



## 2020 ADULT COED KICKBALL RULES

This league is intended to be a social league where men and women have equal opportunity to play competitive kickball. **Good sportsmanship is required. Arguing with officials, players, spectators and league supervisors is prohibited. This behavior may result in a game/league suspension.**

### Quick Rules

1. Game format - 7 innings or 50 minutes
2. There are 10 players max in the field (minimum of 6 – 3 guys, 3 girls)
3. Kick away game. No bunting. Bunts are kicked balls that stop before crossing the encroachment line (line from 1st to 3rd base).
4. Strikes are SEPARATE counts from fouls (full count is 2 strikes, 2 fouls, and 2 balls)
  - a. 3 strikes is an out.
  - b. 3 fouls is an out.
  - c. 3 balls is a walk.

**THE PLAYING FIELD:** Field of play will equal the dimensions of a standard softball field (i.e., with the bases being about 60 feet or 20 paces apart).

**EQUIPMENT:** South Portland Parks, Recreation and Waterfront will provide equipment. This will consist of a 10' inch playground ball, bases, cones, team shirts and lineup cards. First and Third baseline will be used when available.

### OFFICIALS

1. Each team will be required to provide 1 referees per game, either for the game prior or after their team's game. *SP Recreation will try to provide a Head Referee for each game. We may need help from a few league volunteers.*
  - A. Between the 3 referees they will appoint a Head Referee while the others are at 1<sup>st</sup> or 3rd base.
  - B. Teams failing to provide a base referee will receive a Forfeit. Both referees must show up, if only one does it still results in a Forfeit. While base referees are responsible to assist with any and all calls, final rulings are made by the Head Referee.
2. Issuing ejections for unsportsmanlike behavior is at the discretion of the Head Referee or league supervisor.
3. Scores will be kept an app "Kickball Umpire Assistant" to record game stats by the Head Referee or base referee.

Only a team captain or co-captain may dispute a call with the referee. The referee has jurisdiction over the play and may penalize a player, including game ejection, for un-sportsman like conduct. Ejected players may not return to the game and if necessary may be asked to leave the premises.

**PARTICIPANTS & TEAMS:** All players must be 18+ years of age and out of high school. Players may only play on a team on which they are registered. **Exception:** You may function as a substitute player for another team if they are short a man or woman. This is ONLY valid during the regular season.

**ROSTER:** A team must have at least 6 players minimum – 3 women and 3 men – and no more than 10 players in the field each inning. Team minimum of 12 people with a max of 20.

Every player present is required to be in the kicking line up. Every player present is required to play at least one (1) inning in the field. If a team does not have the required minimum number of players in the fielding lineup, then the team must forfeit.

**SUBSTITUTIONS:** During the regular season, a team can recruit registered players from other teams to play if they do not meet the minimum amount of players required. 6 players from the original team must be in the game in order to be an eligible game. You can pick up to 4 subs to make 10 players in the game. 3/3 of each gender still applies. **During the playoffs, only actual registered team members can play for their teams.**

If a team is playing with less than 10 players, they are not required to have a catcher. If a team cannot field at least 8 players, they automatically forfeit.

Each team shall have one Captain and one Co-Captain who are charged with:

- Making sure that only players registered on their team are participating on their behalf in a game.
- Insuring that their players kick in the same order throughout the game. (Written on scorecard prior to start of game)
- Disputing a call on the field and remaining cool at all times.
- Making sure everyone on their team understands the rules.
- Staying in contact with SP Recreation and league supervisor.
- Contacting the league supervisor or (Whitney Dorsett wdorsett@southportland.org) in the event of a forfeit by 4:00 pm.
- Providing the referees as they are scheduled.

Any team that forfeits three or more games will be removed from the remaining schedule and not be allowed to participate in any playoff situations. No refunds will be given and a team dropped by the league may, at the department's discretion, may not be allowed to rejoin the next season.

The league will provide team t-shirts to all teams. Players must wear their official t-shirt during all games. Teams are encouraged to be creative with names and t-shirts, without removing or obscuring the league logo or the logo of the sponsor.

**REGULATION GAME:** A full regulation game shall consist of 7 innings. If a team is more than 5 minutes late, then the game will be a forfeit. Head referees and captains will prefer a coin flip or guess a number between 1 and 10 in order to determine which team bats first.

Games can be called in the event of uncooperative weather. If possible cancellations will be determined by 4:00 PM. League will attempt to reschedule any canceled games. If a game is called due to weather and less than 3 complete innings have been played, the game is canceled and will be rescheduled (and replayed starting at 0-0, top of the 1st). If more than 3 full innings have been played, the final score will be the score at the end of the last complete full inning. Games CAN end in a tie.

**SPORTSMANSHIP:** Poor sportsmanship will not be tolerated. If a coach, captain, player or fan is behaving in an inappropriate way they will be asked to leave the property. Failure to do so will result in calling of the police and potentially future consequences.

**PITCHING/CATCHING:** The pitcher must plant their foot on the pitching strip as they wind-up to pitch. No running up to the strip to launch a pitch. All pitches must be UNDERHANDED – no overhand. The ball must cross the plate within a foot on either side. The ball may not be more than 1 foot off the ground as it crosses the plate (bouncy).

The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball. All infielders must stay behind the imaginary line stretching from first to third base until the ball is kicked. Failure to do so results in a ball. **DEAD BALL** Once the pitcher has the ball in control and is within 8 feet or in the designated pitching mound round the pitching strip, the play ends.

The catcher will not pass the kicker prior to the kick. The catcher will remain behind the batter's box and an arm's length from the kicker prior to the kick. The catcher shall not interfere with the kicker in any way. Failure to abide by this rule results in a ball.

**KICKING:** All kicks should be attempted with the foot. All contact with the knee is considered a kick. Anything hit above the knee is considered a foul.

All kicks must occur at or behind home plate. Both feet must be on or behind home plate at the time the ball is kicked. If one or more feet are in front of home plate at the time the ball is kicked, it is a strike and the kick is called back (if such a kick is caught on the fly, it is an out).

Bunting is not allowed. A bunt is defined as a kick that does not travel further than first or third base.

Any fair kicked ball that travels outside of a reasonable area of play will result in a ground rule double. This doesn't pertain to the unlikely event of a home run kick; rather it pertains to fair balls that then bounce in the ditch or outside the fence.

**RUNNING:** Runners must stay within the base line. Fielders must stay out of the base line unless they are attempting to tag a runner out or catch the ball. Fielders trying to make an out on base may have their foot on base, but must lean out of the base line. Runners unfairly hindered by any fielder within the base line shall be safe at the base to which they were running.

Neither leading off base, nor stealing a base is allowed. A runner may only move off his/her base after the ball has been kicked. And you can't pass the runner in front of you. Nor can you pick up the runner in front of you and carry them. These are outs.

Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulders is safe and advances one base. Exceptions:

If the runner intentionally uses his head to block the ball. The runner is out. If the runner is ducking, diving or sliding (i.e. attempts to dodge the ball) and is hit in the head because of this, he/she is out.

If a kicked ball is caught on the fly, runners must tag their originating base (on or after the moment the ball is first touched by a fielder) before running to the next base.

Only one base on an overthrow is allowed to the runner. The one base is not automatic and the runner must take the risk of being made out. The one base is only available before the play ends.

**STRIKES:** The strike zone is one-foot on either side of the plate and is one-foot high. As long as any part of the ball passes through the strike zone, the ball is a strike. A kick occurring in front of home plate is also a strike (if such a kick is caught on the fly, it is an out).

## **BALLS**

- a pitch outside the strike zone
- the catcher interfering with the kicker or being in front of home base before the ball is kicked
- any player crossing the "line" that runs from first to third and cross the pitching mound
- three (3) balls will get you to first base

## FOULS

- a kick landing out of bounds. The foul is determined by where the ball lands not how it travels to get there. Remember that if such a kick is caught on the fly it is an out
- a kick landing inbounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an in-bounds fielder is automatically in play)
- a ball that is tipped while being kicked but continues to travel behind the kicker; ; but if such a kick is caught on the fly it is an out
- a kicker touching (or kicking) the ball twice while on or behind home plate (i.e., in foul territory); but if such a kick is caught on the fly it is an out
- Any foul that hits a tree or other outside object is a dead ball and not illegible to be caught for an out. The ball remains a foul.
- Three fouls is an out

## OUTS

- a count of three strikes
- a count of three fouls
- a runner touched by the ball at any time while not on base (unless a head shot)
- any kicked ball (fair or foul) that is caught before it hits the ground
- a ball tag on a base to which a runner is forced to run
- kicking out of order
- a runner leading off the base or stealing
- a count of three outs completes the team's half of the inning

**Alcohol/Smoking/Drugs/Trash – Smoking, alcohol and the use of drugs are not permitted on any of the fields before, during or after the game. Please treat the city fields with respect and pick up all trash.**

**NO DOGS or CHILDREN are allowed in the dugouts or on the playing fields at any time.**

**RAINOUTS:** Captains will be sent an email (when possible) in the case of inclement weather by 4:00pm. Updates will be posted on the Facebook Page: SOUTH PORTLAND PARKS AND RECREATION. You can also call the front desk of the community center at 767-7650 after 4:00pm the date of the game.

**PLAYOFFS:** The home field advantage in league playoffs will be given to the team with the best regular season record. If a tie exists, head to head competition between the two teams will determine home field advantage. If a tie still exists, a coin flip will determine home field advantage. All league playoff games should be completed. In the event of rain or any cause which interrupts a game, the game must be resumed at the exact point where it was stopped.

### **COVID-19 PREVENTION STEPS**

Dugouts - Only 3 players will be allowed in the dugout at any time. The rest of the team will need to setup outside of the field fence next to their dugout at least 6 feet apart from the fans.

Masks - Masks are allowed to be worn during the game but is not required. It is recommended to wear them in between game play.

Huddles - Please limit the number of huddles within your team and keep a 6 foot distance.

No high fives or shaking hands with the opposite team.

We recommend you don't share any equipment.

The balls will be wiped at the end of each team's at bat.

*These rules were adapted from the DCKickball organization.*

**Revised 8/17/2020**