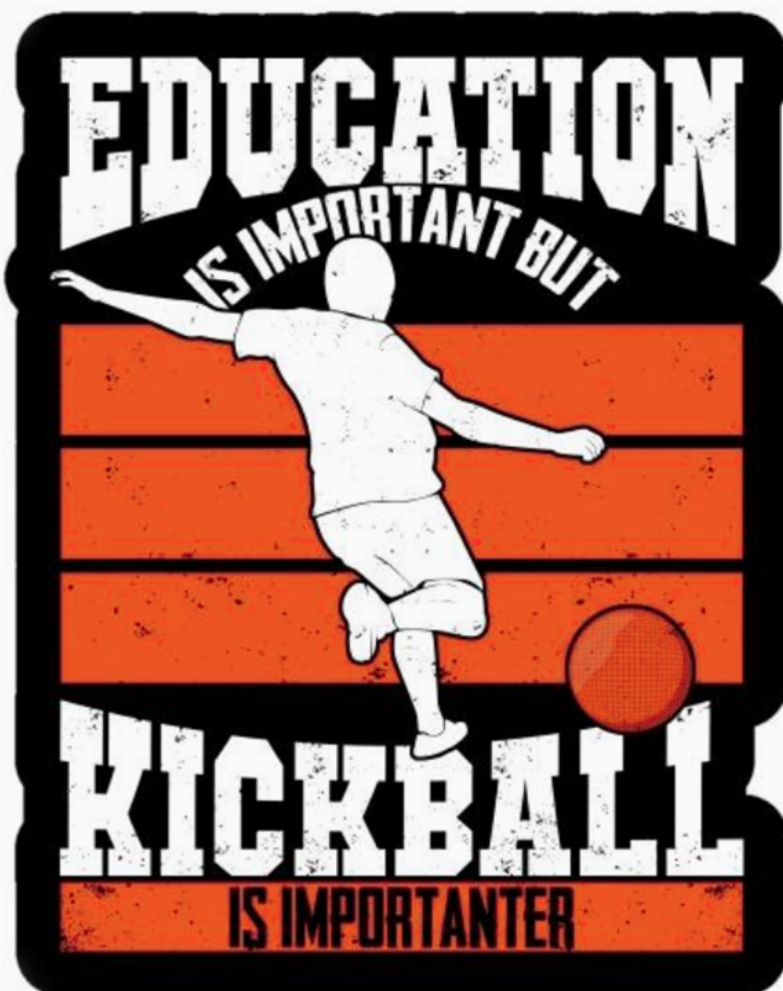




**COMMUNITY  
SERVICES &  
PROMOTIONS**  
City of Atascadero

# Adult Social Kickball Rulebook Summer/Fall 2023



Jaren Silva: Recreation Coordinator  
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# ADULT KICKBALL LEAGUE

## Overview of Kickball:

The league is designed to bring fun and sportsman-like competition to a world-wide growing sport, kickball. The league is in its early seasons and we would again like to emphasize that this league is SOCIAL. We want this to be a way for you to meet and connect with people in your community. Also, to provide a fun way for adults to get in some physical fitness during their week. Enjoy the tradition that we will continue as the Atascadero Kickball League continues to develop and grow!

### 1. The Playing Field:

- 1.1 All games will be played on a regulation softball field.
- 1.2 The strike zone extends to 1 foot on either side of home plate (and above).

### 2. Equipment:

- 2.1 Athletic shoes are recommended. Metal cleats are not allowed.
- 2.2 The kickball used will be the red WAKA Official 10" Kickball.
- 2.3 All player attire is an extension of the player.

### 3. Officials:

- 3.1 There will be a head official during all league games, who will also act as the scorekeeper.
- 3.2 Two additional players will act as the Referees for First Base and Third Base; and will help the head official make "calls" throughout game play. The two players will be members of teams that are currently playing and will alternate each inning.
- 3.3 Officials have jurisdiction over a play and may:
  - a. Call a time out.
  - b. Call off a game due to darkness, rain, or other cause at the official's discretion; and must cancel the game if lightning is seen.
  - c. Penalize a player, including game ejection, for un-sportsman like conduct. Ejected participants may not return to the game.

### 4. Participants:

- 4.1 Players must be at least 18 years of age or 16+ with a parent present.
- 4.2 All teams must register before the cut-off date. Teams may not add additional players, unless a player(s) quits and there are not enough to fulfill a complete roster (8 players).
- 4.3 The deadline to register any new player is the fourth week of the season (Sep. 13<sup>th</sup>); if a player is not registered by this cut-off date, new players may not be added to a team. (see 4.2 above)

### 5. Teams:

- 5.1 There is no maximum number of teams that can register for the League. The minimum number of teams that must register is 4.
- 5.2 Teams must be registered with at least 8 people on it, but no more than 18 people can be registered.
- 5.3 Teams must field at least 8 people, but no more than 11 people on the field. However, when fielding 11 players, one MUST play the role of catcher and place 4 players in the outfield.
- 5.4 Teams must be coed and field a minimum of 25% representation from the minority gender of your team.
- 5.5 Each team will have one Manager who is responsible for the team.
- 5.6 Team Manager must check-in with scorekeeper prior to each game with a line-up.

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- 5.7 Team Manager must ensure that:
- Only rostered and active players are in the dugout
  - All players present must kick (injured players choosing to continue to play must kick & run to 1<sup>st</sup> before using a courtesy runner)
  - All players must kick in the line-up order provided to the scorekeeper
  - Kicking out of order will result in an out
  - The scorekeeper must be notified of any line-up changes (due to injury)
  - Only Manager or Assist. Manager may dispute calls
  - Help clear out and clean dugout at end of game
- 5.8 The Away team kicks first each inning, and the Home team kicks last each inning.
- 5.9 Away team takes 1<sup>st</sup> base dugout and Home team takes 3<sup>rd</sup> base dugout.
6. Base Coaches:
- 6.1 Two members of the team at kick (“bat”) must coach/ref first and third base. The base coaches will assist in retrieving foul balls and must switch with other team members to remain in the proper kicking lineup.
- 6.2 No drinks/drinking on field.
- 6.3 Base coaches help umpire with close calls when asked/needed.
7. Regulation Games:
- 7.1 Games last seven (7) full innings or 1 hour whichever comes 1st. In the event of a tie score at the end of the game, the game shall continue for an additional inning. If the game is still a tie after the additional inning of play, the game will then be recorded as a tie.
- 7.2 A team (at least 8 players) failing to show up within 10 minutes of game time will forfeit the game. A forfeit shall count as a loss.
- 7.3 “Borrowed Player” Rule. A team may borrow a waived player from another team in an effort to avoid a forfeit. Both managers and scorekeeper/umpire must agree to player.
- 7.4 Any team playing non-registered or improperly registered players will forfeit their game.
8. Pitching/Catching/Fielding:
- 8.1 Pitches may not be bounced, only rolled towards the kicker! Pitches that bounce more than one foot above the ground will be considered an illegal pitch, and thus deemed a ball. NO BOUNCIES!
- 8.2 For Pitchers:
- Must start the act of pitching with at least one foot within the pitching mound
  - Must have at least 1 foot on or directly behind the pitching strip when releasing the ball
  - Must wait behind the 1<sup>st</sup>/3<sup>rd</sup> limit line after pitching the ball
  - May not advance on the ball until it is kicked (see 12.2 d.)
- 8.3 For Catchers:
- Must be positioned behind the back line of the kicking box (may move to left or right side of box staying behind back line)
  - May not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion
  - Safety Rule: May not advance on ball until kicker is out of the kicking box
  - Keep clear of home plate running path so as not to impede runners

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## 8.4 For Fielders:

No fielder may advance forward the 1<sup>st</sup>-3<sup>rd</sup> base diagonal until the ball is kicked. Failure to abide by this rule results in the kicker being awarded 1 ball count.

## 9. Kicking:

9.1 All kicks must be made by foot.

9.2 All kicks must occur at or behind home plate and from within the kicking box.

9.3 A kick in front of home plate is called a foul.

## 10. Running:

10.1 Neither leading off base, nor stealing a base is allowed. (A runner off his/her base before the ball is kicked is out)

10.2 Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one (1) base. Using your head intentionally will result in an out.

10.3 All ties go to the runner.

10.4 Runners may overrun first base.

10.5 Orange safety base must be used by runner for all plays made at first base.

10.6 Runners must stay within the baseline. Fielders must stay out of the base line. Runners intentionally hindered by any fielder within the base line shall be safe at the base to which they are running.

10.7 One additional base on an overthrow over the fence. All plays stop when ball is returned to pitching mound.

10.8 When a kick results in a fly ball that is caught as an out, runners must tag their originating base before running to the next base. If the runner had not left base before the ball was caught, the runner may simply run forward without a tag up.

10.9 There is no sliding allowed.

## 11 Strikes:

11.1 A count of three (3) strikes constitutes an out

11.2 A strike is:

- a. a pitch within the strike zone either not kicked, or else missed by the kicker. (see 1-1.2)

## 12. Balls:

12.1 A count of four (4) balls advance the kicker to first base.

12.2 A ball is:

- a. a pitch outside of the strike zone
- b. If the bottom of the ball is higher than 1 foot at the plate the pitch results in a ball.
- c. an illegal bouncy (“Bouncy” is the same as section 8.1).
- d. pitcher advancing on home plate before the ball is kicked.
- e. catcher advancing on ball before the kicker is out of the kicking box.

## 13. Fouls:

13.1 A count of four (4) fouls constitutes an out.

13.2 A foul is:

- a. A kick landing out of bounds.
- b. A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base.

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- c. A kick made from in front of the plate. ( see 9.2)

### **14. Outs:**

**14.1** A count of three (3) outs by a team completes the team's half of the inning.

**14.2** An out is:

- a. A count of three (3) strikes or four (4) fouls.
- b. A runner touched by the ball below the shoulders at ANY time while not on base.
- c. Any kicked fly ball (fair or foul) that is caught.
- d. A ball tag on a base to which a runner is forced to run.
- e. A runner off of his/her base before the ball is kicked.
- f. Kicking out of order from the original line-up.
- g. Runner's hit by an intentionally kicked ball for a tag will not be out. (tags may only be made by a thrown ball or by tapping runner with the ball, not kicked at runner)

### **15. Ball in Play:**

**15.1** Once the pitcher has the ball in control and on the mound, the play ends, except for players still in motion.

**15.2** If a runner touches or stops the ball, the runner is out and the play ends. All other runners must return to base they were occupying at time of pitch, unless forced to advance by kicker.

**15.3** Defensive players can kick the ball to team mates, but must refrain from kicking the ball at a runner for an out.

### **16. Designated Runner/ Player Positions:**

**16.1** In cases of injury or illness, a time-out may be requested for participant removal and replacement with another registered player.

**16.2** When a participant is removed for injury or illness they may be replaced with any registered/waivered substitute available. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held.

**16.3** When a participant is removed for something other than injury or illness they must be replaced with a substitute of the same sex if available. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held.

### **17. GAME SITE:**

Games will take place at Paloma Creek Park Softball Fields #1 and #2

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### **19. PLAYERS CODE OF CONDUCT NO PLAYER SHALL:**

- 1. At anytime lay a hand upon, push, shove strike or threaten to strike an official.**
- 2. Refuse to abide by the Official's decision.**
- 3. Be guilty of objectionable demonstration of dissent at any official's decision by throwing any personal, team or game equipment.**
- 4. Be guilty of heaping personal verbal abuse upon officials/staff for any real or imaginary wrong decision, or judgment.**
- 5. Discuss with an official in any manner the decision reached by said official except by the team's manager, or assistant manager.**
- 6. Be guilty of using unnecessary rough tactics in the play of game against the body and person of an opposing player.**
- 7. Be guilty of physical attack as an aggressor upon any player, official/staff, or spectator.**
- 8. Be guilty of abusive verbal attack upon any player, official/staff, or spectator.**
- 9. Use profane, obscene, or vulgar language in any manner, or at any time.**
- 10. Be guilty of gambling upon play or the outcome of the game with any spectator, player, or opponent.**
- 11. Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or personal opinion of officials or other players during the game.**
- 12. Be guilty of using, playing or having knowledge of an illegal player, or player using an assumed name.**
- 13. Bring any beverage onto the playing field.**

**NOTE: Penalties for the above actions will vary depending upon the degree of the infraction. Such penalties may include removal from the game, suspension from further games, probation, or suspension for the remainder of the season, or permanent suspension. League officials will determine league violations.**