **NO EXCEPTIONS.** If your team is short a player you may borrow a player from another team as long as they are an official player on a roster already.

Teams must field a minimum of 7 players three of which must be female.

Game Limits:

Teams with fewer than 7 players, shall have a 10-minute grace period before a forfeit is declared. Grace period will be deducted from the game playing time.

Subs may be used at any time as long as they are a registered player for BVAC's kickball league and the opposing team gives consent.

No new inning may start after 50 minutes.

Games may end in a tie.

Game time begins when the umpire announces "Play Ball"!

The "Visiting" team shall kick first.

The "Home" team will keep score.

Each team may have coaches at first and third bases. All other players must be behind the fence.

There is a 9 run limit per inning except in the last inning where no limits exist.

Pitching and Catching:

Pitching must be underhand. A legal pitch must be no higher than knee level of the batter or a ball is called.

Pitches should be thrown at a reasonable rate. Pitches exceeding a reasonable rate will be deemed a ball at the umpire's discretion.

Fielders:

All fielders besides the catcher must remain in fair territory behind the base lines;

No fielder, except the pitcher, may be in front of the baselines until the ball is kicked.

Fielders must stay out of the base line unless making a play.

Pitchers:

The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball;

The pitcher's front foot must not be in front of the pitching strip.

The Pitcher must pitch from the rubber (running up to the rubber is not allowed).

The Pitcher must not advance to make a play until the ball is kicked.

Catchers:

The catcher must be positioned behind the horizontal plane of the kicker, parallel to the front edge of home plate.

The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

The catcher must be behind the plane of the kicker and out of the way until the ball is kicked and may not interfere with the kicker. An infraction will result in a called ball.

Every team must have a catcher.

*****The pitcher and catcher must consist of one female and one male.*****

Balls and strikes will be called (3 strikes/4 balls)

Balls:

4 balls is a walk.

A ball is a pitched outside the strike zone.

An un-kicked ball when a fielder crosses the base line. 2nd offense, and subsequent offenses, the kicker is awarded 1st base.

Any catcher coming within 3 feet of home plate before the ball is kicked. 2nd offense, and subsequent offenses, the kicker is awarded 1st base.

Any pitch that does not pass home plate

Strikes:

A strike consists of a ball that is rolled over any part of home plate or within 1 foot on either side of the plate and below knee level.

Any ball that is kicked into foul territory

A foul ball with 2 strikes will be strike three.

Kicking the ball before the plate

Outs:

The kicking team has three outs per inning. An out results due to the following:

- 3 strikes
- A kicker may foul out- (3 fouls)
- A ball caught on the fly
- Base runner forced out
- Base runner is tagged out
- Base runner is hit with the ball while not on base
- If a runner is hit with the ball before a run scores in third out situations, run does not score
- Runner leading off base

Balls thrown at the base runner must be on or below the shoulders. Any head shot results in advancement to the next base. Any intentional hitting of the ball with the head by runner will result in an out.

Fouls:

Every foul is considered a strike.

A foul is:

A kick landing in foul territory

A kick that lands in fair territory but travels into foul territory before passing 1st or 3rd

A kick that does not travel beyond the 15 foot arc

If the ball is touched within fair territory by the defending team, then it is a fair ball.

Kicking and Base Running:

All kicks must be made by foot.

The batter may not kick the ball until the ball crosses home plate (dead ball).

Bunting is NOT ALLOWED! There will be a 15 foot arc which the ball must pass in order for it to be a fair ball.. If any defensive player decides to make a play on the ball and stops it inside the arc it is considered a foul ball and the runner cannot be thrown out. Base runners cannot advance. If the ball stays inside the arc it is a foul, if the ball stays inside the arc on the 3rd strike the batter is out.

Runners must stay in the base line. If a runner leaves the baseline they are considered out.

Leading off and stealing are not allowed.

NO sliding or diving back to a base, the will be called out.

One base on an overthrow

After contact of a fly ball that is caught, the runner must tag up before advancing to the next base. Failure to tag up before advancing results in an out if the runner is tagged or the ball is thrown to the previous base.

If a ball hits the kicker in fair territory after being struck, the batter is out.

All ties go to the runner.

Ball in Play and Innings:

Once the pitcher has the ball in control, time is called and play is ended.

If a runner is already advancing to the next base, they may continue. This is COMPLETELY up to the umpire and may not be argued!

Three (3) outs by a team constitutes a half inning.

Awards: All games will count in standings. Shirts will be awarded to the 1st place team at the end of the season.