

**Town of Amherst Youth & Recreation Department
18 & up Adult Co-ed Kickball League
2016**

Kickball at a Glance

Kickball is a simple game consisting of two teams, bases and a big red ball. Played like baseball, the object is to score more runs than the opposing team. In short, games are played with 11 fielders, 2 base coaches, no head shots, one base on an overthrow, forced outs, no ghost men, and bunting is allowed so have a good catcher on your team. The following rules will govern all kickball games. For the enjoyment of all, proper respect and civility is required of all participants toward one another. Fighting is not allowed or tolerated.

Playing Field

1. The kickball diamond is a regular size softball field with 60 feet base paths.
2. The distance from home plate to second base and from first base to third base is 84 feet 10 ¼ inches.
3. The center of the pitching area is in the center of the diamond, 42 feet 5 1/8 inches and directly aligned with the first base/third base diagonal. A circle will be drawn around the pitching mound for the area of control.
4. All participants must respect and obey all rules and regulations pertaining to the field used for games.
5. The Extra Base is only available for runners traveling from home plate.
6. Sideline area. Prior to the kick no participants (or spectators) may be in the sidelines area except the kicker, catcher, referees and designated base coaches.

Equipment

1. Athletic shoes are required. Metal cleats are not allowed.
- 2. Team t-shirts must be worn at each game.**
3. Any equipment deemed by the head referee as a performance enhancement must be removed or the player will be removed from play.
4. All player attire is an extension of the player.

Officials

1. Games must be officiated by at least one authorized official, the Head Referee. When available, at least two officials referee each game: a head referee and a first base referee. The head referee governs all game play and issues all final rulings, and has final authority on equipment issues. Other referees may assist these officials when available.
2. Prior to each game, the head referee must conduct a meeting with the captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups and to identify the designated captains who will be authorized to discuss calls with the referees during the game.
3. Referees have jurisdiction over play and may:
 - call a time out
 - call off a game due to darkness, rain or other cause at the referee's discretion
 - penalize a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
 - cancel the game if lighting is seen
4. 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.

Participants

1. All participating players must appear on written lineups, reflecting that games kicking order, to be exchanged between the captains of each team before play begins.
2. A claim of improper kicking order must be made to the head referee who will make the final determination. Such a claim must contain two parts: a) that the written kicking order was exchanged b) The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the wrong kicker.

Teams

1. While fielding, each team must field at least eight and no more than eleven players, which must include one pitcher and one catcher at any time during the game.
2. You must have at least four women present to play.
3. For a given game, each team shall have one Captain who is responsible for the team. The captain may discuss calls with the head referee, but must accept the head referees final ruling. Other players besides the captains that dispute calls with the referees are subject to ejection from the game.
4. Base coaches are two members of the team kicking that may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

Game play

1. Regulation games last 50 minutes, no new inning will be started after this time.
2. In the event of a tie score at the end of the game, the game shall be marked as a tie.

Pitching/Catching

1. No bouncing of the ball to the kicker. If the ball is bouncing off the ground when it reaches the plate then it is ruled a bad pitch; however the kicker does have the option of kicking it if he/she wishes.
2. The kicker gets four pitches to kick the ball.
3. The pitcher must stay inside circle in pitching area on the mound until the ball is kicked. If the pitcher crosses outside the pitching area, an illegal pitch will be called. The kicker does have the option of kicking it if he/she so chooses and takes the result of the play.
4. Infielders must start no closer than the chalked diagonal line from 1st to 3rd bases through the pitchers rubber. After the ball is kicked they may advance towards the batter to defend against a bunt.
5. If a pitcher or fielder makes an out by illegally advancing beyond the 1st-3rd base diagonal, the runner will be declared safe.

6. The catcher must be positioned outside the box behind the plate until the ball is kicked. The catcher cannot interfere with the kicker.
7. The pitcher will pitch 4 balls to each kicker. If the kicker doesn't kick the ball within 4 pitches, then he/she is declared out. If a pitch is significantly bad, the umpire will declare a bad pitch. The kicker will be granted another pitch. Four fouls is considered an out.
8. Pitching must be underhand only. No sidearm or overhand delivery is permitted. Curving the ball or excessive speed on the pitches will not be permitted.

Kicker

1. All kicks must be taken at or behind the line in front of home plate. The kicker may step on the line to kick. However no part of the planted foot may be in front of or cross the line in front of home plate.
2. The kicker may line up outside the kicking box but the kick must take place inside the box.
3. Bunting is legal. However, it must cross the 12ft. mark on the field.
4. Kickers cannot stop the ball and then kick it.

Running

1. Runners must stay within the base line.
 2. Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.
 3. If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the head referee.
 4. There will be double base at first base.
 5. It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention. Ties go the runner...There's no need to take out the baseman.
- a.) When a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered

a "crash". If the act is determined to be flagrant, the offender shall be ejected.

6. Neither leading off base, nor stealing a base is allowed.
7. A runner leading off the base before the ball is kicked is out.
8. Hitting a runner with the ball above the shoulder level is not allowed and the runner is safe.
9. If the runner is ducking (i.e. attempting to dodge the ball) and is hit in the head because of his/her action, this will be considered an out.
10. On an overthrow, all players advance as far as they can get.
11. When runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.
12. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
13. Running past another player is not allowed. The passing runner is out.
14. 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.

Fairs and Fouls

1. A count of four fouls is an out.
2. A foul ball is:
 - a.) A kicked ball first touching the ground in foul territory
 - b.) A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal.
 - c.) A kick made on or above the knee
 - d.) A kicked ball touched more than once or stopped in the kicking box by the kicker
 - e.) A kicked ball first kicked outside the kicking box
3. A fair ball is:
 - a.) A kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal

- b.) A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
- c.) A kicked ball that touched the kicker once outside the kicking box before touching the ground in foul territory

Outs

1. A count of three outs by a team completes the team's half of the inning.
2. An out is:
 - a.) Four fouls
 - b.) Any kicked ball (fair or foul) that is caught by a fielder.
 - c.) A force out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.
 - d.) A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
 - e.) A tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball.
 - f.) A runner off base when the ball is kicked.
 - g.) A runner physically assisted by a team member during play.
 - h.) Any kicker that does not kick in the proper kicking line up.
 - i.) A runner that passes another runner.
 - j.) A runner outside of the baseline.
 - k.) A runner who misses a base, as called by a referee upon the conclusion of the play.
 - l.) A runner who fails to properly tag up on a caught ball, as called by a referee upon the conclusion of the play.
 - m.) A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.
 - n.) A runner coming from home plate who steps on first plate when required to use the extra base.
 - o.) A player improperly occupying the sideline area after their team has been issued a warning.

Ball in play

1. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance

only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.

2. Inference is;
 - a.) When any non fielder or non permanent object except a referee or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed;
 - b.) When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance

Injury and substitutions

1. In case of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written, kicking order positions previously held.
2. If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.
3. Any player removed from the game for injury or illness must be noted on both team written kicking orders and mentioned to the head referee.
4. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.
5. Only runners who are injured while traveling to a base, and who successfully make it to base, may be substituted. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.

Other

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, the Town of Amherst Youth & Recreation Department will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules. These rules are maintained at www.amherstyouthandrec.org and are subject to change without notice.

***Drinking of alcohol beverages in not allowed on park grounds.**