

**LAWRENCE PARK & RECREATION DEPARTMENT
ADULT KICKBALL
GENERAL LEAGUE RULES**

I. TEAM REGULATIONS

1. **Rosters** must be completed and received by the Sports Department before the start of the first game. It is the managers' responsibility to see that this is done. Teams must have a minimum of 8 players (4 men & 4 women) on their official team roster prior to the start of the first game. Teams will have until the completion of half the scheduled games to adjust the roster.
 - A. Teams must have a minimum of 8 players (4 men & 4 women) to start and finish a game. **Exception: See Game Regulations #3.**
 - B. A maximum of 10 (5 men & 5 women) may play the field. **Exception: See Game Regulations #3.**
 - C. Teams may have an unlimited number of kickers but at no time are members of the same sex allowed to kick back to back. The kicking order must alternate male/female or female/male. If you have additional players not in the starting line-up, an unlimited substitution rule will apply but it must always be man for man and woman for woman.

II. GAME REGULATIONS

1. Game time begins when the umpire announces play ball. The umpire will announce game time to eliminate any discrepancies in the time limit.
2. All games will be 55 minutes or 7 innings, whichever occurs first. No new inning may start after 55 minutes. Games may end in a tie. Five (5) innings, or 4 ½ if home team is ahead shall constitute an official game. If game is postponed before it becomes official, game will be rescheduled and will start over.
3. Game time is starting time. However, if one team does not have 8 players or an equal male to female ratio, a 10-minute grace period can be given at the discretion of the other team's manager; with the understanding that the 55 minute game clock has started. If both teams have fewer than 8 players or an unequal male to female ratio, both teams will have up to 10 minutes to field their teams. If after the 10 minute grace period one or both teams do not have 8 players or the proper male to female ratio the game will be forfeited. **Exception: Teams not ready to play at game time, or after a 10-minute grace period if granted, may play with fewer than 8 players or the improper ratio if both managers agree. This will constitute an official game and is not subject to appeal based on the number or mix of players. Managers will be required to sign the official score sheet prior to the start of the game acknowledging this agreement.**
4. If an injury situation arises and the team is left with less than 10 players then a member of the opposite sex must sit out to maintain the male female ratio. If the team has over ten players and an injury occurs then a member of the opposite sex must also sit out to maintain the male female ratio. Injured players are not eligible to return for the remainder of the game.
5. Maximum Run Rule – A game shall be called if a team is ahead by 20 or more runs at any time after the end of three (3) innings or 2 ½ if home team is ahead, 15 or more runs at any time after the end of four (4) innings or 3 ½ if home team is ahead and 10 or more runs at any time after the end of five (5) innings or 4 ½ if the home team is ahead.

III. PITCHING & CATCHING

1. No "bouncies" are allowed. **A pitch that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the plate will be called a ball.**
2. The pitcher must release the ball at, or behind the 1st – 3rd diagonal, and must remain behind this line until the ball is kicked. If the line is crossed the pitch will be ruled a ball.
3. The catcher must field behind the kicker and may not cross home plate nor the kicker until the ball is kicked. At no time can the catcher impede the progress of the kicker prior to the kick. Failure to abide will result in a ball being called. The catcher is responsible for fielding all pitches that aren't kicked.
4. No fielder may cross the 1st – 3rd diagonal until the ball is kicked. Failure to abide will result in a ball being called. If as a result of the player crossing the 1st – 3rd diagonal they are able to tag or throw out a runner, that runner is ruled safe and awarded the base.

IV. KICKING – See Playing Field Diagram

1. All kicks must occur at or behind home plate. If any portion of the kickers' plant foot is touching home plate the kick is ruled legal. If the plant foot goes beyond home plate the kick will be ruled illegal and a strike will be called.
2. Balls and strikes will be called (3 strikes / 4 balls). **If on the third strike, the kick is foul, the kicker will be awarded one more strike. After that, any foul ball will result in an out during this plate appearance.** The strike zone is defined as 1 foot on either side of the plate and no more than 1 foot above the plate.
3. Bunting is allowed.

A STRIKE IS:

- a. A ball within the strike zone that is either not kicked or missed by the kicker.
- b. A kick from in front of home plate.
- c. A foul ball.

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A BALL IS:

- a. A pitch outside the strike zone.
- b. A pitched ball that does not touch the ground at least twice or roll before reaching home plate.
- c. A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching home plate.
- d. A pitched ball, prior to reaching the kicker, which exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone.
- e. Called when any fielder advances past the diagonal before the ball is kicked.
- f. A ball entering the strike zone or pitch entry zone from the side. The ball **must** enter from the top of the pitch entry zone.

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A FOUL IS:

- a. **A kicked ball which first hits the ground over foul territory beyond first or third base;**
- b. **A kicked ball that settles or is touched (not caught) on or over foul territory between home and first base or between home and third base. A kicked ball that settles or is touched on or over fair territory between home and first base or between home and third base is a fair ball;**
- c. **A kicked ball that settles or is touched inside the bunting arc;**
- d. **A kicked ball touched more than once or stopped in the kicking box by the kicker;**
- e. A kick made above the knee.

V. **BASE RUNNING**

1. No leadoffs or stealing is allowed. The runner must remain on the base until the ball is kicked. Violation of this rule will result in the runner being called out.
2. Base runners must remain within the "base line" when running from base to base.
3. A runner will be called out if they are hit with the ball below the shoulders. Any runner hit above the shoulders is declared safe and awarded an extra base. If a runner intentionally uses their head to block the ball (umpire discretion) they will be called out.
4. Overthrow rule only applies if ball travels out of play. Example: ball goes into dugout, over the fence in foul territory or into foul territory in an open field.

VI. **INNINGS**

1. Three (3) outs by a team constitutes a half inning.

AN OUT IS:

- a. A count of 3 strikes or 4 foul balls.
- b. A runner touched by the ball at any time while not on base while the ball is in play.
- c. A force out at any base.
- d. Any kicked ball, fair or foul, that is caught.
- e. A runner being off the base before the ball is kicked.

VII. **OTHER**

1. Suspension of play:
 - a. When, in the judgment of the umpire, all immediate play is apparently completed, the umpire should call time.

VIII. **OTHER MISCELLANIOUS RULES**

1. Unless otherwise specified in this document, official softball rules will apply.

IX. **EQUIPMENT/SAFETY**

1. The LPRD will provide the official 10 inch game ball.
2. Metal cleats are prohibited.
3. All exposed jewelry must be removed. If a player fails to do so, the player is ejected from game. Exception; medical alert bracelets and necklaces.
4. Any player drinking beer or alcoholic beverages while participating in a City sponsored league game or tournament will result in the game being forfeited immediately by the officials. Players cannot have alcoholic beverages at the diamond and cannot go to the parking area to drink between innings or anytime during a game. **NO EXCEPTIONS!**

Bolding and red denote changes

Playing Field

