CITY OF CAPE CANAVERAL
Leisure Services Department
ADULT CO-ED KICKBALL RULES

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Leisure Services staff will call rainouts by 5:00 p.m. Captains will be notified of cancellations via text message and Facebook.
RAINOUTS WILL BE PLAYED AT THE END OF THE SEASON BEFORE PLAYOFFS.

1. **Player Eligibility**
   a. Must be 18 years of age or older by the date of the first game;
   b. Must be on the current signed Cape Canaveral waiver/roster.
   c. A player may only be on one team roster per league season.

2. **Equipment**
   a. Cape Canaveral Leisure Services will be responsible for correct field set up & will provide the following:
      i. Regulation 8.5 inch ball
      ii. One official per game

3. **Referees/Staff**
   a. Games will be officiated by one referee secured by Leisure Services. The appointed referee governs all game play and issues all final rulings

4. **Teams**
   a. Each Team:
      i. Must have and field a minimum of 8 players (3 must be female) to start and continue a game with a maximum of 11 players. The 11th player must play catcher.
      ii. If a team is short players, they may borrow from other teams players to avoid a forfeit but not during playoffs:
         1. Teams can borrow 4 players (2 men, 2 women).
         2. If more players are needed, the game is automatically forfeited.
      iii. Teams may have only have 1 pitcher and 1 catcher at any time during the game.
      iv. Rosters can have a maximum of 20 people on them.
      v. Rosters must be turned in to the League Coordinator by the 1st regular season game. Teams will forfeit if a roster is not turned in. Teams will have until the halfway point of the season to make any roster changes. Rosters will be final at the halfway point of the season.
   b. Each team has one Captain who is responsible for the team. The team captains must ensure that:
      i. All team members present are on the roster.
      ii. All team members present must kick in the written order, but do not have to field.
      iii. Only the captain may dispute calls with the referee.
   c. Official Lineup/Exchange of kicking order: All players present are eligible to kick. Kicking order is at the discretion of the team captain. A list of the kicking order must be given to the umpire at the start of the match.
      i. Lineup must be written on a lineup sheet provided by the City. (hanging on clipboard in each dugout)
   d. Any eligible player that arrives to a game once the game has begun must be added to the end of the kicking order.
   e. A claim of improper kicking order must be made to the umpire who will make the final determination.
5. **Regulation Games**
   a. Teams must have at least 5 males and 3 females (vise-versa) present and ready to play at the scheduled game time. With only 3 males/females an out will occur every other inning (2nd, 4th and 6th) when that player would be kicking. Also, if only 3 males/females are present, no more than 7 males/females can play. A game may be forfeited to the opposing team when the team fails to produce the required number and gender of registered players by 10 minutes after schedule start time. Any team receiving a win by forfeit will be awarded 10 runs.
   
   b. Two or more forfeits in a season will disqualify the team from playoff contention.
   
   c. Regulation games will last seven full innings or 55 minutes, whichever comes first. The umpire will keep the official time with no new inning being permitted to start within the last five minutes of the game. The championship game will last 7 full innings with no time limit. The slaughter rule is still in effect.
      i. A game that finishes by being called off due to a time limit remains a regulation game.
      ii. If a team is winning after the top of the 7th inning and is set to kick in the bottom of the inning, the game ends and will be marked as a regulation game.
      iii. A game that is called off by the umpire due to inclement weather or other cause after 4 full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.
      iv. A game that is called off by the umpire for any reason before 4 full innings of play shall NOT be considered a regulation game and a new game may be rescheduled at season end before the playoffs.
   
   d. A team allowing a player not on a roster will forfeit any game that player had played in.
   
   e. Extra Innings: If a game is tied at the end of the seventh inning an extra inning will be played until there is a clear winner.

6. **Slaughter Rule** – The slaughter rule goes into effect in the 5th inning. If at the beginning of this (and every subsequent) inning, the away team is behind by 12 runs and remains at that deficit after their at bat, the game is over. If at the end of this (and every subsequent) inning, the home team is behind by 12 runs, the game is over. The slaughter rule remains in effect throughout the remainder of the game.

7. **The Bobble Rule** - In kickball, the second a defensive player touches the ball, base runners may tag up. The runners do not need to wait until the completion of the catch. This rule keeps defenders from intentionally bobbling the ball as they run in from the outfield and keep the runners from tagging up.

8. **Game Play**

9. **The Pitch**
   a. The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball. The pitcher may not cross the designated chalk line. The result of this will grant the kicker first base.
   
   b. Balls must be pitched by hand. Pitchers may throw fast, slow, bouncy, underhand, overhand, and sidearm, with or without spin.

10. **Strike/Fouls**: A count of three strikes is an out /3 fouls is an out
   a. The Strike Zone is 77 inches wide (2 ½ feet to either side of home plate) and approximately 1 foot high.

11. **Catching**
   a. Teams must have 1 catcher while on defense.
   
   b. Catchers must stand behind the kicker and within the catching zone
   
   c. Catchers may not cross in front of the kicker or be positioned outside the catcher’s zone until the ball is kicked.

12. **Kicking**
a. All kicks must be made by foot or by leg below the knee. Any ball touched by the foot or by leg below the knee is a kick.
b. All Kicks must occur:
   i. 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 the home plate or it will be considered a foul.
   ii. Within the kicking box. The kicker must have at least a portion of the planted foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
c. If a kick occurs outside the designated areas:
   i. If it hits the ground it is considered a strike.
   ii. If it is caught in the air, it is an out.
d. Only female players are allowed to bunt. The kicker must kick the ball at least 5 feet for it to be considered a bunt. This area will be marked prior to the start of the game. Failure to bunt the ball 5 feet will result in a foul ball.
e. Only one intentional walk per team is allowed per game.
f. If a male kicker walks and a female kicker follows in the batting order, the female kicker has the option to automatically take first base.

12. Runners
   a. Commit Line: All runners who pass the commit line down 3rd base are required to continue to the safety plate. Runners that do not pass the commit line may return to 3rd base.
   b. Home plate: The safety base at home plate must be used by runners at all times. If a runner does not use the safety plate, he/she will be called out, even with no play being made at home plate. Defensive players must use the original home plate. All plays at home plate are forced outs (there are no tag outs at home plate).
   c. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off his/her base when the ball is kicked is out.
   d. Hitting a runner’s neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advance to the base they were running toward. If the runner intentionally uses the head or neck to block the ball, the runner is out.
   e. Once the pitcher has the ball in the pitchers circle, all base runners must stop at the base they are running toward unless the pitcher subsequent to receiving the ball attempts to make a play on a runner.
   f. Courtesy Runner/Kicker: Each team is permitted to use one courtesy player per gender per inning.
      i. A female must run for a female and a male must run for a male.
      ii. The courtesy runner must be the person who made the last out or if needed the last person listed on the kicking order.
      iii. When using a courtesy runner for a “Kick Only” player, courtesy runner will start at line outside of kicking box designated by umpire.
      iv. If the courtesy runner is still on base when their time to kick comes up, they are to remain on base and their kicking position will be declared an out.

13. Fielding
   a. No fielder may cross the 1st base/ 3rd base line until the ball is kicked.
   b. Encroachment
      i. Pitcher’s/Fielder Violation: The pitcher must remain inside the lines of the pitching mound until the ball is kicked. All field players must stand behind infield base lines until the ball is kicked. A team’s first infraction of this rule will result in a fielder encroachment warning to the team that caused the infraction. The second and each subsequent violation by a team during the game will result in the kicker being awarded first base regardless of the outcome of the kick.
c. Before the ball is kicked, you may have a maximum of 5 people in the outfield. Once the ball is kicked, players on the infield may run to the outfield.

d. Four female players must be on the field. Position is up to the Captain’s discretion.

14. **Dead Ball Plays**
   a. If a base runner intentionally touches the ball, the runner is out, the play is dead, and any other base runners must return to the base they were on at the beginning of the play.
   b. If a fair ball becomes trapped in any object or a fielder faces an impediment in getting to the ball, the runner shall be awarded a ground-rule double and all other base runners may advance 2 bases beyond the base they began the play on.
      i. Any play where a potentially serious injury occurs, play will be stopped by the head umpire immediately.

15. **Playoffs**
   a. ALL eligible teams will make playoffs. Playoff rankings will be determined by:
   b. 1.) Teams record  2.) Head to head match ups  3.) Runs Differential.  4.) Common Opponents

16. **Conduct Standards**- Players shall refrain from the use of profanity. Use of profanity could result in immediate ejection. Officials are going to monitor this. City of Cape Canaveral athletic leagues are set up to be a fun, family friendly environment.

   **League Misconduct & Reminder to Managers**

   - If a player is ejected by the umpire that person will be suspended a minimum of 3 games and up to removal from the league. Byes do not count. If fighting with physical contact happens, the players involved will be banned for at least one calendar year. Final decisions will be made by staff after incident investigation.
   - Sexual and violent behavior will not be tolerated and should be reported to the league coordinator as soon as the incident occurs.

   **Alcohol is prohibited on city property. Please refrain from smoking in parks.**

   **Alcohol on city property:**
   - 1st Offense - Players involved removed from the game and issued one (1) game suspension
   - 2nd Offense - The team involved will forfeit the game and players involved issued a three (3) game suspension
   - 3rd Offense - The players involved will be removed from the league for one (1) calendar year

   **Parking:**
   - Parking is only allowed in designated spaces around Canaveral City Park. Any players illegally parked will be asked to move their vehicles. Games will be delayed until all player cars are moved.

   **LEAGUE COORDINATOR MAY CHANGE/ADD RULES DURING THE SEASON TO ENSURE PARTICIPANTS SAFETY OR ADD CLARIFICATION TO UNFORSEEN INCIDENTS!**

   **Lightning Policy**

   You are playing at your own risk. Field safety due to lightning is a serious threat and cannot be treated lightly. It is the umpire’s discretion to continue, delay or cancel the game. If games are cancelled they will be rescheduled at another time.