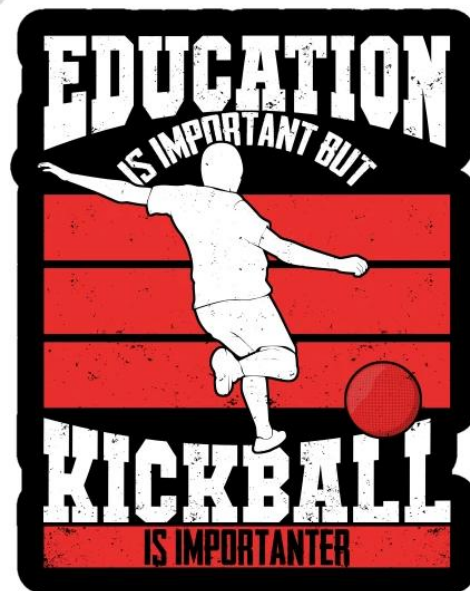


City of Atascadero

Adult Social Kickball Rulebook

Recreation Division



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ADULT KICKBALL LEAGUE

Overview of Kickball:

Kickball is a fun, team-based game that combines elements of baseball, soccer and dodgeball, where players kick a rubber ball instead of hitting a baseball. It's designed to be a social activity, encouraging communication, teamwork, and friendly competition among players. The casual nature of the game makes it an ideal way to connect with others, build camaraderie, and enjoy a recreational outdoor experience.

1. The Playing Field:

- 1.1 All games will be played on the regulation softball fields, numbered 1 and 2, located at Paloma Creek Park.
- 1.2 The strike zone extends to 1 foot on either side of home plate (and above). A ball pitched that rolls over/touches the strike lines is considered a strike.
- 1.3 A 1st/3rd base limit line will be chalked, running across from the 1st/3rd base line and over the pitcher's mound.

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. Umpires:

- 3.1 There will be an umpire during all league games, who will also act as the scorekeeper. All umpires will be equipped with a whistle and will be commonly used to:
 - a. Stop play (dead ball)
 - b. Call for a rekick
 - c. Call a timeout
 - d. Get all players' attention

Umpires are able to use their whistles whenever necessary.

- 3.2 Umpires 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 umpire's discretion; and must cancel the game if lightning is seen.
- c. Penalize a player, including game ejection, for un-sportsmanlike conduct. Ejected participants may not return to the game.
- d. Eject a spectator from the park for un-sportsmanlike conduct or interference of games.
- e. **All calls will be made based on the umpire's perspective.**

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 registration deadline date. Teams may only add additional players, during the open add/drop timeframe.
- 4.3 The deadline to register any new player is prior to the fourth game of the season; if a player is not registered by this cut-off date, new players may not be added to a team.
- 4.4 Players may only be rostered on one team in the league.
- 4.5 Participants who are not present to kick when it's their turn the **first and second time**, will result in an **OUT**.

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4.6 Participants who are not present to kick when it's their turn the **third time**, they will be **OUT AND** scratched from the game. They will be ineligible to play in the remainder of the game. The only exception is if a team is struggling with their current number of players participating.

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 12 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 All teams must be coed.
- 5.5 Each team will have one Manager who is responsible for the team.
- 5.6 Team Manager must check-in with an umpire prior to each game with a line-up.
- 5.7 Team Manager must ensure that:
 - a. All players present must kick (injured players choosing to continue to play must kick & run to 1st base before using a courtesy runner & courtesy runner must be the last out).
 - b. All players must maintain sportsmanlike conduct.
 - c. All players must kick in the line-up order provided to the umpire. Kicking out of order will result in an out.
 - d. The umpire **must** be notified of any line-up changes.
 - e. If a player has to pull out of game due to injury/unforeseen circumstances, kicker will be removed from lineup and skipped over. Player may not re-enter game after being skipped.
 - f. Only Manager or Assist. Manager may dispute calls.
 - g. Help clear out and clean dugout at end of game.

6. Base Coaches:

- 6.1 Two members of the team at kick ("bat") may coach 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 time allows. If the game is still a tie after the additional inning of play, the game will then be recorded as a tie.

7.1B 7 minutes is needed to start a new inning, no new innings will start with less than 7 minutes of game time remaining

7.2 The Away team kicks first each inning, and the Home team kicks last each inning

7.3 Away team takes 1st base dugout and Home team takes 3rd base dugout

7.4 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. Clock will start on the hour.

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7.5 “Borrowed Player” Rule. A team may borrow a waived player from another team in an effort to avoid a forfeit. Both managers and umpire must agree to player.

7.6 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:

- a. Must start the act of pitching with at least one foot within the pitching mound
- b. Must have at least 1 foot on or directly behind the pitching strip when releasing the ball
- c. Must wait behind the 1st/3rd limit line after pitching the ball
- d. May not advance on the ball until it is kicked

8.3 For Catchers:

- a. Must be positioned behind the back line of the kicking box (may move to left or right side of box staying behind back line).
- b. May not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.
- c. Safety Rule: May not advance on ball until kicker is out of the kicking box.
- d. Safety Rule: Keep clear of home plate/running path so as not to impede runners (make play on far side corner of base).
- e. Catchers who do not abide by 8.3d, and the play results in a collision, catcher will receive ONE warning from an umpire. If this occurs again after the warning, an umpire may remove the current catcher from the position and have them replaced.
- f. Catchers may not cross the back kicker’s box line until the ball is kicked. Failure to abide by this will result in the play being stopped, and all players on base (including the kicker) will be safe to the next base they’re running to.

8.4 For Fielders:

- g. No fielder may advance forward/past the 1st-3rd base limit line until the ball is kicked. Failure to abide by this rule will result in the play being stopped, and all players on base (including the kicker) will be safe to the next base they’re running to.

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. Kicker does not have to start in the kicking box.

9.3 A kick in outside of the box (in front of home plate too) will result in a strike. If the count is <2 strikes, it’ll be a dead ball and rekick with an added strike to the count. If the count is >2 strikes, the kicker will be out.

9.4 Bunt Line: All kicks must make it past the bunt line. All balls that do not make it past the “Bunt Line” will be considered foul.

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9.5 Kicks that bounce foul first before a player touches it will be considered a dead ball and a rekick will occur.

10 Running:

10.1 Neither leading off base, nor stealing a base is allowed. (A runner off 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 If a baserunner overruns 2nd or 3rd base, that player must be tagged with the ball to result in an out.

10.7 Runners must stay within the basepath. 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.

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

10.9 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.

10.10 There is no intentional sliding or diving allowed. Either will result in an out (falls/slips @ discretion of umpire perspective).

11 Strikes:

11.1 A count of three (3) strikes results in 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)
- b. a kick where the kicker steps anywhere outside of the box upon making contact with the ball (see 9.3-9.4)

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).

13. Fouls:

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

13.2 A foul is:

- a. A kick landing out of bounds, including not making it past the bunt line.
- b. A kick contacting any fence in foul territory or backstop overhang (Ball is dead and can't be caught for an out).

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- c. A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base.
- d. A kick where the ball first bounces in foul territory; even if the ball ends in fair play, the play is dead due to the ball bouncing foul first.
- e. A fly ball dropped in foul territory by a fielder.

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 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).
- h. Runner hit by ball kicked by their own teammate will be an out, but considered a dead ball (no further plays can be made).

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 teammates, but must refrain from kicking the ball at a runner for an out.

16. Designated/Courtesy Runner:

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 A designated/courtesy runner may be used for injured players, but must be the last out.

17. PLAYERS CODE OF CONDUCT

NO PLAYER SHALL:

- 1. At anytime show intent to or lay a hand upon, push, shove strike or threaten to strike an umpire.
- 2. Refuse to abide by the umpire'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.

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7. Be guilty of physical attack or intend to physically 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.