

Dardenne Prairie Parks & Recreation
Adult Kickball Rules
House Rules

Equipment

1. Kickballs will be provided by Dardenne Prairie Parks & Recreation
2. The bases are heavy-duty, white bases.
3. All fielders and kickers must have footwear; bare-feet are not allowed.
4. Player's attire is considered to be an extension of the player.

Field:

5. The bases are set up in the shape of a diamond with the bases 60 feet apart.
6. The strike zone is 5 feet wide from the center of home plate and 2 feet deep and 6 inches above home plate on the way into the plate.
7. The entirety of the foul lines including all bases and home plate are in FAIR territory.

Player and Team Eligibility:

8. A team consists of 10 field players (at least 4 must be female)
9. A minimum of 9 players (at least 4 must be female) are needed to start and continue a game.
10. Rosters may consist of up to 16 players.
11. The entire team is eligible to kick, provided the batting order alternates between male and female players.
12. Free substitutions may be made at any time on defense.
13. If a team is not considered to be game eligible, they may make concessions and request their opponent to approve additional players or play an official game with fewer than the required number of players. The opponent's Team Captain can negotiate any stipulations and MUST APPROVE any request or else the game is considered a forfeit. If the opponent agrees to an official game, then that decision cannot be changed later in the game. An example of a concession is if Team A is short one female then they only play 10 in the field and they have an automatic out at the end of their lineup as long as Team B agrees to it.
14. A forfeit game results in a 3-0 victory for the non-forfeiting team.
15. If neither team is game eligible, then the game will proceed as normal.

Referees and Field Supervisors:

16. A referee will be provided for each game.
17. Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.
18. Referees will report the final scores of each game to the League Director.
19. Referees and the League Director are trained and responsible for conducting games in a professional manner, and are empowered at their discretion to give a warning and/or eject any player that instigates arguments, uses foul language and/or flagrant abuse towards the opposing team, referee, spectators, or field.

20. Referees are responsible for suspending a game due to rain or lightening. If a game is in progress and the remaining innings are canceled due to lightning, four innings will constitute a complete game. However, please stay in the area if the referee requests players to, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee requested, that team will take a forfeit.

General Rules:

21. The kicking order cannot change during the course of a game unless agreed by the other team.
22. Team members are not required to take the field in order to kick.
23. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
24. At least 4 females must take the field at all times.
25. Teams may choose to have 1st base and 3rd base coaches. Coaches may not interfere with play or physically assist the runners.
26. Home Team will keep the official score. Teams should verify with the umpire and the opposing team at the end of each inning.
27. **No alcohol is allowed on the field or on the players bench and no glass bottles.**

Game Rules:

28. A regulation game will be 7 innings or one hour in length, whichever comes first. No new inning should be started after 50 mins have been played.
29. If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game. If 4 full innings have not been played, the game will be rescheduled or delayed at the umpire's discretion.
30. If the game is tied at the end of 7 innings, extra innings will be allowed as long as time permits. Each team gets a chance to kick in extra innings and receives the same number of outs.
31. If after 1 hour the game is still tied, it will be recorded as a tie.
32. **Tournament Rules Tie-Breaker:** In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra innings, teams will start their at-kick with the next kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls on the count. The first team to have a higher run total at the end of a full extra inning wins the game.
33. Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.
34. The first team on the roster is considered the home team.
35. Bunting and squib kicking is not allowable. If viewed a bunt or squib kick by the umpire's discretion, it will result in a strike being called.
36. Winner of the game is determined when a team is ahead by:
 - a. 20 run differential after 5 innings
 - b. 15 run differential after 6 official innings
 - c. 10 run differential after 7 official innings

Fielding:

37. Each team's roller must roll the ball to the opposing team's kicker.
38. The Roller must release the ball behind the roller's mound and within two feet on either side of the roller's mound, mirroring the two feet on each side of the home plate strike zone
39. The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
40. Fielders must be in line with or behind the roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1st and 3rd base. No other fielders can cross the imaginary line between 1st and 3rd until the ball is kicked
41. For female kickers, the roller is not allowed to advance past the imaginary line between 1st and 3rd base until after the ball is kicked.

Kicking:

42. The kicker must wait for the ball to reach home plate before kicking the ball.
43. The kicker may kick the ball anywhere behind the line formed by the strike zone as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.
44. A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out and it is a dead ball. All base runners must return to their previous base.
45. A kick can be made with any part of the leg.

Outs:

46. Three (3) outs by the kicking team constitutes their at-kick for the inning.
47. An out is:
 - a. A count of 3 strikes (fouls count as strikes).
 - b. Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory.
 - c. A forced out made by the defense by controlling the ball and touching a base that a runner must run to (and cannot run back to the prior base since another runner is behind them) before the runner reaches the base.
 - d. A runner that leads off the base before the ball is kicked.
 - e. A runner hit by a thrown ball below the neck by a fielder while not safely on a base.
 - f. A runner hit by a kicked ball regardless of where the ball hit them while not safely on base.
 - g. A runner impeding a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball).
 - h. A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball on that base or by tagging the runner with the ball.
 - i. A runner outside of the 5 foot baseline unless trying to avoid a fielder blocking the baseline.
 - j. A runner or kicker that intentionally interferes with the ball.

- k. A runner that is physically assisted by a base coach or other team member.
- l. A runner that passes another runner.
- m. A kicker that cannot kick at their designated spot on the kicking order unless they are injured.
- n. If a player misses their turn in the kicking order due to injury, they must sit out for the remainder of the game.

Balls:

- 48. Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1st base.
- 49. Any roll that is more than 6 inches off the ground when it crosses the plate.
- 50. Any rolled ball that does not bounce multiple times before reaching home plate.
- 51. Roll that is thrown sidearm or overhand.
- 52. A ball that is not rolled completely within the 5 foot wide "Roller's Path".
- 53. All males who are walked will be awarded second base; the female coming up next can either take first base or kick.

Strikes:

- 54. Three (3) strikes by the kicker is an out.
- 55. Any roll that is not kicked and not considered a ball is a strike.
- 56. An attempted kick that is missed by the kicker is a strike.
- 57. Foul balls are as followed:
 - a. Any ball that is kicked and touches in foul territory without going into fair territory.
 - b. Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1st base or 3rd base.
 - c. A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before going into fair territory.
- 58. A fair ball is:
 - a. Any ball that touches and stays in fair territory.
 - b. Any ball that touches in fair territory and then crosses into foul territory after passing 1st base or 3rd base.
 - c. Any ball that touches a player or referee that is in fair territory before crossing into foul territory.

Protest:

- 59. You cannot protest a judgment call, only an interpretation of the rules.
- 60. If you feel a protest is necessary, lodge the protest at the time of the play (before the next pitch) with the umpire(s) and the other team. The game shall be stopped and score keepers should note the inning, score, and position of any runners at the time of the protest after everything is noted, complete the game. A written letter of protest and a \$50.00 protest fee must be submitted to the Parks & Recreation Department no later than 72 hours after the disputed game. The \$50.00 protest fee will be refunded if the protest is ruled in your favor. Any questions should be directed to the Parks & Recreation office the FOLLOWING morning.