



ADULT CO-ED KICKBALL LEAGUE BYLAWS
2026

PREAMBLE

Warning and Disclosure:

The primary purpose of the Clinton City Recreation Adult Kickball League is to provide participants the opportunity to play the game of kickball in a structured but recreational manner. The Adult Kickball League allows participants, regardless of sex, race, or creed to participate in the game of kickball. All players are expected to exhibit good sportsmanship. It also provides an athletic or physical contest that is governed by the rules of the sport. The Clinton City Adult Kickball Rules should not be considered a guarantee that participants, spectators, or others will be safe from injury, death, or harm. There are risks and dangers incidental to the game of kickball including but not limited to: being injured by thrown balls, kicked balls or other objects. The game of kickball involves violent physical contact and cardiovascular stress. Kickball involves certain risks including but not limited to: serious neck and spinal injuries, complete or partial paralysis, brain damage, injury to bones, joints, muscles, internal organs, and dental problems. Kickball also involves high risk of ankle, knee, head, and neck injuries. Participants engaging in kickball do so with the knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury, or death. Participants and spectators assume all risks and danger of personal injury, death, losses, damages to person or property and all hazards arising from incidental to or related in any way to the Clinton City Adult Kickball League.

Disclaimer:

The Clinton City Corporation, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees are not responsible for any injury, death, or loss of property to any person suffered while playing, watching, practicing, or in any other way on Clinton City Property. This includes any reason whatsoever, including ordinary negligence on the part of Clinton City, its Recreation Department, Parks Department, Employees, Sponsors, Volunteers, Contractors, Local Associations, Affiliates, Lessors and Lessees and all others who are involved and including the reckless conduct of other participants. Clinton City Corporation disclaims any and all liability for any injury, death or property loss related in any way to the Clinton City Recreation Programs. This warning, disclosure and disclaimer is intended to be as broad and inclusive as permitted for applicable laws. If any portion is held invalid the remainder of the warning, disclosure and disclaimer will continue in full legal force and effect.

Insurance Coverage:

The City of Clinton, its Recreation Department, Personnel and Affiliates assume no legal responsibility for personal injuries, death or theft of private properties while on or using Clinton City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries, death or theft may occur. Clinton City will not be financially responsible for any personal injuries, death or thefts of private properties.



ADULT CO-ED KICKBALL LEAGUE BYLAWS 2025

RULES AND BYLAWS

The World Adult Kickball Association (WAKA) Official Rules and USA Softball rule book will govern play except as amended by the following Clinton City Recreation Department bylaws. League rules are subject to change based on the discretion of the Recreation Department. If it is deemed necessary to change any rule, teams will be notified one-week prior to implementing the rule.

I. ADMINISTRATION

1. **League Format:**

8 Game Guarantee (7 pool play games and a single elimination tournament).

2. **Team Names:**

All team names must be approved by the Recreation Department. No obscene or offensive names will be allowed.

3. **Tournament:**

All teams will be placed into a single elimination bracket at the end of the season.

Rankings will be determined by:

- (1) winning percentage
- (2) head-to-head
- (3) head-to-head run differential
- (4) total run differential
- (5) forfeits
- (6) coin flip.

For a player to be eligible for tournament play, they must have played in at least 2 games during the regular season. Any team attempting to bring ineligible players will be disqualified from the tournament. The higher seed will be the home team in all tournament games.

4. **Awards:**

Individual awards will be presented to each team member of the Tournament Champions and Tournament Runners Up (up to 15 awards per team).

5. **Rosters:**

- Rosters may not exceed 20 players, including the Team Manager.
- Team Rosters must be fully completed and signed by each team member prior to the first games. If the roster is not completed, signed, and turned in prior to the first pitch the game will result in a forfeit along with all others played without a properly completed roster.
- If the roster is not handed in by the second week of play the Team Manager will be notified of termination from league play without a refund.
- All names must be legible.

- A player may be removed from the roster at any time.
- A player may be added to the roster prior to the 6th game of the regular season, by going with the Team Manager to the Site Supervisor in the Scorekeepers building and signing the roster.
- If a player needs to be replaced due to injury, pregnancy, military reassignment, moving out of the area, etc., after the deadline, a written request including all pertinent information may be submitted to the Recreation Department for consideration.

6. Player Eligibility:

- Eligible players must be officially registered on their Team Roster by fully completing and signing it.
- Players between 16-17 years of age are permitted to play if the player's guardian signs the Team Roster/Waiver/Release Agreement.
- If a team is caught with a player that is younger than 16 years old that team may forfeit the season with no refund.
- The Site Supervisor may ask for identification from any player they believe is violating the rule of using someone else's name and reserves the right to conduct ID checks prior to the start of the tournament.
- If a player is questioned as to their identity by the Recreation Department, that player must present valid photo identification within one hour or they will be ruled ineligible.
- A player may only appear on one roster per league. If a player is on more than one roster or caught playing with another team that player and those teams may be asked to leave the league without a refund.
- Gender identity will be defined by what is listed on the individual's driver's license.
- If a player is declared ineligible for any reason, that game and any other game that player has played or does play during that night will be a forfeit.
- Protests regarding player eligibility must be submitted to the Recreation Department no later than 5:00 pm the next business day.
- Games prior to the protested game will not be ruled forfeits regardless of determined eligibility status.

7. Uniforms: Highly encouraged

- All players on a team are encouraged to wear shirts/jerseys of the same color with a 4" (minimum) contrasting colored number located on the back.
- No obscene or offensive graphics will be allowed on the shirts/jerseys. A sponsor's name will be allowed as long as it is not obscene or offensive. The Clinton City Recreation Department reserves the right to determine if the graphics are obscene or offensive.
- Players may not play barefoot. Metal cleats are not permitted. Shoes must be closed toe and closed heel.
- No jewelry is permitted. Medical and religious jewelry may be worn but must be taped down.
- Casts and braces may be asked to be wrapped up at the discretion of the Umpire or the Recreation Department.

- If player(s) are caught wearing illegal shirts/jerseys, shoes, jewelry, or other attire the penalty will be as follows: if at kick, the kicker is declared out, if on base, the runner is declared out, if in the field, the player(s) has two minutes to replace the illegal attire. If not done within two minutes, the player must be removed from the game. The above infractions can be called by any opposing player, Umpire, or Site Supervisor.

8. Game Balls:

The Recreation Department will provide the official game ball. No other ball is approved for use in kickball games. The ball is a 10" Kickball, properly inflated to a pressure of 1.5 pounds per square inch. The team kicking is responsible for retrieving all balls going out of play, including home run balls. The Umpire has a limited number of balls; if they are not retrieved the game will be delayed with the clock running until a ball is returned. The next inning will not start until all balls have been returned to the field of play. Game time will continue to run until fouled/homerun balls are returned to the field.

9. Weather Cancellations:

- Games will only be canceled due to severe weather or un-safe field conditions. Lightning delays are also possible.
- An official decision regarding game cancellations due to weather and/or field conditions will be made by the Recreation Department by 4:00 pm. Team Managers will be notified by the Recreation Department and they must notify the rest of their team.
- Please call our rainout number at 801-614-0796 after 4:00 pm.
- Teams that want on field cancellation information may call the Softball Complex at 801-614-0892 after 6:00 pm.
- Cancellations will be rescheduled as double-headers during the regular season, moved to the end of the schedule, or moved to any other day Monday-Saturday.
- Games called prior to 4 complete innings will be rescheduled and replayed from the point of interruption. Games called after 4 complete innings will stand, unless tied in which case the game will be rescheduled and completed from the point of interruption.

10. Refunds:

Full refunds will not be granted under any circumstances except in the event of a canceled league by the Recreation Department. Team withdrawal up to the registration deadline will be subject to a \$10.00 administrative handling fee. **No refunds will be given after the registration deadline.** Requests for refunds must be made at the Clinton City Recreation Offices (1651 W. 2300 N; 801-614-0780) during regular business hours.

11. Music :

- Music is allowed to be played in a team's dugout. The volume needs to be such that it can only be heard in the team's dugout and is not disturbing the opposing team, the game, Umpires, city employees, spectators, other games or teams from another field.
- Music with vulgar language or content will not be tolerated and the Site Supervisor, Umpire or a city employee will ask the team to change the music selection or turn the music off.

- If music is deemed by the Site Supervisor, Umpire or a city employee to be too loud or vulgar the team will be given a warning to address the issue. If a second offense occurs, the team will be asked to turn the music off for the remainder of the game. If the team does not turn off the music when given the second warning they will forfeit the game and will not be allowed to play music for the remainder of the season, including the tournament.
- The Softball Complex is a family friendly venue, so please be respectful of others.

II. FIELD

1. The kickball diamond is a regular size softball field with 65 ft. baselines and 50 ft. pitching rubber.
2. There is a restraining line between 1st and 3rd base which players must stand behind until the ball has been kicked.
3. There is a 12' Legal Line where a bunt must cross to be considered a fair ball.

III. GAME FORMAT

1. **Game time:**
Game times will be fifty-five minutes or seven innings. No new inning will begin after fifty minutes. Game time is forfeit time! Any team unable to take the field at the scheduled time will forfeit the game. Official time is kept by the Umpire and begins when the teams are instructed to take the field. The Umpire and Site Supervisor jointly make the decisions affecting the game time. Legitimate additions include rain delays, serious injuries, unexpected field maintenance, etc.
2. **Forfeits:**
A double forfeit will count as a 7-7 tie. When a double forfeit occurs in the tournament, the team with the most eligible players with an eligible jersey will be declared the winner. If the count is still a tie, then a coin flip by the Site Supervisor will decide the winner. Umpires are not required to keep score for scrimmage games due to a forfeit.
3. **Line-ups:**
 - A complete team for all leagues consists of 10 players, one of which must be a catcher. The required gender ratio is 5 males and 5 females or more females than males.
 - Teams may play with a minimum of 8 players (4 males and 4 females or more females than males), provided automatic out(s) are established in the kicking rotation for each player missing in a complete team (10). If additional players arrive late, they must immediately fill the vacant spots in the line-up. The Team Manager may designate, prior to the game, where those automatic outs will be placed in the line-up.
 - Under no circumstances may a team begin or continue play without the required 8 players regardless of the situation. The game is terminated at the point where a team drops below 8 players and results in an automatic loss to that team, regardless of the score. If neither team has 8 players present to play at game time, both will receive a forfeit.

- Kicking line-ups must be submitted to the Umpire at least ten minutes prior to the game time. Line-ups need to have names and jersey/shirt numbers of the players and substitutes.
 - Only one representative per team (Team Manager) is allowed upstairs in the Scorekeepers building. No other team members will be permitted upstairs, unless they are being added to a team's roster.
 - If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the kicking order is dropped.
 - If a player must leave the game due to ejection, and there is no substitute, the game is forfeited.
 - All teams must have at least two male players on the lineup. There must be an equal or greater number of females than males at all times.
 - The kicking order must alternate male/female or female/male. No two males may kick consecutively. Consecutive female kickers are allowed in the lineup if necessary. If a team is kicking and one of the females does not kick the next kicker (male) will also be called out.
4. **Extra Player (EP) Rule:**
- The Extra Player (EP) Rule will be allowed, but teams must announce their intent to use an EP to the Umpire when submitting the lineup.
 - The EP must remain in the same position in the kicking order for the entire game.
 - When an EP is used, all 11 players on the starting line-up must kick. Any 10 of those 11 may play defense. (5 male and 5 female or more females than males).
 - The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game.
 - The starting EP may re-enter the game.
 - If additional players arrive before the lineup has been kicked through, they must be added to the bottom of the lineup.
 - Teams must finish the game with the same number of kickers as they started with unless an injury/emergency situation occurs or they will be penalized an automatic out for each vacated spot in the batting lineup.
5. **Safety Rule:**
Male base runners must attempt to avoid flagrant contact with female fielders or will be declared out.
6. **Walks:**
If a pitcher walks a male kicker, he is awarded first base. If there are two outs the female following the male kicker may have the option to kick or occupy first base.
7. **Slide Rule:**
If there is a play at the base and/or plate, the offensive player/runner should avoid contact to the best of their ability. Defensive players/basemen may not block their bases if they do not have the ball. If contact is made and could have been avoided, the offensive player/runner will be called out. If the contact is deemed flagrant the runner will be ejected from the game and may be suspended from the league.
8. **Intentional Game Delay:**

Game Umpires will not tolerate undue delays in an effort to prolong the game to reach the time limit. If the game officials believe a team is making a travesty of the game it will be terminated and forfeited accordingly.

9. **Dugouts:**

The home team will occupy the third base dugout. For safety reasons no children are allowed in the dugout areas.

10. **Tie Games:**

Games tied at the end of regulation time will continue to the completion of the inning. If the game is still tied after the completed inning, the International Tie Breaker Rules will go into effect. Starting with the top of the inning and each half inning thereafter, the offensive teams shall begin their turn at kick with the player who is scheduled to kick last in that respective half inning being placed on second base.

IV. **RULES OF PLAY**

1. **Run Ahead Rule/Slaughter Rule:**

A team ahead by 20 or more runs after 3 complete innings, 15 or more runs after 4 complete innings, or 10 or more runs after 5 will be declared the winner. Complete innings must be played unless the home team scores the run ahead limit while at kick. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to kick in the bottom half of the inning.

2. **Kicking Box/Zone:**

The area where the kicker is allowed to kick the ball. An 8' wide by 14' deep box beginning at the front of the plate.

3. **Strikes:**

The strike zone is the plate and (1) foot to either side of the plate. A maximum height of (1) foot, from the bottom of the ball, as it crosses through the strike zone.

Three strikes is an out. **A strike is considered:**

- A pitch that is not kicked and went through the strike zone
- An attempted kick missed by the kicker inside or outside of the strike zone.

4. **Balls:**

Four balls advances the kicker to first base. **A ball is considered:**

- A pitch outside of the strike zone where a kick is not attempted
- A pitched ball that does not touch the ground at least twice or does not roll before reaching the kicking box.
- A pitched ball that is higher than one (1) foot at the plate
- Illegal pitches

5. **Fairs and Fouls:**

Four fouls is an out. Foul balls count towards your strike count.

Examples of Foul Balls:

- A kick landing in foul territory. The foul is determined by where the ball lands not how it travels to get there. If such a kick is caught in the air, it is out.
- A kicked ball touched in foul territory
- A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base.

- A kicked ball whose direction is altered by contact with any object other than the ground in foul territory
- A kick made on or above the knee
- A kicked ball touched more than once or stopped in the kicking box by the kicker
- A kicked ball first kicked outside the kicking box

Examples of Fair Balls:

- A kicked ball landing and remaining in fair territory
- A kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal
- A kicked ball first touching a player in fair territory
- A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory
- A kicked ball that touches a runner before touching the ground in foul territory
- A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory
- A kick that does not meet the minimum kick requirement of passing the 12 ft. line, will be ruled a dead ball

6. Outs:

Three outs by a team completes the team's half of the inning. **An out is considered:**

- A count of three strikes
- A count of four foul balls
- A runner touched by the ball at any time while not on base (unless a head shot).
- The ball may be thrown at the runner by a fielder (any ball hitting the runner above the shoulders will advance the runner to the base they were running towards. If it hits below the shoulders and the runner is not on base, they are out.
- Kicking out of order
- A ball tag on a base to which a runner is forced to run, before the runner arrives at the base
- Any kicked ball (fair or foul) that is caught by a fielder before it hits the ground. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled out if the fielder first displays full control of the ball and maintains control after touching the ground
- 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 tag of a base by any part of a fielder's body, while the fielder has control of the ball before the runner properly tags-up as required due to a caught ball.
- A runner off base when the ball is kicked
- A kicker, runner, or base coach who interferes with the ball or interferes with the defensive player fielding a live ball.
- A kicker that intentionally hits the ball with their hand or arm
- A runner physically assisted by a team member during play
- A runner leading off the base or stealing
- A runner that passes another runner
- A runner outside of the baseline

- A runner who misses a base, upon the conclusion of the play
- A runner tagged by the ball while on a base they are forced to vacate by the kicker.
- A runner coming from home plate who steps on First Base when required to use the Extra Base (while and Extra Base is in use)
- Force Out, being tagged 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.

** Hitting the base with the ball alone does NOT count as an out. The fielder must hit the runner with the ball or tag the base while maintaining control of the ball.**

7. Ball in Play:

Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off the 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.

8. Interference:

- When any non-fielder or non-permanent object except a runner or Umpire, 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
- When any runner on or off base intentionally touches a ball or hinders a fielder. This interference causes the play to end, the runner is out, and any other runners shall return to the base from which they came, unless forced to advance.
- When a kicker intentionally touches a pitched ball with their hand or arm before the pitch is called a Ball or Strike; or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out and any runners shall return to the base from which they came
- During any play where the ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

9. Injury and Substitutions:

When a team substitutes, they are required to report to the Umpire, as they kick. They are not required to report to the Umpire when they go into the field defensively.

10. Re-entry Rule: Any player, starting or a substitute, may be withdrawn and re-entered once during the game provided such player occupies the same spot in the kicking order.

- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Any starting player may be taken out of the game and re-entered only one (1) time. If a starter is placed back into the game, he/she must resume his/her original position in the kicking order.
- If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the kicking order is dropped. If a player leaves the game due to ejection, and there is no substitute the game is forfeited.
- Injured players who do not kick shall not play in the game
- Any player removed from the game for injury or illness must be noted in the scorebook
- The pitcher and the catcher positions may only be replaced once per inning unless injury forces another substitution

11. **Courtesy Runners:**

- Each Courtesy Runner is only allowed to run once per half inning.
- Courtesy runners are allowed for any player. They may participate on offense or defense.
- Courtesy runners may be any eligible player that is listed on the official line-up including available substitutes.
- A courtesy runner may be used once per half inning.
- If a player is injured during the game or prior to the game they need to notify the Umpire that they will be using a courtesy runner.
- The kicker must run to first base before the courtesy runner can enter the game.
- Courtesy runners must be of the same gender.
- If a courtesy runner whose turn at kick comes while on base, the player the courtesy runner is running for will be called out.

12. **Fielder Positioning:**

Proper Field Position must be maintained by all fielders while a pitch is in progress, until the pitched ball reaches 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 will result in the kicker being awarded first base regardless of the outcome of the kick. There must be an equal or greater number of female than male players on the field. Male and female players may play any position on the field.

13. **Pitching:**

Balls must be pitched by hand. Pitches must be underhanded. No running up to the rubber to launch a pitch. Any side-arm or over-hand pitches will be considered a ball at the discretion of the Umpire. No bouncy pitches are allowed, all bouncy pitches will result in a ball, unless the kicker chooses to kick the ball, then they take the results of the play.

- The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching rubber when releasing the ball.
- The ball must be within the kicking box when it crosses the plate, to be a legal pitch.
- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball.

Illegal Pitch Penalty: Illegal pitches will be given a verbal warning by the umpire. Repeated violations of the pitching rules may constitute the player being ejected from the game. As the result of a play made from an illegal pitch the following will be instituted:

1. If the kicker reaches first base safely and each other base runner advances at least one base, the play stands, and the illegal pitch is canceled.
2. If the kicker does not reach first base safely or if any runner fails to advance by at least one base, the coach of the offensive team may choose:
 - a. The result of the play or
 - b. A ball on the kicker and each runner is awarded one base.

14. **Catching:**

The catcher must be positioned behind the kicker at the backstop and may not cross home plate nor be positioned forward of the kicker before the ball is kicked. The catcher may not make contact with the kicker, or position so closely to the kicker as to restrict the

kicking motion. Failure to abide by this rule results in a ball. Foul tip kicks caught by the catcher must travel above the kicker's shoulders to be ruled an out.

15. Fielding:

- All infielders besides the catcher must start play and remain in fair territory behind the 1st-3rd base diagonal until the ball is kicked. After the ball is kicked, they may advance towards the batter to defend against a bunt.
- If a pitcher or fielder makes an out by illegally advancing beyond the 1st -3rd base restraining line, the runner will be declared safe.
- All outfield players must stand on the grass until the ball is kicked. If an outfielder leaves early to catch a ball the kicker will be awarded first base.
- All infielders must stay within the perimeters of the dirt and behind the restraining line, except the catcher who must stay at the backstop until the ball is kicked.
- Fielders must stay out of the base lines unless they are attempting to tag the runner or field the kicked ball.
- Fielders trying to make an out on base may have their foot on the base and can lean out of the baseline.
- If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the Umpire.

16. Infield Fly Rule:

There is no infield fly rule.

17. Kicking:

All kicks must be made by foot or leg, below the knee.

- 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 the home plate. Kicking the ball in front of home plate will be called a strike.
- The kicker may line up outside of the kicking box during the pitch.
- The kicker must have at least a portion of the planted foot within the kicking box during the kick.
- Bunting is allowed; however, it must cross the 12 ft. mark on the field. Each team is allowed 2 bunts per inning. It is the Umpire's decision to determine if the kick was an attempted bunt. All bunts after the 2 per inning will be called a strike.
- The kicker may not trigger a position violation through maneuvers to be deliberately tricky or unsportsmanlike.
- If it is the 3rd strike, the kicker is out, ball is dead and runners may not advance
- If an illegally kicked ball is caught in the air by the defense, the kicker is out, the ball is dead and runners may not advance.
- Kickers may not stop the ball with their foot and then kick it.

18. Tagging/Throwing Area:

- The legal tag/throw area will be from the shoulder and below. Any runner hit in the head with a ball will be awarded the base they were advancing
 - Exception: if the runner is sliding or if the runner intentionally uses the head or neck to block the ball they are declared out. If the runner is ducking, diving, or sliding (i.e., attempting to dodge the ball) and is hit in the head they are out.

- When a runner is hit with the ball above the shoulder level, other runners on base may advance on a force.
- If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead, and all runners must return to their original bases.

19. Running:

- Runners must stay within the baseline. Any runner outside the baseline is out. Runners may follow a natural running arc outside the baseline.
- Runners may change course to avoid interference with a fielder making a play.
- When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- Lead-offs and stealing are not allowed. If this happens, the base runner shall be called out. A runner may only advance once the ball is kicked.
- A runner off base when the ball is kicked is out.
- 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 advances to 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 they are out.
- Fields are equipped with two bases at the first base location for safety. If there is a play at first, the runner should run to the outside base, should be orange/dark, unless there is an overthrow, then they may run to the inside/white base. The first baseman and runner should use the base that is safest to use for each play.
- Running past another base runner is not allowed. The passing runner is out.
- Sliding is permitted.
- Runners are able to avoid a throw-out as long as they remain within the baseline.
- A tag-up is a requirement to retouch or stay on a base until 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.
- All ties will go to the runner. Runners traveling from home plate may overrun first base and may only be tagged out if actively attempting to advance to second base.
- It is the responsibility of the runner to avoid a collision.
- When a defensive player has the ball and the runner remains upright and crashes into the defensive player, it is considered a "crash." If the act is determined to be flagrant, the offender shall be ejected.
- When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

20. Obstruction:

- Fielders must stay out of the baseline unless they are attempting to tag a runner out or catch the ball.
- Fielders trying to make an out on base may have their foot on base but must lean 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.

21. Base Running on Overthrows:

An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.

- A runner may advance only one base beyond the base the runner is on or running toward when the ball travels out of play.
- If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

22. **Scoring:**

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, or when the kicker is put out before touching first base. At the end of the game the team with the most runs wins. The Umpire will fulfill the Scorekeeper's role and responsibilities.

- **Home Run Rule** – All leagues will have a two homeruns per inning rule. No team is allowed to kick more than two (2) homeruns (untouched, over the fence) per inning. Any home run kicked after the two per inning will result in a single. The team kicking is responsible for retrieving all balls going out of play, including home run balls. Players that kick a home run must touch all of the bases.

V. UNSPORTSMANLIKE CONDUCT

Any person verbally and/or physically attacking, or making gestures towards an Umpire, Site Supervisor, or city personnel may be suspended from all Clinton City Sports Programs indefinitely. All teams are responsible for their spectators. Teams may be ejected for unruly spectators.

1. **Conduct:**

Any player, Team Manager, or spectator who fails to act in a sportsmanlike manner before, during, or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and/or the park. Unsportsmanlike actions include, but are not limited to: physical contact, profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious to others, throwing equipment, intimidation, unnecessary roughness, trash talking, taunting, harassment, or any kind of negative actions directed towards an opponent, teammate, spectator, Umpire, Site Supervisor, or city personnel. Such behaviors are not acceptable and will not be tolerated. Police interference and/or assault charges may be filed when deemed necessary.

2. **Player Ejection:**

A player or Team Manager ejected from a game will be automatically suspended from the next game minimum (including tournament games). If an individual is ejected from a game for unsportsmanlike behavior they must arrange an interview/phone call with the Recreation Department to request reinstatement into the program. It is the responsibility of the Team Manager or player to arrange the interview/phone call. Anyone ejected twice during the season will be suspended for the remainder of the season. Fighting or any physical altercation will result in a minimum of a 1-year suspension and assault charges may be filed. The ejection includes the playing facility and Clinton City Property. Depending on the severity of the action a warning may be issued by the game Umpire. The warning is left to the discretion of the Umpire. If the

behavior continues after the player has been ejected, that player's team will forfeit the game. All players should understand that if they are ejected, and that team does not have a substitute to take their place, the game is ruled a forfeit. If the player/Team Manager does not leave the field/premises immediately the game will be stopped and declared a forfeit. Additional action may be taken including, but not limited to probation or total suspension.

VI. PARK ORDINANCES

All posted park ordinances will be enforced. All violators of Park Ordinances may be issued a citation by the Clinton City Police Department.

1. Litter/Waste:

Deposit all garbage in receptacles provided throughout the park. Keep your dugouts and surrounding areas clean. Do not leave any food or garbage.

2. Alcohol and/or Drugs:

The possession and/or consumption of alcohol and/or drugs on Clinton City property is strictly prohibited. If you or any member of your team is caught with alcohol or drugs or smelling of alcohol or drugs your team will forfeit the game. If you are caught with it after your game you will forfeit your next game. Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.

3. Smoking:

Smoking, including E-Cigarettes and vaping is prohibited in the park.

4. Pets:

No pets are allowed in the park.

5. Parking:

Patrons park their vehicles on Clinton City property at their own risk.

6. Excessive Noise:

Teams and spectators are not allowed to make excessive noises of any kind including but not limited to: whistles, horns, paddles, bells, music, etc.

7. Bikes, Scooters, Skateboards, Roller Blades, etc.:

Bikes, Scooters, Skateboards, Roller Blades, etc. are not allowed surrounding the softball complex while games are being played

VII. WARM-UP AREAS

Due to safety issues all teams must practice and warm-up either beyond the outfield fences or on the sides of the fields well beyond the complex cemented area. Teams not complying with this will be given verbal warning from the Site Supervisor. Teams continuing to disregard warnings face the possibility of forfeiting games.

VIII. PROTEST PROCEDURES

All protests must be made by the Team Manager and must be done in an appropriate manner. All Protests include a \$50.00 (CASH) protest deposit and Softball Protest Form.

1. Rule Protests:

Rule protests are allowed if the Team Manager announces the teams' intent to protest a rule with the Umpire before the next pitch. The Umpire will notify the other team, Site

Supervisor and Umpire, who will note the protest in the official score book. The Umpire may add time, no more than 10 minutes, to make-up time required to file the protest. If the issue is not settled on site, the Team Manager must submit a written Softball Protest Form along with a \$50.00 (CASH) protest deposit to the Clinton Recreation Department no later than 5:00 pm the next business day. The deposit will be refunded if the protest is upheld. Softball Protest Forms are available from the Site Supervisor. The League Director will review the protest and contact the Team Manager once a decision has been reached. Clinton Recreation has the final decision over league issues.

2. Player Eligibility:

If a Team Manager wants to protest the eligibility of a player it must be before the end of the third inning. The game clock will not be stopped for an eligibility check. A \$50.00 (CASH) protest deposit and Softball Protest Form must be submitted to the Site Supervisor by the Team Manager explaining any protest. Challenged players will have 1 hour to produce an ID. If the ID is not presented by the end of the hour, the player will be declared illegal. The challenging Team Manager must submit a written Softball Protest Form to the Site Supervisor explaining any protest to the Clinton Recreation Department no later than 5:00 pm the next business day. The Site Supervisor has final determination over a player's eligibility.

3. Umpires Judgment:

An Umpire's judgment is not subject to protest.

The Clinton City Recreation Department reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the Adult Co-ed Kickball Program. All decisions rendered by the Recreation Department are final.

KICKBALL: Official Rules of the Game
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** Revised 4/16/2025**