

Lexington Fayette Urban County Government
Division of Parks and Recreation
2018 Official Adult Kickball Rules

The following rules and regulations have been established to allow participants to compete in a safe and fair environment. Participants and coaches are to be familiar with these guidelines. **These rules may be subject to change if during the season a team gains an unfair advantage over other teams due to a given rule in the league.** All Managers and players will be notified of any rule changes made during the season.

Players, Field and Equipment:

Teams must have minimum of (7) players to begin the game or a forfeit will be declared. There is no grace period - game time is game time. The opposing team receiving a total of 6 runs, for a final score of 6 - 0.

No equipment, which in the opinion of the umpire could endanger others, shall be used. An umpire may remove a player at any time for dangerous equipment. Participants must remove jewelry, watches or any other items that may present a safety hazard.

A regulation 10" rubber kickball will be used for all games.

The playing field will be a T-Ball/Baseball Field/Softball currently used for those sports. All participants must respect and obey all rules and regulations pertaining to the field used for League play.

Game Start

A coin toss shall determine the home team, who shall have a choice to either kick first or field first. Higher seeds will be home team in playoffs.

Referees:

Games shall be officiated by at least one Umpire, when available two Umpires will officiate.

Referees have jurisdiction over play and may:

Call timeout, call off a game due to darkness, rain or other cause at the Umpire's discretion, and penalize a player, including game ejection, for unsportsmanlike conduct, arguing, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the playing area and not return to the game.

Umpires must ensure that team managers exchange their written scorebook kicking order at least 10 minutes before the game's schedule time.

Referees may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.

Teams:

Completed Team Rosters are due to our Athletics Office at each team's first game. Changes to your roster can be made by emailing any updates to our Athletics Office before the game the change will take place. After the fourth game of the season no roster changes are allowed.

Each team shall field at least (3) females and (3) males or a forfeit shall occur.

Each team must have at least (7) and no more than (11) players and the eleventh players must play the position of catcher.

Pinch running due to injury is permitted at 1st, 2nd and 3rd base provided the pinch runner is of the same gender. The runner who was substituted for shall be removed permanently from the game. Pinch running at kick is not permitted.

Any players who show up after the game has started shall be added to the end of the kicking order.

All team members present must kick in the written scorebook order, but do not have to field.

The Home team may provide someone to keep the Official Score Book and the Visitor Team may provide someone to keep the Official Score Board and Time Limit or the Umpires may keep score and track of the Time Limit.

Any eligible player that shows up to a game after it has begun must be added to the end of the written score book kicking order.

Refusal to provide the written score book kicking order when requested by the Umpire or opposing team will result in a forfeit of that game.

A claim of improper kicking order must be made to the Umpires who will make the final determination. Such a claim must contain two parts: (1) that the written scorebook kicking order was exchanged and (2) the claim is made on the field before the game ends.

Game Play:

All games can be up to (7) innings. No innings will start unless there are at least 5 minutes remaining before the expiration of the 1 hour Time Limit. If an inning is being played after time has run out it may be finished based on the score at that time. A tie game at the end of the time limit will be recorded as a tie. If a game is still tied after seven innings and the time has NOT expired, one new inning may be started if there is at least 5 minutes remaining before the Time Limit expires.

Any game may be ended at the discretion of the losing team, if losing by 12 or more runs at the end of any inning. This will be marked as a regulation game.

Game Ending Rule:

If a team is ahead by more than 21 runs following the 5th inning, by 14 runs following the 6th inning or more than 7 going into the 7th inning the game is over. A game is official after 3 innings during unsafe weather conditions, the Time Limit Expired or 7 Innings was played.

Pitching:

Pitcher shall roll the ball, keeping at least one foot on or behind the pitcher's plate until the ball is kicked.

The pitch must have bounced twice or be rolling on the ground when crossing the plate.

A pitch that is higher than one foot at the plate results in a ball.

Balls must be pitched by hand. There is no restriction on pitching style.

Kicking:

An inning will consist of either three outs or 7 runs, whichever comes first.

All kicks must be made by foot or leg below the knee. Any other contact will result in a dead ball and the kicker will receive a strike. The third strike cannot be made by this rule.

Any ball kicked with either foot in front of home plate will be called a foul ball and the kicker will get a strike. The kicker cannot receive his/her third strike from this (the kick will be dead ball and replayed).

Bunting is not allowed.

A follow through must be attempted.

For males the ball must past the 1st and 3rd line.

The third strike will automatically be an out.

Four balls will result in a walk and the kicker will be awarded first base.

Kicking lineup will consist of all team members present for the game.

If a player arrives late they can be added to the bottom of the kicking order.

Base Running:

A base runner cannot leave the base until the ball is kicked.

There is NO Stealing base.

Base runners must stay in the base line.

Runners hindered by any fielder within the base line shall be safe at the base they were heading to.

A runner that is tagged in the head by a ball shall be considered safe at their intended base, unless that player was sliding or intentionally placed their head in the path of the ball.

No player can score from third base except on a kick.

There is no infield fly rule; the runner may commit when the ball is touched by a fielder, regardless of whether or not it was caught.

Play shall end when the pitcher has control of the ball within 10 feet of the pitcher's mound. Any runners in motion at this must stop at the base they are moving toward. If it is determined by the referee that the runner has tried to advance and is not halfway to his next base, the runner must return to the base he was last on. This is considered stealing.

All base runners may advance only one base on an overthrow to any base if the ball goes out of play - the runner will get the base they were running to plus one (1), if the runner was not advancing it will be one (1) base (Umpires call).

Running past another runner is not allowed, the passing runner is out.

Runners cannot slide into first base but can at other bases.

Runners must tag up on fly balls. They advance at their own discretion after tagging up.

A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.

Bobbling - After a ball is kicked a runner may leave his/her occupied base, if the ball makes contact with an opposing player before touching the ground but is not directly caught, the runner may advance. If the ball is bobbled and then caught, the runner is still allowed to advance, given the runner waited until the ball was kicked to advance.

Fielding:

No player may field in front of the pitcher other than the catcher.

No player may advance beyond the 1st and 3rd base diagonal until the ball is kicked.

Failure to abide by this rule will result in a ball.

The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked.

Strikes:

Three strikes is an out.

A strike is a ball that rolls through the strike zone and is not kicked.

A strike is also an attempted kick missed by the kicker inside or outside the strike zone.

The strike zone is one (1) foot inside and one (1) foot outside of the plate and one (1) foot high.

The umpire will determine balls and strikes.

Fair and Foul:

Foul Ball:

Foul balls shall count as strikes, with the exception of the third strike.

A kicked ball landing in foul territory is a foul ball

A kicked ball touched in foul territory

A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base

A kicked ball whose direction is altered by contact with any object other than the ground in foul territory

A kick made on or above the knee

Fair Ball:

A kicked ball landing and remaining in fair territory

A kicked ball landing in fair territory then traveling into foul territory beyond the first and third baseline

All fair and foul balls are in play unless specifically mentioned under rule

Balls:

A count of four balls is a walk and advances the kicker to first base

A pitch that does not touch the ground at least twice or roll before reaching the kicking box.

A Pitch is considered a ball if the pitch is outside the strike zone as determined by the umpire where a kick is not attempted.

A pitch that crosses the plate but is bouncing one (1) foot high (Umpire's discretion) is a ball.

A pitched ball, prior to reaching the kicker that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone

Outs:

A count of three outs by a team completes the team's half of the inning.

A count of three (3) strikes the kicker is out.

Any kicked ball fair or foul caught by a fielder is an out

A ball tag on a base to which a runner is forced to run, before the runner arrives at the base

A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play

A runner that intentionally hits the ball with their hand or arm

A runner off their base when the ball is kicked

A runner physically assisted by a team member during play

An out occurs when the runner is touched by the ball ANY time while not on the base and the ball is in play.

A fielder can throw the ball at a runner below the shoulders.

Runners hit in the neck or head with the ball will not be out unless they were ducking to doge the ball.

If they are hit in the neck or head they will be safe and warded the base they were heading to.

Play stops and the ball is dead after hitting a base runner and being declared out.

A kicked ball in the air that is caught in fair or foul territory is an out.

The runner is out if the fielder touches the base with control of the ball before a runner that is forced to run.

A runner is *out* if they leave the base before the ball is kicked.

A kicker intentionally hits the ball with their hand or arm.

A ball tag of a runner on base in which the runner does not tag-up as required when the ball is caught.

Any kicked ball (fair or foul) that is caught by a fielder.

Any kicker that does not kick in the proper score book kicking lineup order

Ball in Play:

Once the pitcher has the ball in control and retains possession 10 feet within the mound, the play ends. Runners who are off base at this time and in forward motion must return to the base from which they were running.

When any runner on or off base intentionally touches a ball in is interference and the runner is out.

During play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

Playoff Tie Breaker

In the case of a playoff tie breaker. Each team will continue in their line up and not restart. 1 inning will be added to the end of the game. If there is a tie after that additional inning, a second inning will be added. Following the second inning, It shall be broken using the following method: each team shall choose 3 kickers, at least one of each gender. The opposing team will be in the field like a normal inning. You will receive points in overtime for each base reached. Single= 1 point, Double= 2 points, Triple= 3 points, and a Home run= 4 points. If the kicker registers a single and attempts to go for 2nd base and is thrown out that kicker will register 0 points. After each batter the bases will be cleared. Whoever receives the most points in the Tie Breaker will be declared the winner.

Coaching Staff and Team Members:

Two offensive coaches are allowed in each coaching box in foul territory.

Two defensive coaches will be allowed in foul territory, but must not interfere with play or offensive coaches, i.e., one coach on each foul line.

All other coaches will remain in the team's area.

Use of Alcohol or illegal Drug is strictly prohibited on the grounds of Lexington Fayette Urban County Government property.

Smoking is not allowed in the dugout, on the field or in the playing area of the activity where any coach or team member is in the presence of the participants, family members or children.

Only Managers and players are allowed in the dugout.

No intentional flagrant contact will be tolerated with any defensive player. Penalty: runner is out automatically.

Severe Weather Policy:

The Umpire(s) must delay or cancel activity at the first sight of lightning or sound of thunder at the activity site. The site must be cleared immediately of all persons. If it is anticipated that the storm will pass, the activity may be resumed no sooner than thirty (30) minutes after the last sight of lightning or the last sound of thunder. If the severe weather is of great length or intensity, the Umpire(s) has the authority to cancel the activity. Safety of the public is the most important factor in any decision.

Sportsmanship:

The goal of the Adult Kickball program is to provide a safe and fun atmosphere for children to learn and play the game of kickball. Sportsmanship and fair play is emphasized. The LFUCG Physical Verbal Altercation Policies for coaches, parents, players and spectators will be enforced.

Officials will not tolerate abuse, foul language and inappropriate behavior from coaches, players, parents or spectators.

Hotline for Rain out Information:

Managers and players should report to the field when weather is questionable and/or has not been canceled. Please call our Hotline 288-2920, prompt 3 no earlier than 4:00pm Monday through Friday to get the latest information.

We will schedule rained out make-up games on Thursdays and/or Fridays, this is based on which of these days has the best forecast that week.