



Adult Kickball League Rules



Rules

- Games are 6 innings or 45 minutes, whichever comes first. Additional innings will be played to break a tie if time allows.
- Each half inning consists of three outs.
- If the home team is winning after the completion of the top of the final inning, the home team is deemed the winner and the game is over.
- Maximum of 10 players on the field per team (including the catcher).
- Teams with less than 9 players at game time are given five minutes to field a full team. If still unable to field a full team after five minutes, they will forfeit but may still play the game.
- Minimum of 9 players on the field is required to begin play unless the fielding team is short on players and elects to proceed with fewer players.
- Co-ed Rule: Kicking order will alternate between genders. Teams will follow co-ed guidelines and work to maintain a player ratio of at least 4:5 (female: male), ideally 5:5.
- Players who do identify as non-binary may be counted towards whichever specific one gender in the batting order but must state before the game and maintain that identification for the duration of the game.

Equipment and Players

- All equipment is provided consisting of 2 balls, pump, scoresheets and a strike/ball counter.
- An official 10" kickball is used.
- Participants are encouraged to wear matching team shirts.
- Name(s) or nickname(s) on shirts must not be obscene or contain any offensive language.
- Metal cleats are not allowed.

Officiating

- Tumwater Parks & Recreation provides one Field Supervisor who is on site to answer questions and settle disputes.
- Teams will provide 2 referees to help ref during their games.
- Base referees are responsible for assisting with any and all calls.
- Teams are required to designate 1 person to record scores and game stats. This sheet is to be turned into the Field Supervisor upon completion of the game.

The Field

- Fielders may not advance while in the infield until the ball is kicked. No charging the kicker!
- Fielders are not to crowd the bases or obstruct the path of a runner unless they have the ball.
- Only one base coach is allowed at a time on the 1st and 3rd base lines.
- The strike zone is the area within one foot of home plate. Any pitch outside of this zone is considered a ball. However, kickers may choose to kick a ball outside of the strike zone.
- Four balls results in a walk.
- The ball must roll across the plate. If it bounces over the plate, it will be called a ball unless the kicker chooses to kick it.
- The pitcher must keep one foot on the pitching rubber when pitching and may not advance until the ball is kicked.
- If a ball or strike is not fielded by the catcher, it will be considered a wild pitch/passed ball and any runner on base may attempt to advance/steal a base.

- Infield Fly Rule: If there are less than 2 outs and runners on first and second or first, second, and third, and a ball is kicked into the air such that an infielder can make the catch with “ordinary effort”, an infield fly will be declared, and the kicker will be declared out. Runners may advance at their own risk as soon as the ball is caught/dropped or hits the ground NOT at the moment the infield fly is declared by the umpire. NOTE: An infield fly will not be called for any bunt or line drive kicks regardless of distance/speed.
- Progressive Home Run Rule: Each team is allowed 2 home runs per game. When both teams have obtained 2 home runs, neither team will be allowed to score more than 1 home run greater than their opponent. A dead ball out will be charged for any excessive over the fence home runs.
- Throwing the ball is allowed, but under these conditions.
 - An accidental hit to the head will give the runner the base.
 - An intentional hit to the head or with an intent to hurt another player will result in a removal from the game.

Kicking and Running

- The ball must be kicked with the foot or leg.
- The ball may only be kicked from behind home plate or further forward as long as the kicker has one foot on home plate.
- Strike will be called if the ball is pitched within the strike zone and the kicker does not kick it, or if any attempted kick is missed.
- Foul ball rules:
 - A double kick equals a foul ball.
 - Advancing past 1st or 3rd base: If the ball lands fair and then rolls foul, it is a fair ball. Where the ball lands first is what determines whether it's a foul or fair ball.
 - Fielders may attempt to catch foul balls. If they touch the ball, but do not catch it, in foul territory it is a foul ball. If the ball is caught in the air, it is an out.
 - If the kicker accidentally touches the ball in fair territory, they are out and the play is dead.
- Every foul ball is a strike. 4 foul balls will result in an out. 3 strikes will result in an out. (Fouls will not result in strike outs)
- Kickers may bunt, but two kickers may not bunt back-to-back.
- Runners may run through first base.
- Runners **may not slide headfirst into any base**. Sliding headfirst will result in an immediate out.
- Runners may attempt to steal bases on a wild pitch/passed ball not fielded by the catcher but may not lead off until the ball crosses home plate.
- Runners must tag up if a kick is caught without touching the ground. If a fly ball is kicked and caught, the runner must return to/touch the base they started at before attempting to advance to the next base.
- If a runner knocks over any fielder while advancing bases, they will be called out.