



## **RULES: ADULT KICKBALL**

### **LEAGUE INFORMATION**

- 1. TEAM ROSTER AND ELIGIBILITY** – Maximum roster size is 15. All players must be over the age of 18. Only rostered players will be eligible to play. Only players who sign a player waiver form are considered rostered. Players may not be rostered on two teams in the same Division.
  - 2. SEASON** – Season Length will be 8 weeks long, exclusions may vary upon division, league, and season
  - 3. FIELD OF PLAY** – The following dimensions will be in effect. Bases will be marked off at 50'. Pitchers are not required to make contact with the rubber during the pitch; the ball may bounce or roll, over or on the plate. All kicked balls hitting the ceiling are considered live and may be caught for an out before they hit the ground.
  - 4. GAME AND START OF PLAY** – Games are 40 minutes or 9 innings, whichever comes first, and umpire will announce time. Captains or team representative will meet with the umpire 5 minutes before scheduled start time to review ground rules. There is no grace period at the start of the game. To ensure a full game is played it is critical to show up on time, hustle on and off field, and know your team assignments.
  - 5. PLAYERS ON THE FIELD** – Each team may have a maximum of 9 players on the field. For Coed games the maximum number of men in the field at any one time is 7. Minimum number of players required for a legal game is 7 with at least one woman for coed games. At the beginning of the game if one team has less than the minimum number of players, they are automatically the visiting team and must bat first. If less than 7 players are present by the end of that team's turn at bat, then that team will forfeit the game. If a team has only 7 players a ghost out will be recorded every time the 8th spot in order comes to bat.
- KICKING ORDER COED** – There must be at least 2 females in the kicking order. No maximum number of kickers in order but a team may not bat more than 3 males in a row (MMMFMFFFMMM), until both women have batted. The number of women you may kick is unlimited and for every additional female kicker you may add 3 male kickers.
- 6. GAME BALLS AND BASES** – Game balls provided at the Facility. Bases will be on the field at the start of each game. No bunting, stealing, leading off base, take-out slides or blocking a base.



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**7. UNIFORMS AND EQUIPMENT** – All players are required to wear matching team shirts. Numbers are not required. We also only allow turf shoes or sneakers.

**8. PITCHING MATS** – Will be provided by the Reno Sportsdome and on the field at the start of the game. Any pitch that hits the plate or the mat will be considered a strike

### **GAME PLAY CIRCUMSTANCES**

**1. KICKING ORDER COED** – There must be at least 2 females in the kicking order. No maximum number of kickers in order but a team may not bat more than 3 males in a row (MMMFMFFFMMM), until both women have batted. The number of women you may kick is unlimited and for every additional female kicker you may add 3 male kickers.

**2. PENALTY FOR MISSING WOMEN** – If less than 2 women are present at the start of the game, then a “ghost out” will be assessed each time a missing woman’s spot is reached in the order. At least 1 woman is required to play the game.

**3. GHOST OUT** – If a team has less than the minimum number of females batters a ghost out will be assessed every time that female spot comes up in the order. The spot is still considered a female spot and all other rules regarding female spots in the order are in effect.

**4. PLAYERS ARRIVING LATE** – A player arriving after the batting order has turned over must be placed at the bottom of the order. Late arriving players cannot enter the game while their team is on the field. Late arriving players must be announced to the umpire and the opposing team. Late arriving women must fill the spot in the order currently occupied by the ghost out(s) or be placed at the bottom of the lineup if 3 females are already in the game.

**5. FOULING OUT** – All batters start with a 1-1 count. A batter is considered out if he fouls off one ball after his or her second strike.

**6. WARM-UPS** – No infield/outfield warm-ups after the 1st inning. Pitcher is allowed one warm up pitch between innings.

**7. PLAYERS LEAVING EARLY** – A player who cannot kick (injury or has left the premises) in their designated spot is not penalized. That spot in the order is simply skipped. However, if a woman cannot kick, causing the team to be left with less than 2 women, it is an out each time the spot comes to bat. A forfeit will be declared if a team is left with less than 5 players.

**8. COURTESY RUNNERS AND INJURY** – A kicker may ask for courtesy runner before his or her



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time up to kick and the umpire will announce it to the opposing team. The kicker may not advance beyond first base on a kicked ball, except when automatic advancement would be awarded for a ball out of play (i.e., overthrow, automatic double, or HR) or for a base on balls when batting before a female. Once a courtesy runner has been asked for it is automatic for the rest of the game. A replacement runner is the last player to have completed their turn up to kick and is not currently a base runner – a man for a man, and a woman for a woman. If a player is injured while running to a base it is the umpire's discretion whether to award a courtesy runner

**9. FORFEITS** – All teams are required to notify the league if they are unable to field a team as far in advance as possible. If a team contacts the office after the set deadlines the game will be forfeited. If a team shows up with fewer than 7 players and cannot field a team the game will be forfeited. A 3rd forfeit and the team will be removed from the league.

**10. PLAYOFF ELIGIBILITY AND TIE-BREAKERS** – Only rostered players who have played in at least 3 of their team's games are eligible to play in the playoffs. Teams with 2 or more forfeits are not eligible to make the playoffs. The following tiebreakers will be used to determine playoff eligibility and seeding: In the case of two teams ending the season with identical records the first tiebreaker is head-to-head record, followed by overall run differential, followed by overall runs against. In the case of two teams ending the season with identical records but have not played each other the first tiebreaker is overall run differential, followed by overall runs against. Any team with a forfeit is automatically seeded lower.

If three or more teams end the season with identical records the first tiebreaker is head-to-head record among the tied teams, followed by overall run differential, followed by an overall run against. Any team with a forfeit is automatically seeded lower.

**11. UMPIRES** – Umpires will review the ground rules with the team prior to the start of play. Harassment of the umpires, either physical or verbal may result in an ejection from the game and a warning from the league. A second offense will result in expulsion from the league. Do not harass the umpires!

**12. NO UMPIRE** – Occasionally events occur outside of our control, and we make every attempt to respond quickly and effectively to outside disruptions. If an umpire has not arrived by game time, please call the league office and we will contact the league to determine the cause of the umpire's absence. Usually, a replacement ump can be sent to the field quickly. Teams should begin the game without an umpire and call balls and strikes themselves until the umpire arrives. In these cases, balls & strikes will be determined by the team who is batting. Food and Beverage is not permitted on the fields of play before, during or after games. Team are required to clean their bench area after the completion of their game.