

Adult Kickball Rules

All rules & interpretations will be covered under the World Kickball Association and USSSA Softball with the following emphasis and exceptions listed below. The Program Coordinator sets the rules and reserves the right to interpret the rules in the best interest of the Hutchinson Recreation Commission.

- **Player Eligibility:** Participants must be 16 years old to play.
- **Game Time:**
 - **Home Team:** Home team will be determined by who is listed first on the schedule.
 - **Lineups:** must be ready to play 10 minutes before your scheduled game time.
 - **Coed Lineups:** consists of 5 men and 5 women. The lead off kicker may be of either sex; however, the following kickers must be of alternate gender throughout the remaining batting order. You may bat up to 12 players but they must be 1 guy and 1 girl or 2 girls.
 - **Minimum Players:** A game may be started with seven players; however, at least one-half of the team on the field MUST be women (i.e. 7 players/at least 4 women...9 players/at least 5 women). At no time may teams use more male than female players.
 - **Automatic Outs:** Automatic outs will not be charged for a team playing with less than a full line-up.
- **Free Substitutions:** Substitutions may be made by gender only. A male must sub for a male and female for female.
- **Game Length:** No new inning shall start after 50 minutes or 7 innings from the recorded start time unless the teams are tied. If tied, the game shall continue until a winner is declared.
- **Run Rule:** A maximum of 10 runs scored per half inning per team. The run rules are 20 after 3, 15 after 4, 10 after 5. Flip-Flop rule will be used.
 - *Flip-Flop Rule (according to Adult Softball Rules): if the visiting team is leading by 10 or more runs between innings 3-6, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule, then the new home team will bat. If the situation reverses, the teams would flip/flop again.*
- **Field Dimensions:** Base lengths are 60 feet. Pitching Distance is 46 feet.
- **Balls:** 10" red rubber ball will be provided.
- **Shoes:** Rubber cleats or tennis shoes. No metal cleats.
- **Pitching:** The offensive team or the team at-kick will supply any of their own players to be the pitcher. The pitch must be conducted underhand. The ball is recommended to be rolled flat and not bouncy. At no time shall the pitcher cross the pitchers plate and must stay behind 1st-3rd diagonal line after the pitch. The pitcher shall not intentionally interfere with the defense of kicked ball. **Penalty:** The ball is dead, the batter is out, and all runners will return to the base(s) occupied before the pitch.
- **Catcher:** The catcher's spot (for right footed kickers) is determined by extending the 1st baseline backwards from home plate two yards. The catcher must remain stationary in this spot at all times until the ball is kicked. **Penalty:** Warning to the catcher and a re-kick option.

- **Count:** An "at kick" will consist of a maximum of 3 pitches. If the kicker does not put the ball in play on the 3rd pitch, the kicker is out. This includes foul balls, missed pitches, and pitches not kicked.
- **Kicking:** All kicks must be made by the foot and occur in the Kicking Zone. Kickers may not stop the ball with their foot then kick it.
- **Double Kicking:** If the kicker makes double contact with the ball:
 - In front of home plate, the result is an out.
 - Behind home plate, while in foul territory, the ball is foul and the kicker is out.
- **Bunting:** Bunting is allowed only for **female players**. All kicks must reach past the **16** foot arc in front of home plate. **Penalty:** The ball is dead, the batter is out, and all runners will return to the base(s) occupied before the pitch.
- **Running:** Running is only allowed after the ball has been kicked. Neither leading off base, nor stealing is allowed (results in an out). Leaving the baseline (3 feet to either side) to avoid a tag, a thrown ball or interfering with an attempted fielder results in an out.
- **Injured Runner:** A same gender player who made the last out may run for the injured player.
- **Fielding Positions:** Defensive positioning shall include 2 males and 2 females in the outfield, 2 males and 2 females in the infield, and 1 male and 1 female as the pitcher-catcher. Outfield must start in the grass until the ball is kicked. Defensive Pitcher must be within 3 feet of pitching rubber. No defensive player can touch the ball until it goes past the 16 foot arc. **Penalty:** Batter runner goes to first, and all other runners advance 1 base if forced.
- **Outs:** The defense may get a runner out by catching a kicked fly ball, forced out at a base, tagged out or thrown out.
 - If a kicked or thrown ball contacts a base runner or their clothing, the runner is out.
 - If a thrown ball hits the ground then the runner, the runner is still out.
 - Hitting bases with the ball does not constitute as an out.
- **Throwing Restrictions:** Players may use one or two hands to throw the ball. Males must throw the ball underhand or push with both hands at a female (no sidearm throws or overhand throws allowed). Women may throw the ball using any form that they choose to force an opposing player out.
- **Throwing Area:** Players must throw and hit the runner below the shoulders!
 - Absolutely NO THROWING AT A BASERUNNER'S HEAD! **Penalty:** A dead ball, the base runner and any other base runners called safe to the base they were attempting to achieve.
 - Exceptions to this rule are: if the runner intentionally uses his/her head to block the ball, ducking, diving or sliding attempts to dodge the ball. The runner is declared out.
 - Any overly reckless, aggressive, dangerous, or deliberate throwing at a baserunners head will result in an immediate ejection from the game and facility.
- **Conduct:** All players, coaches, managers, spectators and staff are expected to display good sportsmanship and conduct at all times. Examples of unsportsmanlike conduct include, but are not limited to:
 - Use of profane language directed towards any staff member, official, player, and/or spectators
 - Arguing, bickering, heckling or excessive display of emotion towards an umpire or staff.
 - Throwing equipment, resorting to unnecessary roughness on the playing field
 - Full backing and crash plays, which also results in the runner's ejection from the game.