

Adult Kickball League Rules

General

- 1. Time limit will be 50 minutes or 7 innings. If extra innings are needed, 1 pitch format will be played and no courtesy foul given. Extra inning will start with runner on 2nd being the player who was last out. (During regulation time NO inning will start at 1 minute or less remaining on game clock.)
- 2. A strike is a pitch that is not kicked, that travels through the strike zone or not called a ball, or is an attempted kick missed by the kicker inside or outside of the strike zone.
- 3. A "ball" is a pitch outside the strike zone where a kick is not attempted, a pitched ball that does not touch the ground twice before entering the kicking box, or a pitched ball that is higher than one foot off the ground when entering or passing through the kicking box.
- 4. Teams must have at least 10 players with a field minimum of 5 men and 5 women.
- 5. Each team MUST have 8 of their own roster players to be an official game. In the event a team has less than 8 players to start a game and the game time has begun the team will be marked as a forfeit and the team will be awarded a lost. If the game is marked as forfeit both teams are allowed to use the field for practice or scrimmage for the time slot their game was to be played.
- 6. If only 8 players are on the field, no ghost out will be counted. If 9 players, then there will be 1 out at the spot of the missing player. If someone shows up to a game late, they must enter the game if not full team on the field.
- 7. The maximum players on team roster will be limited to 12 players. (No additional players allowed to be added after roster is submitted. Rosters frozen after 3rd game of season. (NO EXCEPTIONS.)
- 8. Home team will be determined by schedule in Playpass. (Home team is second team (bottom) listed on Playpass). Home team will designate someone to pray before the game begins. A prayer before each game is REQUIRED.
- 9. All players MUST play in a minimum of 2 games to be eligible for tournament play.
- 10. No game will be concluded in a "Tie". All games will be allocated with a Winner and a Loser. In the event the ending season standings there is a tie between multiple teams, the tie breaker will be determined by the total runs scored between the 2 teams to determine the higher seed.
- 11. Teams are given a 10 minute "Grace Period" for the 1st game of the night only. After the 1st game of the night there will be no "Grace Period". Game time will be forfeit time. (in the event of a double forfeit both teams will be given a loss.)

Offensive

- 1. All kicks must be made by the foot or leg below the knee; at or behind home plate (the kicker is allowed to step on home plate but cannot go past home plate); and within the kicking box.
- 2. Batters will start with 1 ball, 1 strike, and NO COURTESY FOULS.
- 3. Bunting is allowed. They must go beyond the "bunt" arc.
- 4. Runners must stay within the baseline and may use a natural running arc. The runner will be out if he or she goes outside the baseline.

- 5. Leading off or stealing a base is NOT allowed.
- 6. A runner may advance only one base on an overthrow (any ball that is thrown or kicked into foul territory or beyond the cones).
- 7. Kicking order cannot have two men kicking back-to-back but can have two women kicking back-to-back.
- 8. Runners must tag up if a ball is kicked in the air and caught. A tag up means the runner must stay on or retouch the base he/she is already on before they can begin running after the ball is caught.
- 9. When sliding, no sliding head first.
- 10. When there is a play at first base, runners MUST use the optional base.
- 11. One female, and one male courtesy runner (any player) is allowed once per ½ inning as long as there is a last out in affect at the time of request. Note: Courtesy runner does not need to be last out, however, if courtesy runner is on base and that player is up to bat, the team will be given an out in place of his spot. The original runner will be placed on the base and the courtesy runner who was called out will return to the dugout.

Defensive

- 1. Balls must be pitched by hand.
- 2. All fielders besides the catcher must stay behind the 1st-3rd base line (arc) until the ball is kicked.
- 3. The pitcher must start the act of pitching within the pitching circle and cannot cross the pitching stripe until the ball is kicked.
- 4. Fielders must stay out of the baseline unless making a defensive play.
- 5. Hitting a runner in the neck or head is not allowed unless the runner is sliding. If a runner is hit in the head, he or she is safe and may advance to the base they were running toward.
- 6. Three strikes result in an out, four balls advances the kicker to first base, no courtesy foul.
- 7. Two out of four infielders must be women. Two of the outfielders must be women. If pitcher is a man than a woman must be the catcher.
- 8. When there is a play at 1st base, the runner must use the extra (outside) base. If there is a play being made at 1st and the runner does not do this, it will result in an out.

Player Conduct

- 1. ALL roster players are to always display a CHRIST-LIKE attitude.
- 2. League Directors and Staff will not tolerate certain behavior. Directors and Staff have the right to ask any player or spectator that gets out of line to leave the premises.
- 3. Westover Sports would like to encourage all teams to fellowship amongst each other and other teams.
- 4. NO PROFANITY RULE. Any player/team heard on the field of play will be given a 1st offense which is an automatic out for their team. A 2nd offense by the same person/team will result in an out for their team and a possible ejection of the player(s). Call to be made by the officiating umpire. (Profanity pertains to expletives not directed at umpires or an opposing player but uttered by a player or coach frustrated with themselves, a teammate or an opposing player or fan).
- 5. Verbal abuse of umpires, league officials will not be tolerated and will result in removal of park.

- 6. Player ejections regarding sportsmanship: League Directors will decide if the player can return for the next game. If ejection causes a team to go to less than 8 players needed to play, the game will result in a forfeit.
- 7. Fighting is automatic ejection from the league and tournament. (Player may not be on park premises for the remainder of season and tournament.)

Additional Rules

- 1. No metal spikes or open toe shoes are allowed.
- 2. NO ALCOHOL, TOBACCO/VAPING OR ILLEGAL DRUGS will be permitted on the premises.
- 3. No outside food or drinks will be allowed. Concession stand will be provided. In the event that concessions is closed, Westover Sports will allow outside food and drinks.
- 4. No pets are allowed on the premises. Please pass this information on to all teammates and families. Any person who enters Westover Sports with an animal will be asked to take the animal off property. Only exception to this rule are APPROVED SERVICE ANIMALS.
- 5. Potential game cancellations will be posted on Westover Sports Facebook page at https://www.facebook.com/groups/Westoversports/ no later than 4pm on game day, as well each Team Coach will be notified via Group Me.
- 6. In the event a game is cancelled due to inclement weather or conditions beyond Westover Sports responsibility the game will be played on a future day, the future day may not necessarily be played on normal week game days. If the make-up game is not able to be made up due to scheduling conflicts or insufficient time Westover Sports has the right to cancel the make-up game indefinitely. (Note: Westover Sports will do everything possible to make sure the game is made up but in the event we can't all Team Coaches will be notified with a reasonable explanation.)
- 7. RAIN RULE: In the event of rain, 5 innings or 4 1/2 if the home team is ahead, will constitute a game. If the minimum inning has not been met the game will be made up at a future time resuming play where the game was stopped.
- 8. In the event the ending season standings there is a tie between multiple teams, the tie breaker will be determined by the total runs scored between the 2 teams to determine the higher seed.

Rules are subject to change at the discretion of Westover Sports.