

# Butts County Department of Leisure Services

## Adult Kickball Rules

### TABLE OF CONTENTS

- |                                 |                         |
|---------------------------------|-------------------------|
| 1. The Playing Field            | 7. Strikes and Balls    |
| 2. Equipment                    | 8. Kicking              |
| 3. Officials                    | 9. Coed Requirements    |
| 4. Participants                 | 10. Running and Scoring |
| 5. Regulation Game              | 11. Outs                |
| 6. Pitching, Catching, Fielding |                         |

### **KICKBALL AT A GLANCE**

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with 11 fielders, 5 innings, bouncies, no head shots, one base on an overthrow, forced outs, no ghost men, and bunting is allowed. The following rules will govern all kickball games.

- 1) THE PLAYING FIELD
  - a) 60 FT bases
  - b) 42 FT pitching rubber
  - c) 200 FT fences
  - d) Kicking box is 8 FT deep and 14 FT wide. Kicker must be inside the kicking box when they make contact with the ball.
  - e) Strike Zone: measures 1 FT on either side of home plate and 1 FT high.
  - f) A 12 FT diameter circle around the pitching mount
  - g) A straight line is drawn directly from 1st base to 3rd base
  - h) Fielders must stay behind this line until the ball is kicked.
- 2) EQUIPMENT
  - a) Metal Cleats are not allowed
  - b) Official WAKA Logo Kickball; 10 inches in diameter.
  - c) All player attire is an extension of the player.
- 3) OFFICIALS
  - a) All games must be officiated by at least one authorized official. The Head Referee governs all game play, issues all final rulings and has final authority on equipment issues.
  - b) Referees have jurisdiction over play and may;
- 4) Call a time out
- 5) ii) Call off a game due to darkness, rain or other cause at the referee discretion
- 6) iii) Penalize a player, including game ejection, for any reason. This includes, but is not limited to, unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
- 7) PARTICIPANTS
  - a) Captains should exchange kicking order at captains meeting prior to the game.

- b) 8 players are needed to start the game including 4 women. Teams need at least 4 women in the field and kicking order at all times.
    - i) If a team has only 3 women, they must play one fielder short (10 fielders) and they must take an automatic out in the 4th woman's spot in the kicking order.
  - c) After a player has played a game on one team's roster, he/she is not allowed to play on another roster.
- 8) REGULATION GAME
- a) Game consists of 5 innings
  - b) 1 hour time limit
    - i) Whichever comes first
  - c) A new inning may not be started with less than 10 minutes remaining on the game clock.
  - d) A game that is called by the referee after 3 full innings of play shall be considered a full game.
  - e) A grace period of 10 minutes will be given to teams that have less than 8 players or less than 3 women. The game clock will start at the scheduled game time. Teams with less than 8 players or less than 3 women will forfeit after the 10 minute grace period.
  - f) In the result of a tie, the last out will start on 2nd base and the inning will start with an out.
- 9) PITCHING, CATCHING & FIELDING
- a) Balls must be pitched by hand.
    - i) There are no restrictions on pitching style
    - ii) Ball must bounce at least twice before crossing the plate.
  - b) Proper field position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker.
    - i) Failure to be properly positioned will result in a "position warning" to the team that caused the infraction.
    - ii) Each subsequent position infraction caused by that team in the same game will result in the kicker being awarded first base regardless of the outcome of the kick.
    - iii) Proper Field Positions:
      - (1) For fielders: all fielders besides the catcher must remain in fair territory behind the 1st base to 3rd base diagonal. Outfields must start in the grass behind the infield.
      - (2) For pitchers: the pitcher must start the act of pitching with at least one foot in the pitching circle.
        - (a) The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.
        - (b) The pitcher may continue his/her forward motion passed the 1st base to 3rd base diagonal line as long as he/she stays inside the pitching circle until the ball is kicked by the kicker.
  - c) Infield fly rule is in effect. When runners are on 1st and 2nd or bases loaded with less than 2 outs, any fly ball to the infield will result in an automatic out. Runners may advance at their own risk.
  - d) For catchers: the catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker.
- 10) STRIKES AND BALLS
- a) 3 strikes is an out; strike is a pitch that is not kicked and is not called a ball that enters any part of the strike zone, or an attempted kick and a miss.
  - b) 4 balls equals a walk. Ball is any pitch outside or above the strike zone.
  - c) 4 fouls and the kicker is out.
    - i) Foul balls NEVER count as strikes.
- 11) KICKING

- a) All kicks must be made by foot or leg, below the knee.
- b) All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the plate. All kicks must take place inside of the kicking box. Any ball that is kicked outside of the kicking box is an automatic out.

#### 12) COED REQUIREMENTS

- a) Kicking Lineup: Two males have to be followed by a female in the order or an out occurs. Teams must have at least 4 girls in their kicking order as well as 4 on defense. A maximum of 12 kickers are allowed in the kicking lineup.
- b) Any time 3 males kick consecutively, an out must be taken before the 3rd male kicks.
- c) If a male/female is walked and a female kicker is on deck, the on deck kicker has the option of walking or kicking.
- d) Kicking Lineup Options are as followed:
  - i) F, M, M, F, M, M, F, M, M, F, M, M
  - ii) M, M, F, M, M, F, M, M, F, M, M, F
  - iii) M, F, M, M, F, M, M, F, M, M, F, M

#### 13) RUNNING AND SCORING

- a) Runners must stay in the baseline. Any runner outside the baseline is out. Runners may choose their path from one base to the next, and may follow a natural arc. Runners are free to change course to avoid interference with a fielder making a play.
- b) Runners may move no more than 4 feet out of their established path when avoiding a tag or a peg.
- c) Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. If this occurs, the runner is safe and is awarded the base they were moving towards.
- d) Runners may not intentionally get hit in the neck or head. This is an out and is at the discretion of the referee.
- e) Running past another is not allowed. The passing runner is out.
- f) Runners must stay in contact with the base until the ball is kicked. Penalty for this is the runner is out. Umpires discretion is used. Play is dead and ball will be pitched again.
- g) Pinch runners are allowed but must be the last out of the current or prior inning.

#### 14) OUTS

- a) A count of 3 outs by a team completes the team's half inning.
- b) A count of 3 strikes or four fouls.
- c) A force out.
- d) A runner touched by the ball or who touches the ball at any time while not on base and while the ball is in play shall be out.
- e) A runner off of the base before the ball is kicked.
- f) A runner outside of the baseline.
- g) A runner who misses a base; as called by the referee upon the conclusion of the play.