

City of Fort Collins Adult Kickball Rules

Leagues Are Not Sanctioned By Waka. Updated June 2025. Rules changes will appear in *highlighted italics font*.

1. **Game Time:** Game time begins with the coin toss and will determine home team.
 - a. At game time, if a team has not turned in a complete and correct line-up, the opposing team will be given the option of “Home or Visiting Team” (No coin toss and game time is started)!
 - b. If neither team has turned in a complete and correct line-up, a coin toss will determine the home team and time will begin.
2. **Time Limit:** 45-minute time limit, 7 innings or run rule. If an inning is in progress when the time limit is reached, the inning and game shall be finished according to the official rules.
 - a. **Run Rule:** 15 runs ahead after 4 innings, 10 runs ahead after 5 innings.
 - b. **International Tie-Breaker Rule:** If the game is tied after the completion of seven innings or game time has expired and the score is tied, extra innings will be played with the “International Tie-Breaker Rule” used until a winner is decided.
 - i. League games may end in a tie. This rule will only be used for the city tournaments.
 - ii. The last legal batter from the preceding inning shall be placed on second base to begin the next inning and each succeeding inning until the tie is broken.

3. Number of Players:

A minimum of 8 players is required to start a game. All players must meet the roster requirements.

a. Roster Requirements:

i. Offense (Batting Lineup):

The number of male players in the batting order may not exceed the number of female (or non-male players) by more than one (+1).

ii. Defense (Fielding):

The number of male and female (or non-male players) must be equal, or there may be more females (or non-male players) than males. The number of male players may not exceed the number of female players (or non-male players).

iii. There is no maximum limit on the number of female players (or non-male players) on the field or batting.

4. Line-ups:

Two copies of the lineup must be created by each team. One will be given to the scorekeeper and one to the umpires at the plate meeting.

5. Late Arrivals:

You may add additional players, upon their arrival, into the game at the bottom of the lineup.

6. **Re-entry rule:** All starting players may re-enter a game, but must do so in the same spot in the kicking order. There is no limit to the number of times a starting player can go out and re-enter a game.
7. **Courtesy Runner:** One courtesy runner per gender per inning will be allowed. The kicker must reach 1st base before a courtesy runner can be used. If the courtesy runner is on base at the time it is their turn to kick, they are out as a kicker.
8. **Retiring from play:** If a player comes out of a game and does not kick:
 - a. If the team has ten players or less - no automatic out is taken when this player would come up to kick.

- b. If the team has eleven players or more - an automatic out will be taken when this player would come up to kick unless a substitute player is inserted for the retired player.
 - i. **Exception:** player ejection – if a lineup spot is vacated due to ejection and no substitute is available, regardless of number of kickers in the order, the vacated position in the order will result in an out.
- 9. **Number of Kickers:** Teams can kick as many players as they would like
- 10. **Kicking Order:**

All players listed on the lineup card must kick (no designated kickers). There is no requirement to alternate gender identities in the order. Teams may have any number of female (or non-male kicker), but the number of male-identified kickers cannot exceed the combined total of female (or non-male kickers) by more than one.

 - a. **Examples of legal male-to-female (or non-male) ratios:**

The number of males is equal to or at most one more than the number of females/non-males, such as 6:5, 5:4, 7:6, or where females/non-males outnumber males, like 4:6, 3:7, 2:8.
 - b. **Examples of illegal male-to-female (or non-male) ratios:**

The number of males exceeds females/non-males by more than one, such as 6:4 or 7:5.
- 11. **Bunting:** Bunting is **not** allowed. A bunt is a kick in which the kicker does not fully kick
 - a. A bunt shall be a delayed dead ball, determined upon the umpire's discretion.
- 12. **Ball and Strike Count:** All league games will start with a count of 1 and 1. This means three balls you walk and two strikes you're out.
 - a. A **Ball** is any pitch that is called a bouncy (see rule 11) or that is deemed to be excessively fast.
 - b. A **Strike** is a ball that is pitched within one foot on either side of the plate and a maximum of one foot high from the bottom of the ball.
 - c. A **Foul Ball** is a kicked ball that:
 - i. stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory.
 - ii. first touches an out of play object or area in foul territory.
 - iii. first touched foul ground beyond first and third base.
 - iv. does not conform to the requirements that would cause it to be a fair ball.
 - d. A kicker may be called out on two foul balls or with one strike (see rule 6) and one foul balls.
- 13. **Pitching Bounces:** A bouncy is a pitched ball that does not touch the ground at least twice before reaching the kicking box; and/or A pitched ball that *exceeds* one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box, immediately after passing through the strike zone, or at the plate.
- 14. **Safety Bases:** Safety bases will be used for all kickball leagues. Players who are going to round first must touch the white part of the base, on all other plays the player must touch the orange part of the base or will be called out.
- 15. **Fielding:**
 - a. Recreational:
 - i. **Infield Baseline:** No player may be in front of the baselines other than the pitcher and catcher until the ball is kicked.

- ii. A team's first offense will result in a warning to the team that caused the infraction. The second and each subsequent offense by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.
 - b. Competitive:
 - i. **Infield Diagonal:** No player may field forward the pitcher other than the catcher until the ball is kicked. A team's first offense will result in a warning to the team that caused the infraction. The second and each subsequent offense by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.
- Note:** The defense is allowed a chance to get the out on a bunted ball. If the out is not made the ball is called dead and the bunt is called a foul.
- c. There is no "infield fly rule" in affect for kickball games
16. **Tagging a Runner:** A runner will be out when hit with the ball anytime they are not in contact with a base, when the ball is live.
- a. A runner is not out if a thrown ball strikes the runner top of shoulder, neck, or head.
 - b. If the runner slides or ducks they may be hit anywhere for the out to be called.
 - c. Hitting a runner with great velocity at a short distance may be called by the umpire as (Unsportsmanlike) and the runner will be called safe.
17. **Forfeits:** Game time is forfeit time. If at the scheduled start time, a team does not have enough players (at least eight, and meeting all other requirements of Rule 3), that game will be a forfeit. If a team is short 1 player to make the minimum number of (8) that team will kick first and when they take the field on defense, the 8th player must be on the field, or it will be a forfeit. **The plate umpire's decision will be final on forfeiture of any game.**
- Exception:** This forfeit rule does not apply if the preceding game has been delayed.
- a. If a team has enough to start (8), but are waiting on others to arrive, the game must be started at gametime.
 - i. If a forfeit occurs, the team(s) scheduled for that field may practice until fifteen minutes before the scheduled start of the next game on that field. Under no circumstances will umpires or scorekeeper be utilized.
18. **Warm-up:** No infield practice will be allowed. Teams should use the warm-up area located outside of the playing field. Absolutely no play on the field if any maintenance is being performed.
19. **Weather Cancellations:** If weather interrupts a game and it has not gone five innings (4 ½ if the home team is ahead), it will be considered a suspended game and will be scheduled to resume at a later date, from the point of interruption.
- a. Special scheduling for these games cannot be guaranteed. If the weather cancellation is to be made up, the schedules will be available online at www.teamsideline.com/fortcollins. Make-up games may be played on nights other than the original league.
20. **Casual Profanity Rule:** The umpire has the authority to assess ONE OUT against the offending team for the use of casual profanity which shall be defined as expletives (vulgar or profane language) not directed at umpire or opposing players, uttered by a player, manager/coach, or individual within the dugout, involved with the play of the team, frustrated with themselves, a teammate or fan. All outs will be assessed against the offending team during their term at bat. The casual profanity penalty out will be assessed as a team out and will not affect any batter or base runner. Only ONE "Casual Profanity" out may be assessed per play with a maximum of two per team at bat. Incidents of vulgar or profane language exceeding these limits will be considered beyond casual and will subject the individuals responsible to ejection from the game for unsportsmanlike conduct.

21. **Portable Speaker** – Portable speakers are allowed. Music cannot contain explicit lyrics. Music volume is at the discretion of the umpire and field supervisor. Failure to follow this rule, could result in a team out(s) and up to a forfeited game.