



Adult Kickball League Rules (10v10)

The Field:

Bases are 60 feet (about 20 paces) apart, measured from the back corner of each base. The pitching strip will be placed in the center of the diamond, 42.5 feet from home plate. The 'mound' will extend 12 feet from the center of the strip.

League Format

- Social league (6 week season)
- Teams play one night a week identified in the division level
- Teams must have a minimum of ten (10) rostered players
- Teams can have up to 10 players in the field (including pitcher and catcher), but must have at least 8 to play.
 - A team fielding less than 8 players will forfeit. Regardless of positioning, all teams MUST have a pitcher and a catcher.
- Ranking:
 - Win = 3 points
 - Draw = 1 point
 - Loss = 0 points
 - Tiebreakers for play-offs: goal differential, Goals for

COED Division Rules:

- Three female players must be on the field at all times.
- Each team must field at least 3 females in order to play a ten.
 - If a team only has 2 or 1 female, they must play with 9 or 8 fielders respectively. The opponents with 3 females will still be allowed to field 10 players.
 - If a team cannot field 1 female on the field, they must forfeit the match.
- A team is allowed to have more females than males on the field at any time.

Lineups:

- Prior to the start of the game, team captains will exchange kicking orders. If there is an official present, both team captains will give their kicking orders to the official.
- If a player is not present at the start of the game, but the team anticipates them arriving later, they can be added to the end of the lineup. If their turn passes and they have still yet to arrive, that person will be removed from the lineup and will not be permitted to enter the game.
- Teams must allow all present players to kick as part of the lineup, and must kick in the same order throughout the match. There are no 'pinch-hitters' allowed.
- A player who is injured during the game may be removed from the lineup with no penalty.

Regulation Game Play:

- Regulation games last five (5) innings or no more than 50 minutes.
- In the event of a tie (regular season only), no extra innings will be played. The game will be marked as a tie.
- If the home team is already in the lead when their turn to kick in the final inning comes, the game is over and the home team wins.



Adult Kickball League Rules (10v10)

- If the home team takes the lead while kicking in the final inning, the game is over and the home team wins.
- No new inning may begin after 45 minutes. An inning that has begun prior to 45 minutes can be started, but will conclude immediately when time reaches 50 minutes. Any game called at the 50 minute mark due to time will have the score reverted to the previous completed inning.
 - Note: In certain cases, if the match could have significant playoff implications, the time limit may be extended to allow an inning to fully complete.

Pitching, Catching, and Fielding:

- Balls must be pitched by hand. There are no restrictions on pitching style.
- Proper field position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Teams will receive one warning for a position violation. Any subsequent warning will result in the batter and all baserunners being awarded one base, regardless of the result of the kick.
 - All fielders must be positioned in fair territory, and behind the 1st-3rd base diagonal.
 - Pitchers must begin the act of pitching with at least one foot within the pitching mound. Upon releasing the ball, at least one foot must be either on or directly behind the pitching strip.
 - Catchers must be positioned within, or directly behind, the kicking box and behind the horizontal plane of the kicker. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.

Kicking:

- All kicks must be made by foot or leg, below hip level. Any ball touched by the foot or leg below hip level is a kick.
- All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of home plate.

Strikes:

A count of three (3) strikes is an out.

- The strike zone is based on the shape of home plate and is one (1) foot in height (about to the kicker's shin). The side of the zone extends one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.
- Unlike in baseball, foul balls do not count as strikes, even when the batter has less than two strikes.

Balls:

A count of four (4) balls advances the kicker to first base.

A ball is:

- A pitch outside of the strike zone as judged by the Referee where a kick is not attempted
- A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box



Adult Kickball League Rules (10v10)

- A pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box
- A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker
- A pitched ball that is higher than one foot at the plate

Fouls:

A count of three (3) fouls is an out. Foul balls DO NOT count as strikes.

A foul ball is:

- A kicked ball first touching the ground in foul territory
- A kicked ball first touching a fielder or referee wholly in foul territory, while the ball is over foul territory
- A kicked ball landing in fair territory, but touching the ground on its own at any time before crossing 1st or 3rd base
- A ball put into play with any part of the kicker's body at or above the kicker's hip level
- A kicked ball touched more than once or stopped in the kicking box by the kicker
- A kicked ball first kicked outside of the kicking box
- A kicked ball first touching a permanent object, such as a batting cage or fence
- A kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory
- A kicked ball by a male player that comes to a full stop prior to crossing the 1st-3rd line without being touched by a defensive player

Baserunning:

- Runners must stay within the baseline, and not make intentional attempts to interfere with a fielder by exiting the baseline.
- A runner may exit the baseline to avoid a collision with a fielder on a kicked ball.
- Runners are given 4 feet in each direction to move when attempting to avoid a tag. If the runner exceeds that amount, they are automatically out.
- The base runner has the right to their baseline. A fielder may only be within the baseline if they are reasonably attempting to make a fielding play. Any fielder who unreasonably obstructs a runner's path will be called for obstruction, and the runner will be allowed to advance to the next base.
- Base runners may not lead off the base, nor attempt to steal. At least one foot must remain in contact with the base until the ball is kicked.
- A runner is out when hit with a ball thrown by a fielder, but hitting a baserunner in the head or neck area is not allowed, except when sliding. A runner will be automatically deemed safe if they are hit in the head/neck area.
 - If a runner is deemed to have intentionally moved to get hit in the head/neck area, they will be ruled out.
- If a runner wishes to advance on a kicked ball that is caught in the air, they must first 'tag up'. This requires that the baserunner have at least one foot in contact with the base until the ball is caught.
- A runner may run past first base when running from home plate. A fielder may only tag a runner when overrunning first base **IF** they make a reasonable attempt to advance to second base.



Adult Kickball League Rules (10v10)

- A base runner must not pass another base runner. In this case, the passing runner is out.
- A runner scores when a runner touches home plate prior to the third out being made.
- If a base is displaced, runners are safe while in contact with the original position of the base.
- When the pitcher regains possession of the ball within the pitching mound, the play has concluded. All base runners must return to their previously occupied base if they are not currently making forward progress towards the next base.

Base Coaches:

While a team is kicking, two members are permitted to act as base coaches, with one at first base and one at third base. Base coaches can swap with teammates if their turn in the order is approaching.

Outs:

A count of three (3) outs by a team completes the team's half inning

An out is:

- A count of three (3) strikes or three (3) fouls
- Any kicked ball (fair or foul) that is caught in the air by a fielder. The ball may incidentally touch the ground during the process of the catch, as long as the fielder is able to maintain control.
- A force out, being the tag by any part of a fielder's body of a base (while in possession of the ball) that the runner is forced to run to.
- 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 kicker or runner that interferes with the ball
- 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 the base can tag-up as required due to a caught ball
- A runner off base when the ball is kicked
- A runner who is physically assisted by a team member during play
- Any kicker that does not kick in the proper kicking order
- A runner that passes another runner
- A runner outside of the baseline
- A runner who misses a base, as called by a referee upon the conclusion of the play
- A runner who fails to properly tag up on a caught ball, as called by a referee upon the conclusion of the play
- A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner
- A runner coming from home plate who steps on first base when required to use the extra base

Officials:

Games will be self-officiated in the field, as this is a social league first. Teams will make their own calls regarding out and safe players and work together to resolve any disagreements. If a consensus on a call can not be reached, then a replay of the out may be appropriate. Edge



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Staff will be present to keep score and make calls at the plate (balls, strikes, fouls), and their authority on disputed calls in the field stands.

Playoffs:

Once the regular season has concluded, teams will be seeded based on their place on the league table. The top (4) teams in each league, based on points, will make the Single Elimination play-off.

Play-off Game Play Rules:

- If at the end of 5 innings, teams are tied, the game will go into extra innings until an inning is complete with a winning team.
- The winning team will receive a Champions T-Shirt and their photo taken for our wall of champions

Abandoned Matches:

If a game in progress is canceled, the game will be considered a completed match with the score at the time of abandonment standing, if at least 3 completed innings have been played. If the game is canceled prior to 3 completed innings, the game will be counted as a 0-0 draw.

Forfeits:

- If a team does not show for their game, the result will be a 0-3 loss on the losing team's record and a 3-0 win on the winning team's record.
- If there are not at least eight players on the field at the scheduled kick-off time, the team has up to 10 minutes after the scheduled game time to wait for the team to show.
 - If after those 10 minutes a team still cannot take the field, the opponent will earn the forfeit win 3-0.
- If a player enters the game without a wristband and is found to not be on the team's current roster, the match will be stopped immediately, and it will result in a forfeit
- The game will end on time. Both team captains and the referee must agree that the match will take place if 10 minutes have passed, resulting in fewer innings of play.
- The team that does show up still has permission to use the field for the remainder of their scheduled game time.

Player's Equipment:

- Teams must wear jerseys that are the same color. Team jerseys are highly recommended when playing
- Players are allowed to play in tennis shoes or turf shoes. (No cleats permitted)
- Horizons Edge will provide a game ball and all bases.
- NO JEWELRY is allowed to be worn during games except flat wedding bands and medical/alert bracelets, necklaces, anklets.
- No hard casts are allowed in games.
- No hats with bills on-field players (keeper may wear a referee approved head covering if desired, like a bandana or ball cap.