

**Craven County**



**Recreation and Parks  
Department**

# **Adult Co-Ed Kickball Rulebook**

# TABLE OF CONTENTS

LEAGUE FORMAT .....	1
1. REGISTRATION .....	1
2. REGULAR SEASON .....	1
3. END OF SEASON TOURNAMENT .....	1
PLAYING FIELD AND EQUIPMENT .....	2
4. THE PLAYING FIELD .....	2
5. EQUIPMENT .....	3
OFFICIALS .....	4
6. REFEREES.....	4
7. SCOREKEEPERS.....	4
PARTICIPANTS .....	5
8. PLAYER ELIGIBILITY.....	5
9. TEAMS .....	5
10. BASE COACHES.....	6
GAME PLAY .....	7
11. REGULATION GAMES .....	7
12. PITCHING AND FIELDING.....	7
13. KICKING .....	8
14. RUNNING AND SCORING.....	8
15. STRIKES.....	9
16. BALLS.....	9
17. FAIRS AND FOULS.....	9
18. OUTS.....	10
19. BALL IN PLAY .....	11
20. INJURIES, COURTESY RUNNERS, & EJECTIONS.....	11
OTHER .....	12
21. OTHER .....	12

# **LEAGUE FORMAT**

## **1. REGISTRATION**

1.01 Registration for teams and free agents opens on the following dates:

- a. Spring: February 1<sup>st</sup>
- b. Fall: June 1<sup>st</sup>

1.02 Registration for teams closes on the following dates:

- a. Spring: Last Monday in March
- b. Fall: First Monday in August

1.03 When registering their team, captains will select what division they would like to compete in. Each division must have a minimum of five teams. If a division has fewer than five teams, all teams will compete in a single division. Divisions offered are as follows:

- a. Recreational Division: emphasis on fun & recreational play
- b. Open Division: emphasis on competitive play

## **2. REGULAR SEASON**

2.01 Each team will be scheduled for 8 regular season games.

2.02 Rain outs will be rescheduled to take place the Monday following the originally scheduled game. If a rescheduled game is postponed again, it will be moved to the following Monday.

2.03 Forfeits will be recorded in the scorebook as 7-0

## **3. END OF SEASON TOURNAMENT**

3.01 Tournament Format

- a. If the league has one division:
  - i. of 6 or fewer teams, the tournament will be played in double elimination format
  - ii. of 7 or more teams, the tournament will be played in single elimination format
- b. If the league has two divisions, the tournaments will be played in single elimination format

3.02 Tournament Seeding will be based on a team's Regular season record. Standings are determined by

- a. Number of games won
- b. Head-to-Head record (skipped for 3-way or greater tie)
- c. Fewest Runs Allowed, totaled across all Regular Season Games
- d. Coin Toss

3.03 Tournament games cannot end in a tie.

3.04 Tournament games do not have a time limit and can only be ended by completing a Regulation Game (see Rule 11.01) or the Run Rule (See Rule 11.02). Tournament Games may go into extra innings as necessary.

# PLAYING FIELD AND EQUIPMENT

## 4. THE PLAYING FIELD

4.01 The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field (see Diagram 1):

- a. the kickball diamond is a square with equal sides of 70 feet;
- b. the distance from home plate to second base and from first base to third base is 99 feet. The distance between any base and home plate shall be measured from the back corner of each;
- c. the pitching strip is in the center of the diamond, 50 feet from home plate, and directly aligned with the 1st-3rd base diagonal;
- d. the pitching mound extends 12 feet from the center of the pitching strip (see Rule 12.02);
- e. the sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area (see Rule 4.06);
- f. The kicking box is a 9 foot by 9 foot square whose front edge is 3 feet in front of home plate, parallel to the front of home plate. The front corners are the intersection of the front line and the foul lines. The kicker is not required to start in the kicking box, however the kick must occur within the kicking box (see Rule 13.02)
- g. the foul lines are fair territory.
- h. the Bunt Line is an arc painted on the infield from the first base line to the third base line, 30 feet from Home Plate

4.02 All participants must respect and obey all rules and regulations pertaining to the field used for games.

4.03 Beyond 1<sup>st</sup> or 3<sup>rd</sup> base, any player, except the pitcher (see Rule 12.01c), or Referee wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.

4.04 Upon notification to the Head Referee of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protest based on field set up will not be considered.

4.05 - Extra Base: When available, an additional base may be set up adjacent to First Base to provide more room for the runner.

If an Extra Base is used:

- a. The Extra Base is only available for runners traveling from home plate (see Rule 14.06);
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe;
- c. When a play is attempted at first base, a runner who touches the First Base prior to being called safe at the Extra Base shall be called out, except under the exception in Rules 4.05f and 4.05g;
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out;
- e. No additional base may be used at any other base;
- f. The Runner is permitted to use the First Base if avoiding collision with a fielder in foul territory. In this event, the fielder in foul territory is permitted to tag the Extra Base (see Rule 15.02o);

- g. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base. A runner (see Rule 4.05a) using or touching First Base in any other circumstance is out.

4.06 Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area (see Rule 4.01e and Diagram 1) except for the kicker, Referees and designated base coaches (see Rule 10.01). After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

## **5. EQUIPMENT**

5.01 Close-toed athletic shoes are required. Metal cleats are not allowed.

5.02 Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Head Referee (see Rule 6.01) as a performance enhancement must be removed or the player will be removed from play.

5.03 The official kickball is the red kickball, measuring 10 inches in diameter when properly inflated to a pressure of 1.5 pounds per square inch.

5.04 All player attire is an extension of the player.

# OFFICIALS

## 6. REFEREES

6.01 Regular season games must be officiated by at least one authorized official, the Head Referee. If available, additional officials may referee each game: a Head Referee, and an Assistant 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.

6.02 Tournament games must be officiated by

6.03 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 (see Rule 8.01), and to identify the designated Captains who will be authorized to discuss calls with the Referees during the game (see Rule 9.06).

6.04 Referees have jurisdiction over play and may:

- a. call a timeout;
- b. call off a game due to darkness, rain, or other cause at the Referee's discretion;
- c. penalize a team or player, including awarding runs to the opposing team or game ejection, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse.

6.05 Referees have jurisdiction over play and must:

- a. cancel the game if lightning is seen, or delay it until safe to continue;

6.06 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.

## 7. SCOREKEEPERS

7.01 Games will have an official scorekeeper who maintains the official scorebook. They are responsible for:

- a. recording the events of the game, including runs scored, outs, and the final score of the game
- b. collecting each team's roster, and recording the kicking order and any substitutions
- c. keeping the official game clock and announcing last inning

# **PARTICIPANTS**

## **8. PLAYER ELIGIBILITY**

8.01 All participating players must appear on written lineups, reflecting that game's kicking order, to be exchanged between the captains of each team before play begins.

8.02 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:

- 1) that the written kicking order was exchanged in accordance with Rule 8.01;
- 2) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and before the first pitch thrown to the subsequent kicker.

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 (see Rule 18.02i). A player removed from the kicking order for injury, illness, or any reason (per Rule 20.02) does not constitute an improper kicking order.

## **9. TEAMS**

9.01 Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.

9.02 Team Rosters

- a. Team rosters shall consist of at least six (6) and no more than twenty (20) players
- b. Players can be removed from the roster at any point in the regular season if they have not participated in a game. Once they have participated in a game, they are on that roster for the entire season unless they officially change teams (see Rule 9.02c).
- c. Players may move to a different roster before the first game of the third week of the regular season. Changing rosters requires the consent of the player changing rosters and the captains of both teams.
- d. New players (male or female) may be added to the roster at any point during the regular season, so long as they do not cause the roster to exceed the maximum limit (see Rule 9.02a).
- e. Players must have played in at least two regular season games to be eligible to play in the tournament. If a player changed teams, any games played for their previous team count towards tournament eligibility.
- f. If a team is unable to play due to their opponent forfeiting, all players currently on the roster will be assumed to have played that week and be awarded one game's eligibility. Players on a team that forfeits will not be awarded eligibility for that week's game.
- g. If a game/games are cancelled by the Craven County Parks Department for any reason and are not able to be rescheduled, all players currently on the roster for those teams will be assumed to have played that week and be awarded eligibility for the cancelled games.
- h. Any roster changes are not official until they have been communicated to the Craven County Recreation and Parks department from the team Captain by email.

### 9.03 Fielding

- a. Teams must field at least six (6) and no more than nine (9) players
- b. Teams may not field more players than are on their active kicking order
- c. Teams may not field more than five (5) male players at a time

### 9.04 Kicking

- a. The kicking order shall consist of at least six (6) and up to fifteen (15) players, alternating male and female
- b. An out is recorded every time two males kick back-to-back, except when returning to the top of the kicking order if both the last and first kicker are male

### 9.05 Substitutions

- a. Substitutions when fielding may be made during an inning when the ball is not in play, or between innings. Fielding players do not have to be in the active kicking order but must be listed as substitutes.
- b. Substitutions in the kicking order must be given to the scorekeeper.
- c. Each position in the kicking order may have one starting player and up to two substitute players.
- d. Only one player may kick in a position per inning.
- e. A player may only kick in one position in the kicking order. If a player is replaced by a substitute in the kicking order, they may only return to the kicking order in that position.

9.06 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 Referee's final ruling. Other players besides the Captain that dispute calls with the Referees are subject to ejection from the game (see Rule 6.04c).

## 10. BASE COACHES

10.01 Two members of the team at kick may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.

10.02 Base coaches may not physically assist runners while the ball is in play (see Rule 18.02h).

10.03 In the event of a live ball kicked, thrown, or rolled in any manner near a base coach, the base coach must make every effort to vacate the area to allow a play to be made. If, according to the discretion of the umpire, a base coach interferes with a fielder's ability to make a play, that will be deemed interference and the runner will be called out.



# GAME PLAY

## 11. REGULATION GAMES

11.01 Regulation games last seven (7) innings.

- a. In the event of a tie score at the end of the seventh inning, the game shall continue in extra innings as time allows.
- b. If the Home team (see Rule 9.01) already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
- c. If the Home team (see Rule 9.01) takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- d. No new inning may begin forty (40) minutes past the start time of a regular season game.
- e. If, after 40 minutes, teams are tied at the end of an inning, the game will be recorded as a tie (regular season games only).

11.02 Run Rule: The referee will call off the game if:

- a. the home team is up by 20 runs after the top of the 3<sup>rd</sup> inning;
- b. the away team is up by 20 runs after the bottom of the 3<sup>rd</sup> inning;
- c. the home team is up by 15 runs after the top of the 4<sup>th</sup> inning;
- d. the away team is up by 15 runs after the bottom of the 4<sup>th</sup> inning;
- e. the home team is up by 10 runs after the top of the 5<sup>th</sup> inning;
- f. the away team is up by 10 runs after the bottom of the 5<sup>th</sup> inning

11.03 A game that is called off by the Referee (see Rules 6.04, 6.05) after three (3) 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. Regulation games called off that end in a tie shall be marked as a tie.

11.04 A game that is called off by the Referee for any reason before three (3) full innings of play shall not be considered a regulation game and a new game may be rescheduled, or .

## 12. PITCHING AND FIELDING

12.01 Pitching

- a. The pitcher will be from the kicking team
- b. The pitcher is expected to avoid all contact with the ball after it is kicked into play
- c. Should the pitcher come into contact with the ball, the kicker will re-kick and any baserunners will return to the base they started from. The kick will not count against the kicker's three kicks (see Rule 15.02)
- d. Balls must be pitched by hand. There are no restrictions on pitching style.

12.02 Proper Field Position must be maintained by all fielders while a pitch is in progress, and until the pitched ball is contacted by the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.

Proper Field Position is —

- a. for Fielders: All fielders must remain in fair territory behind the Bunt Line;
- b. for Pitchers:
  - i. The pitcher must start the act of pitching with at least one foot within the pitching mound (see Rule 4.01d);
  - ii. The pitcher must have at least one foot on or directly behind the pitching strip (see Rule 4.01c) when releasing the ball;

## **13. KICKING**

13.01 All kicks must be made by foot or leg, below hip level (see Rule 17.02e). Any ball touched by the foot or leg below hip level is a kick.

13.02 All kicks must occur within the kicking box (see Rule 4.01f). The kicker must have at least a portion of the plant foot within the kicking box during the kick (see Rule 17.02g). The kicker may line up outside of the kicking box.

## **14. RUNNING AND SCORING**

14.01 Runners must stay within the baseline. Any runner outside the baseline is out (see Rule 18.02k):

- a. Runners may choose their path from one base to the next, and may follow a natural running arc;
- b. Runners are free to change course to avoid interference with a fielder making a play;
- c. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.

14.02 Obstruction. Fielders may be within the baseline when doing so is necessary to make an active play on the ball, but must otherwise stay out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.

14.03 Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out (see Rule 18.02g).

14.04 Hitting a runner's head or neck with the ball is not allowed, except when the runner is sliding. Any runner hit in the head or neck shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.

14.05 A tag-up is a requirement to stay on or re-touch a base if a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out (see Rule 18.02f).

14.06 All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if the umpire judges they made an attempt to advance to second base.

14.07 Running past another runner is not allowed. The passing runner is out (see Rule 18.02j).

14.08 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 (see Rule 18.02c), or when the kicker is put out before touching first base. At the end of a game the team with the most runs wins.

14.09 When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play (see Rule 4.01b).

## **15. STRIKES**

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

15.02 A strike is:

- a. a pitch that is not kicked;
- b. an attempted kick missed by the kicker;
- c. a pitch that does not enter the kicking box;
- d. a pitch that is kicked but is called foul (see Rule 17.02);

## **16. BALLS**

16.01 As the pitcher is a member of the kicking team, no pitches are counted as balls

## **17. FAIRS AND FOULS**

17.01 Foul Balls are counted as strikes

17.02 A foul ball is:

- a. a kicked ball that settles in foul territory before crossing 1<sup>st</sup> or 3<sup>rd</sup> base (see Rule 4.01g);
- b. a kicked ball that bounces past 1<sup>st</sup> or 3<sup>rd</sup> base on or over foul territory (see Rule 4.01g);
- c. a kicked ball that first lands in foul territory beyond 1<sup>st</sup> or 3<sup>rd</sup> base (see Rule 4.01g);
- d. a kicked ball first touching a fielder or Referee, while the ball is over foul territory, but is not caught (see Rules 4.03, 18.02 b);
- e. a ball put into play with any part of the kicker's body at or above the kicker's hip level (see Rule 13.01);
- f. a kicked ball touched more than once or stopped in the kicking box by the kicker;
- g. a kicked ball first kicked outside of the kicking box (see Rule 13.02);
- h. a kicked ball first touching a permanent object, such as a batting cage or fence.
- i. a kicked ball first touching a fielder in front of the kicker's box prior to the ball crossing into fair territory.
- j. a kicked ball that comes to a full stop prior to crossing the Bunt Line without first being touched by a defensive player.

17.03 A fair ball is:

- a. a kicked ball landing and settling in fair territory (see Rule 4.03);
- b. a kicked ball landing in foul territory before crossing 1<sup>st</sup> or 3<sup>rd</sup> base, and settling in fair territory or being touched by a player or Referee on or over fair territory (see Rule 4.03);
- c. a kicked ball landing in fair territory then traveling into foul territory at or beyond 1<sup>st</sup> or 3<sup>rd</sup> base.
- d. a kicked ball first touching a player or Referee in fair territory (see Rule 4.03);
- e. a kicked ball landing in fair territory, then touched by a player in fair territory before touching the ground in foul territory (see Rule 4.03);
- f. a kicked ball that touches a runner before touching the ground in foul territory (see Rule 4.03);
- g. a kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory (see Rule 4.03);
- h. a kicked ball that touches a defender prior to reaching the Bunt Line.

## 18. OUTS

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

18.02 An out is:

- a. a count of three (3) strikes;
- b. any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground;
- 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, including a ball thrown by the fielding team, or who touches the ball at any time while not on base while the ball is in play;
- e. a kicker or runner that interferes with the ball (see Rules 19.02b and c);
- f. a tag of a base by any part of a fielder's body, while the fielder has control of the ball (see Rule 18.02c), before the runner originating at that base can tag-up as required due to a caught ball (see Rule 14.05);
- g. a runner off base when the ball is kicked (see Rule 14.03);
- h. a runner physically assisted by a team member during play (see Rule 10.02);
- i. any kicker that does not kick in the proper kicking line up (see Rule 8.02);
- j. a runner that passes another runner (see Rule 14.07);
- k. a runner outside of the baseline (see Rule 14.01);
- l. a runner who misses a base, as called by a Referee upon the conclusion of the play;
- m. a runner who fails to properly tag up on a caught ball, as called by a Referee upon the conclusion of the play;
- n. a runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner;
- o. a runner coming from home plate who steps on First Base when required to use the Extra Base (while an Extra Base is in use - see Rule 4.05);
- p. a player improperly occupying the sideline area after their team has been issued a warning (see Rule 4.06).

## **19. BALL IN PLAY**

19.01 Once a member of the fielding team 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.

19.02 Interference 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 (see Rule 18.02e);

19.03 During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

## **20. INJURIES, COURTESY RUNNERS, & EJECTIONS**

20.01 In cases 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 position previously held.

20.02 If a player is injured, becomes ill and cannot continue, or leaves the game for any reason out of their control, the written kicking order will continue in the same formation, less the removed player.

- a. A player removed from the kicking order for injury, illness, or other reason out of their control does not constitute an improper kicking order (per. 8.02) and there is no “automatic out” when the removed player’s spot in the order is reached.
- b. Teams may opt to use an available substitute in place of the removed player but are not required to.

20.03 Any player removed from the game for injury or illness must be noted on both teams written kicking orders and mentioned to the Head Referee

20.04 Teams may use one male and one female courtesy runner per inning. Male courtesy runners may only replace male runners, and female courtesy runners may only replace female runners. A different player may be used as the courtesy runner each inning.

20.05 The intention to use a courtesy runner must be declared to the Head Referee prior to the pitch EXCEPT in the case of an injury to the kicker running from home to first base, a courtesy runner may be used without previously declaring it.

20.06 If a player’s turn to kick comes up while they are on the field as a courtesy runner, their position as a kicker is recorded as an automatic out.

20.07 A player ejected for the game by the Referee (see Rule 6.04c) or League Administrator must immediately leave the ballfield complex (fenced in spectator area) and may not return to the game. The game will not continue until they have left. Additional sanctions are as follows:

- a. First Offense: minimum 2 game suspension, does not include the game the offense took place during
- b. Second Offense: Suspension for the rest of the current season and the following season
- c. Third Offense: Lifetime suspension from Craven County Kickball League, potentially other Craven County Recreation Programs

20.0 If a player is ejected from a game for any reason, their place in the kicking order is an automatic out and may not be substituted.

## **OTHER**

### **21. OTHER**

21.01 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 Craven County Recreation and Parks Department will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.

21.02 If you know in advance that your team is going to forfeit a game, you **MUST** contact the Recreation Department by 4:00pm on the day of the game. If a team does not forfeit by 4:00pm, your team will be penalized with a \$35.00 forfeit fee. The forfeit fee will have to be paid before the team plays their next scheduled game. If a team forfeits a night that is rained out, then that forfeit will carry over to the makeup date. Any team that forfeits 3 games will be removed from the schedule.

# **DIAGRAM 1:** **FIELD DIMENSIONS**

