

City of Bloomington

Adult Kickball League Rules

Roster/Waiver Forms

- A City Roster/Waiver Form must be completed and signed by all members of your team and submitted by your team's second game. Players who have not signed your team's roster/waiver are considered illegal players. **Roster/waiver forms are to be submitted via email to Anthony DiBella at adibella@bloomingtonmn.gov**
- Players who have not signed your team's roster/waiver are considered illegal players. Games that illegal players compete in can be ruled forfeits. Players can be added to your roster utilizing the roster addition form, as long as you do not go over the 20 player limit. Added players will not be accepted more than halfway through the regular season.

Schedules

- Schedules are created using a software scheduling program. After a schedule has been created, the League Director manually manipulates the schedule, if needed, to balance out game times. Game times are balanced so that a team will not have more than one more or one less game at a particular game time than the league average. Ex: If the league average is two 6:15 pm games, a team may have 1, 2, or 3 games scheduled.
- Teams will have equal number of home and away games if schedule allows.
- Scheduling requests will be considered before the beginning of the season, but not necessarily always granted.
- Make-up games will be added on to the end of the regular season. All cancellations will be updated on the Adult Sports Weather Line (952) 563-8878 option 1.

Team/Player Conduct

- Players must be at least 18 years of age to participate in the Adult Athletic Leagues.
- Teams must show up for games on time. If there is a need to forfeit, that team must contact the League Director, and the listed manager of the team that they are scheduled to play by 3:00 p.m. on the day of the game.
- Physical altercations will result in immediate suspension from league play for the individuals that were involved, as determined by the League Director. Verbal confrontations will be reviewed and appropriate disciplinary action will be issued on an incident by incident basis, and letters will be sent regarding any altercations and course of action taken to document the incident.
- Abusing City Staff or officials will not be tolerated. Any player/manager ejected from a game will receive a minimum of a 1 game suspension. The League Director will review all game ejections to determine if further action is needed.

League Rules

- Teams will be given a ball at the beginning of the season and are responsible for supplying a ball for the remainder of the season. Home teams listed on the schedule are required to provide the ball for that game.
- Metal spikes are not allowed.
- A team may bat any number 8 or greater. Additional players will be allowed to enter the end of the batting order as they arrive at any point throughout the game. When playing the field, teams shall consist of 8 to 10 players. If 10 players or more bat you must have 10 players in the field. The batting order must alternate genders. If 2 players of the same gender kick back to back an out will be declared.
- Games are scheduled to be 45 minutes. Your 45 minutes includes warm up and playing time. No new inning will begin after 45 minutes.
- Begin games promptly at your assigned times. Please be considerate of the other teams in the league by being ready to start on time.

- **Forfeits:** The shorthanded rule designates the shorthanded team as the visitor, and the 1st inning begins. If the team does not have enough players by the end of the half inning the game will be declared a forfeit. 6 players are required to play shorthanded. The score recorded for a forfeited game is **1-0**
- Games tied after 7 innings will go to a tie breaker where both the visiting and home team will kick. The last player out will be placed on 2nd base with one out.
- The mercy rule will come into affect if a team is up by 10 runs after 5 innings.
- When a team scores 6 runs in one inning, even if the team has less than 3 outs, they must stop kicking and switch places with the opposing team. This rule applies to all innings except for the seventh where there is no limit to runs scored.
- No player may advance beyond the 1st—3rd base diagonal line until the ball is kicked (except the catcher). Failure to abide by this rule will result in a ball.
- If a runner intentionally touches or stops the ball, even if they are on base, the play ends, and the runner will be called out.
- Outfielders are allowed to throw or kick the ball into the infield. Also, kicks from 3rd to 1st are allowed, but not encouraged. A kick striking a runner will not be called an out.
- **Strikes:** A count of 2 strikes is an out. A strike is:
 - A pitch within the strike zone either not kicked, or missed by the kicker
 - A kick occurring in front of home plate. If the ball is kicked and caught by the opposing team the player will be called out.
- **Balls:** A count of 3 balls is a walk. A ball is:
 - A pitch outside the strike zone
 - A pitched ball that falls short of home plate without crossing
 - A bouncing ball that is higher than 12"
 - A pitcher advancing beyond the mound before the ball is kicked
 - A catcher advancing beyond home plate before the ball is kicked
 - Any fielder advancing beyond the 1st—3rd base diagonal line before the ball is kicked
- **Fouls:** A foul is:
 - **This league has NO courtesy foul**
 - A kicked ball landing out of bounds
 - A kicked ball that lands in bounds, untouched, but travels into foul ground before reaching 1st or 3rd base
- **Outs:** 3 outs will be the end of the batting team's half inning. An out is:
 - A 2 strike count
 - Any kicked ball that is caught fair or foul
 - A runner off of their base when the ball is kicked
 - A runner touched by the ball at anytime while not on base. This includes a ball thrown at the runner.
 - If a runner advances in front of the runner ahead of them, or touches the runner in front of them
- **Pitching:**
 - **Pitch Speed:** Pitchers are to pitch the ball at a reasonable speed. Balls deemed to fast by the umpire will be called a ball.
 - **Strike Zone:** Extends 12" off either side of home plate, and lower than 12" (ball is 10" in diameter)
 - **Substitutions:** Pitchers may only be replaced twice per inning
- **Kicking:**
 - **Line-up:** Teams may either bat through their roster, or set a line-up. Teams may appeal to the umpire if there is belief that a team is batting out of order
 - Teams **must** keep an official scorebook, as they will have to announce their run total per half inning to the umpire
 - **Ejections:** If a player is ejected their spot in the kicking order will be an automatic out, and the player will receive a one game suspension
- **Forbidden Zone: (Anything before the 1st/3rd Diagonal)**
 - **Bunting is not allowed**, any attempt to bunt will be called a strike
 - If a kicked ball will clearly not leave the forbidden zone it will be called a strike



- **Base Running:**
 - **Double 1st Base:** On the initial throw to 1st the kicker must touch the orange portion of the base, while the defensive player must touch the white portion of the base. This rule does not apply to:
 - Returning to the base after an over run
 - Running on a base hit to the outfield
 - Tagging up on a fly ball
 - **Courtesy Runners:** Only one player may use a courtesy runner per game. The courtesy runner will be the last person to be called out, or the last player to score a run
 - **Men Walked:** A walk to a male batter will result in a 2 base award. With 2 outs the next female batter has the option to kick or take a walk
 - **Sliding** is allowed, but not encouraged. There is always danger of injury to players who slide into base
 - **Base Line:** Runners must stay within the base line. Fielders trying to make an out may have their foot on the base, but must lean out of the base line. Interference with the runner will result in the runner being safe, and awarded the base
- **Play Ends:** When the pitcher has control of the ball within the bases, the play ends. Runners are awarded the base they are closest to when control is made
- **Targeting:** Hitting a base runner with a ball above the shoulders is not allowed. Runners hit above the shoulders while running or sliding will be called safe. If a runner intentionally uses their head to block the ball they will be called out. If a head shot is deemed intentional the player will be warned; if the incident occurs again by any member of the same team a forfeit will be called. This also applies to charging the catcher.
- After a kicked ball is caught runners must tag up before advancing to the next base
- One extra base will be awarded to all base runners on balls going out of play on an over throw
- **Defensive positioning:** There must be 2 male and 2 female outfielders and infielders; the pitcher and catcher must be the opposite gender. When playing shorthanded at least one player from each gender must be represented in the infield or outfield that has only 3 players.

Bloomington Parks and Recreation

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League Director

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Adult Sports Weather Line

(952) 563-8878 opt. 1

Valley View Playfield

9000 Portland Avenue
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