



**CITY OF LYNN HAVEN  
ADULT LEAGUE RULES**

## ***2021 ADULT KICKBALL RULES***

### **1. Equipment**

**1.01** The official league Kickball is a red, round 10-inch 3-ply cross-textured rubber ball.

**1.02** The Bases are heavy-duty, waffled-back, white bases.

**1.03** All fielders and kickers must have footwear; bare-feet are not allowed. Cleats, running, gym, and turf shoes are allowed. Metal toed cleats are prohibited.

**1.04** All players must wear team shirt(of the same color) approved by league coordinator. Shirt numbers can and will be any legal whole 1 or 2 digit numbers.

### **2. Field**

**2.01** The bases are set up in the shape of a diamond with the bases 60 feet apart.

**2.02** 1st base includes both a Fielder's base and a Runner's base. The Fielder's base is located inside the 1st baseline in fair territory, while the Runner's base is located outside the 1st baseline in foul territory and they both touch each other.

**2.02.1** The Runner's base is used when a runner is traveling from home plate to 1st base and does not intend to advance to 2nd base.

**2.03** The "Roller's mound" is located halfway between 1st base and 3rd base along the line.

**2.04** Mat- The strike zone is 2 feet wide on either side of home plate and 6 inches above home plate and judged by the empire.

**2.05** The entirety of the foul lines including all primary bases and home plate are in FAIR territory.

### **3. Player and Team Eligibility**

**3.01** Each team ideally consists of 9-15 adult players. Players must be at least 16 years of age.

**3.02** In order for a team to be game eligible, any female must be willing to play against an all male team. Only players registered for a team may play for that respective team.

**3.02.1** A forfeit game results in a 3-0 victory for the non-forfeiting team.

**3.02.2** If neither team is game eligible, then the game will proceed as normal with referee.

**3.03** Playing teams must arrive and warm-up 15 minutes prior to games.

## **4. Referees and Field Supervisors**

**4.01** A referee will be provided for each game.

**4.02** Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.

**4.03** Challenged calls may only be made by the team captains.

**4.04** Referees will report the final scores of each game to the Field Supervisor.

**4.05** Referees and Lynn Haven staff are trained and responsible for conducting games in a professional manner and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, uses foul language and/or flagrant abuse towards the opposing team, referee, or field.

**4.06** Referees and/or Lynn Haven staff are responsible for suspending a game due to rain or lightening. If a game is in progress and the remaining innings are canceled due to lightning, four innings will constitute a complete game. However, please stay in the area if the referee requests players to, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee requested, that team will take a forfeit.

## **5. General Rules**

**5.01** The kicking order should be exchanged with the other captain prior to the start of the game.

**5.02** The kicking order cannot change during the course of a game.

**5.03** All fielders playing in the game must kick.

**5.04** If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.

**5.05** A maximum of 11 players may be on the field while playing defense.

**5.06** A minimum of 9 players must take the field at all times.

**5.06** Fielders can be changed anytime between and within innings.

**5.07** Teams may choose to have 1st base and 3rd base coaches. Coaches may not interfere with play or physically assist the runners.

**5.08** Any attempt to circumvent or go against the spirit of the rules will be at the referee's discretion to rule on the appropriate action.

**5.09** Alcohol is strictly prohibited from the league games, practices, meetings, and all other activities associated with the Lynn Haven Sports Complex.

**5.10** Mercy Rule: 15 run after 3 innings, 10 run after 4 innings.

## **6. Regulation Game**

**6.01** A regulation game will be 7 innings or 45 minutes in length, whichever comes first. No new inning should be started after 45 mins have been played and the current inning should be played until finished.

**6.01.1** If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game (3½ innings if home team is ahead in bottom of 4th inning).

**6.01.2** If the game is tied at the end of 7 innings, extra innings will be allowed as long as time permits. Each team gets a chance to kick in extra innings and receives the same number of outs.

**6.01.3** If after 1 hour the game is still tied, it will be recorded as a tie unless it is a tournament.

**6.01.4** Tournament Rules Tie-Breaker: In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra innings, teams will start their at-kick with the next kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls in the count. The first team to have a higher run total at the end of a full extra inning wins the game. **6.02** Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.

**6.03** A coin toss will be performed by the captains of each team at the beginning of the game to determine the home and away team. The winner of the coin toss will choose if they are home or away. The home team is in the field first and has the last at-kick in the game.

## **7. Fielding**

**7.01** Each team's roller must roll the ball to the opposing team's kicker.

**7.02** The Roller must release the ball behind the roller's mound and within two feet on either side of the roller's mound, mirroring the two feet on each side of the home plate strike zone.

**7.03** The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.

**7.04** The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one hops the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless if it is less than 6 inches or not.

**7.05** The Roller must roll the ball within a 5 ft wide "Roller's Path" that starts from the Roller's mound and extends to home plate with the path being 5 foot wide and in-line with a strike zone on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches (Umpire Judgement) above home plate, the role is still a ball.

**7.06** Fielders must be in line with or behind the roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the line between 1st and 3rd base. No other fielders can cross the line between 1st and 3rd until the ball is kicked.

**7.06.1** If a fielder comes across the line before the ball is kicked and attempts to interfere with the play in the judgment of the referee, the kicker will be awarded an automatic walk.

**7.06.2** If the ball is kicked and the encroaching player fields the ball or interferes with the play in the judgment of the referee, the kicker will be awarded an automatic walk unless the result of the play allows the runner to advance past 1st base. The runner may advance past 1st base on an errant throw at their own risk.

**7.07** If the catcher opts to play near the zone line, then they must stand at least 2 feet outside of either strike-zone, and may not block the kicker's attempt to kick the ball in any way.

**7.08** If any part of the catcher's body moves within 2 feet of the strike zone before the ball passes the zone or interferes with the kicker's ability to kick the ball in any way, as determined by the referee, the kicker will be awarded a walk

**7.09** There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.

**7.10** There must always be a catcher position on the field.

**7.11** Walking a player intentionally is allowed and no pitches have to be rolled.

**7.11** Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless ball hits them in the head or neck.

**7.13** If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the referee, and base runners may advance as many bases as they desire at their own risk.

## **8. Kicking**

**8.01** The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "plant foot" (non-kicking foot) breaks the plane in front of home plate when the kick occurs then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and runners may tag up. Else the call is a strike/foul against the kicker.

**8.02** The kicker may kick the ball anywhere behind the line formed by the strike zone as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.

**8.03** A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out and it is a dead ball. All baserunners must return to their previous base.

**8.04** A kick can be made with any part of the leg.

## **9. Outs**

**9.01** Three (3) outs by the kicking team constitutes their at-kick for the inning.

**9.02** An out is:

**9.02.1** A count of 4 strikes to a kicker (fouls count as strikes)

**9.02.2** Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory

**9.02.3** A runner that does not make it to the next base they are forced to run to before they are tagged or before a fielder has control of the ball while touching the base they are forced to run to, and they cannot run back to the previous base since another runner is behind them (see rule 14.07) \*Note: This is referred to as a Force Out

**9.02.4** A runner that leads off the base before the ball is kicked

**9.02.5** A runner tagged or hit by a thrown ball below the neck by a fielder while not safely on a base

**9.02.6** A runner hit by a kicked ball regardless of where the ball hit them while not safely on base

**9.02.7** A runner impeding a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball)

**9.02.8** A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball while touching the base or by tagging the runner with the ball (see "Tag Up" rule 14.04) \*Note: This is not considered a Force Out

**9.02.9** A runner outside of the 5 foot baseline unless trying to avoid a fielder blocking the baseline

**9.02.10** A runner or kicker that intentionally interferes with the ball

**9.02.11** A runner that is physically assisted by a base coach or other team member

**9.02.12** A runner that passes another runner

**9.02.13** A kicker that cannot kick at their designated spot in the kicking order unless they are injured (If a player misses their turn in the kicking order due to injury, they can not return to the game)

## **10. Balls**

**10.01** Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1st base.

**10.02** A ball is:

**10.02.1** Any roll that results in the ball being outside the strike zone

**10.02.2** Any roll that is more than 6 inches off the ground when it crosses the plate  
(Referee Judgement)

**10.02.3** Any rolled ball that does not bounce multiple times before reaching home plate

**10.02.4** A ball that is not rolled completely within the 5 foot wide "Roller's Path"  
(Referee Judgement)

**10.02.5** A roll that is thrown sidearm or overhand

## **11. Strikes**

**11.01** Four (4) strikes by the kicker is an out.

**11.02** Any roll that is not kicked and not considered a ball is a strike.

**11.03** An attempted kick that is missed by the kicker is a strike.

## **12. Foul and Fair Balls**

**12.01** Foul balls are considered strikes.

**12.02** Foul balls can count as the fourth strike.

**12.03** A foul ball is:

**12.03.1** Any ball that is kicked and touches in foul territory without going into fair territory

**12.03.2** Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1st base or 3rd base

**12.03.3** A "double-kick" or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked in the air.

**12.03.4** A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before going into fair territory **12.04** A fair ball is:

**12.04.1** Any ball that touches and stays in fair territory

**12.04.2** Any ball that touches in fair territory and then crosses into foul territory after passing 1st base or 3rd base

**12.04.3** Any ball that is in fair territory when it touches a player or referee (regardless of where they are standing) before crossing into foul territory

### **13. Play Ends (Dead Ball)**

**13.01** When any defensive player has the ball within 5 ft of the rollers mound and the lead base runner has stopped reasonable advancement to the next base in the determination of the referee the play is over. The referee should call time.

**13.02** When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball and the runner is out. The kicker is awarded 1st base and all other base runners must return to their previous base. (See Rule: 9.02.6)

**13.03** When a live ball goes out of the field of play as determined by the referee, it is a dead ball. The referee will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.

**13.04** When a base runner interferes with a fielder's opportunity to make a play or deliberately disrupts the play it is a dead ball and the runner is out. All other base runners must return to their last base touched prior to the interference.

**13.05** If a ball deflates or pops during a play, then the play is dead and must be replayed from the start

**13.06** A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.

**13.07** A delayed dead ball is:

**13.07.1** Obstruction on the defense either by blocking a base or interfering with the runner's right to the baseline when not making an active play on the ball

**13.07.2** When a fielder is in front of the imaginary line between 1st and 3rd base before the ball is kicked and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.

### **14. Advancing the Bases**

**14.01** When runners advance from one base to the next, they must stay in the imaginary "base line" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.

**14.02** If a fielder obstructs a runner from reaching a base (i.e. blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the referee's judgment, if not for the obstruction.

**14.03** Runners are allowed to over-run first base, but must not show intention to round first and head to second base. If the runner shows intention to head to second and is hit by the kickball below the neck then the runner is out. No other bases can be over-run (except for home).

**14.04** If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base.

**14.04.1** Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.

**14.04.2** Runners may "tag-up" on foul balls that are caught with the exception of the fourth foul. On the fourth foul, the kicker is out as soon as the ball is touched foul, not by the catch.

**14.05** Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.

**14.06** After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the defense within a 5 foot radius of the roller's mound or the ball is ruled "out of play" by the referee.

**14.07** Runs are scored when runners cross and touch home plate. Runners must cross and touch each base on the way to home plate. If the runner crosses and touches home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count (see rule 9.02.3).

**14.08** If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced.

**14.09** If a baserunner misses a base while rounding the bases they are out.

**14.10** If a baserunner knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. This will also result in a warning to that player.

**14.11** Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner.

**\*Please remember to have good sportsmanship at ALL times. Recreation staff and referees can ask you to leave the facility at any time if we believe there is unsportsmanlike behavior.**