



ADULT KICKBALL RULES

**CITY OF FRIENDSWOOD
FRIENDSWOOD SCHULZ SPORTSPARK
RULES OF PLAY**



GENERAL RULES OF PLAY

1. **Age:** Participants in the City's adult softball leagues must be 18 years of age when playing in a game. Any players 15-17 years of age will be required to fill out a waiver form.
2. **Game Time:** Game time is forfeit time. The minimum number of players a team can begin with is eight (8). An out will be taken when any vacant position in the kicking order appears. New players will be added to the end of the lineup and must bat in the same position the remainder of the game. The first game on the schedule will have a ten (10) minute grace period before a forfeit is declared.
3. **Game Length:** 50 minutes or 9 full innings. No inning may start after the 50-minute time limit.
4. **Uniforms:** Teams must wear same color shirts or have team uniforms.
5. **Run Rule:** 15 after 3 12 after 4 10 after 5
6. **Tie Ball Games:** If the game is tied at the end of 9 full innings, or at the conclusion of a full inning once time has expired, the next inning will start with a runner on second base and kickers will get one pitch.
7. **Game Ball:** The City of Friendswood will provide the official 10" adult kickball.
8. **Rosters:** Each team has a maximum of 20 players. 10 players play at time on defense with a maximum of 6 males, but no maximum number of females. Teams may start a game with 8 players, but must have at least 3 females playing to start. The team will take an out when the 9th and/or 10th kicker was to kick in the line-up. When a competitive and recreational league exist on the same day, a player cannot be on two rosters in a season. They may play as a "pick-up" player only.
9. **Offense:** Teams must alternate the kicking line-up according to gender. When playing with more females than males, you may bat females together, but never two males together. If a player leaves the game for any reason, their substitute must be of the same gender. Lead-offs and stealing are not allowed. A team may kick/bat their full roster, up to 20 players, but only 10 will play defense.
10. **Defense:** Females must be evenly split between the infield and outfield (excluding the pitcher/catcher), unless playing with more females than males. The pitcher and catcher must be of different gender. If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male player and at least one of the three must be a female player. Pitcher, SS, and 2B positions must be behind the pitching rubber and outfielders in the grass until the ball is kicked. 1st and 3rd positions must be behind the white line designated on the foul line. The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion. The kicker may not trigger a position violation through maneuvers judged by the official to be deliberately tricky or unsportsmanlike.
11. **Pitching:** Teams will pitch to their own kickers with only 3 pitches per player. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder. When the pitcher is struck by a kicked ball, the kicker will be out. If the pitcher interferes with a defensive play

the umpire may call a kicker or runner out as necessary. Pitchers must wait for the defensive team to be ready prior to delivering the pitch. There will be no quick pitches. Pitchers may change throughout the inning and do not have to be in the kicking line-up. 3 warm-up pitches will be allowed. The pitcher must have at least one foot on the rubber when releasing the pitch.

12. Kicking: All players will get 3 pitches from their own pitcher. If the ball is kicked on the third pitch and is foul, the kicker is out. The kicker must contact the ball at or behind home plate; if kicked in front of home plate, the kicker will be out. There are no walks. A kicked ball must pass the bunt line or it will be considered a foul ball.
13. Put Outs: The kicker/runner is out if hit anywhere by a thrown ball in the air or tag at or below the shoulders. If struck above the shoulders, the player will be safe. Runners that intentionally try to use their head to block the ball will be called out and the umpire will call dead ball. If a fielder intentionally throws a ball at the heads of the runner, the fielder will be ejected.
14. Courtesy Runner: There will be one courtesy runner allowed per gender per inning.
15. Officials: Officials have supreme authority; their decision is final. The manager may register complaints only.
16. Protest: All protests must be submitted to the Assistant Director of Parks & Rec by 5:00 p.m. of the following day after the game was played. Any roster protests must be made by the third inning of the game to the official.
17. Unsportsmanlike Conduct: Unsportsmanlike conduct will result in a suspension from the league for one (1) scheduled game on the first offense and suspension from the season with a second offense. Serious problems, even on the first offense, can result in suspension from the league. Unsportsmanlike conduct will not be tolerated. Officials have supreme authority. Some examples of unsportsmanlike conduct are:
 - Using profanity or abusive language, threats or any verbal abuse towards a player or official.
 - Intentionally strike, shove, throwing of equipment, or any other physical conduct to harm a player or official.
 - Fighting will not be tolerated and players involved will be suspended and subject to further disciplinary action.
18. Field Conditions: Determination of field condition will not be made until two (2) hours prior to game start time. Teams may check the website for information regarding rainouts.
19. Awards: A "Team Trophy" and individual awards (team shirts) will be awarded to first place finishers. Second place league finishers will receive team shirts.
20. Completed Rosters: All rosters must be submitted online at the time of registration and final rosters are before the 4th week of league play to be considered for playoff tournament. Twenty (20) player roster limit. Rosters will be verified during playoff games with a photo ID.
21. Forfeit Fees: Any team that forfeits their scheduled game will be responsible for the entire amount due for umpire fees (1 game forfeit x's 2 umpires = \$50.00). The forfeit fees must be paid to Parks and Recreation office prior to the next scheduled game. Failure to comply will result in ejection from league play.

22. **Alcohol is strictly prohibited inside the park. Teams or individuals caught with alcohol inside the park can be subject to forfeit or ejection from the game.**
23. No metal spikes will be allowed at any time.
24. There will be no infield fly rule.
25. No pick-up players shall enter the game after the third (3) inning of play.
26. Picking up Extra Players: Teams are allowed to pick up players (non-uniform) during the regular season only and allowed a maximum of two per game. Coaches must declare their pick-up players during the umpire's coin toss before the game starts. Teams will not be allowed to pick up players if a 'rostered player' is present and able to play. Pick-up players will need to bat at the end of the kicking order.
27. Umpire Fees: Each team is responsible for paying \$25.00 per game (cash) for umpire fees. The umpire will collect the fee before the game starts. Prepaying umpire fees is not allowed.
28. The City of Friendswood reserves the right to change or amend these rules to facilitate league play. Questions may be directed to the City of Friendswood, Assistant Director, at (281) 996-3228.

COMPETITIVE RULES ONLY

1. Pitchers will pitch to opposing teams for balls and strikes. Balls must be pitched by hand with no restrictions on pitching style. There are no speed limits for males, however for women it must be at a reasonable speed at the discretion of the officials. No quick pitches. Pitchers must wait for kickers to be in the kicking box and ready before the pitch is released.
2. A count of three (3) strikes is an out. A strike is a pitch that enters any part of the strike zone, whether kicked or not. The strike zone extends 1' out from the side and rear edges of home plate and up to 1' directly above that plane.
3. A count of four (4) balls advances the kicker to first base. A ball is any pitch that does not enter any part of the strike zone. A ball is called if it does not touch the ground at least twice or if it 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 ball is also called if it is higher than one foot at the plate.
4. If a male is awarded a walk, the male player advances all the way to second base and the next female in the lineup has the choice to advance to first base.