

Wicomico County Recreation & Parks
ADULT KICKBALL

Wicomico Social Recreation's Mission:

Create unique recreational opportunities where participants can meet new people and socialize with family, friends and colleagues in a relaxed atmosphere.

League Overview

- A. We are all about having FUN!
- B. We strongly invite businesses, school staff, and other groups to register a team to build camaraderie within your work place and social circles.
- C. Socialization is encouraged before and after games. Teams are encouraged to show their support of other teams, friends, etc. who are playing in other games. There will be designated restaurants and/or bars to continue socializing with fellow kick ballers after the games are played.

Rules & Regulations

1. The Playing Field

- A. All games will be played on a regulation softball field dimensions. Distance from each base is 60'.
- B. The pitcher's mound is 40' from home plate.
- C. The kicking zone is a 3-foot area expanding each direction out from home plate.
- D. Bunting Arc is 40' from home plate.

2. Equipment

- A. Athletic shoes are recommended. Metal cleats are not allowed. Barefoot kicking is allowed but not encouraged.
- B. Wicomico County Recreation Department will provide all game balls and equipment.
- C. Clothing is an extension of the player.
- D. Team uniforms are encouraged.

3. Player Eligibility

- A. All participants must:
 - 1. Be at least 18 years of age.
 - 2. Complete and sign the "Team Entry Roster and Participation Waiver"
 - 3. Must be listed on only 1 team roster.
- B. Professional kickball players may not participate.
- C. **Rosters are Frozen from any playing additions after the games on TBD**

4. Umpire

- A. An umpire provided by the Wicomico County Recreation Department will officiate all games.
 - a. The umpire will be a representative from a league team who is not participating in that game.
- B. Each team is responsible for providing qualified umpires for their schedule umpire shifts.
 - a. Qualified umpires are umpires who understand all rules and regulations of this Kickball league and abide by the standards set forth by the Recreation Department.
 - b. It is very important that all teams fulfill their umpiring assignments.
 - c. Teams unable to fulfill their umpire assignments **MUST either**
 - i. notify the Kickball Supervisor 24 hours before the game so a replacement can be found.
 - ii. supply proper coverage of their game, by finding another team to switch their duties with.
 - iii. If neither of the above is complete the violating team will forfeit their next played game.
- C. Umpires have jurisdiction over play and may:
 - 1. Call a time out.
 - 2. Consult with the Kickball Supervisor whose responsibilities include:
 - Call off a game due to darkness, rain, or other cause at their discretion, and cancel the game if lightning is seen.
 - Penalize a player, including game ejection*, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse.
 - Call for a redo or "replay" if a controversial play occurs.
- D. Umpires will keep score for each game and submit score sheets to the Kickball Supervisor at the conclusion of each game.
- E. Umpires failing to meet the standards set forth by the league will be suspended from future umpiring. Please discuss standards with Kickball Supervisor.

*Ejected participants must leave the field/parking area and may not return to the game. Further disciplinary action may be taken by the Recreation & Parks Department.

5. Teams

- A. Each team may have a maximum of 20 people on their roster.
- B. All teams will have a designated Captain.
- C. All players present must kick in the *written* scorebook order. Violations of this rule will result in an out.
- D. Players arriving late can be added to the end of the original batting line up and will kick in that order. Be sure to follow the 3 male in a row rule.
- E. Teams do not need to field a catcher.
- F. Teams must field at least 7 players for a game to begin. There is no grace period. If both teams agree, the opposing team may loan a player in order to avoid a forfeit. All scores will be final.
- G. Each team is responsible for keeping a "scorebook".
- H. Each team must provide their kicking line up for the opposing team if requested.
- I. Teams may place base coaches at 1st and 3rd base. These are optional.

6. Regulation Play

- A. Regulation games last 7 full innings or 45 minutes. No inning shall begin after the 45-minute mark unless the game is tied. (See 6.C)
- B. The umpire shall be the official time keeper and umpire.
- C. In the event of a tie, the game will continue for one additional inning. If the game is still tied, then the game will end in a tie. *Playoff games will continue until a winner is determined.*
- D. A game that is called off or canceled by the Kickball Supervisor due to inclement weather or other reason, after 4 full innings of play, shall be considered a regulation game. (3 ½ if the Home team is winning)
- E. Games that are called off before 4 innings of regulation play will be resumed at a later date and will start over.
- F. A team is limited to 10 runs per inning unless more runs are scored during the final at bat of the inning. During the last inning of a game each team may score as many runs as they can.
- H. **Playoffs:**

All Teams will advance into a Single Elimination Playoff Tournament at the end of the Regular Season.

7. Fielding

- A. Teams must field at least 7 players but no more than 8.
- B. Teams must field a minimum of 3 players of the opposite sex.
- C. Team cannot field more than 5 players of the same sex.

Fielding combinations include:

- 8 Fielders — 5M and 3F, 3M and 5F, 4M and 4F
- 7 Fielders — 4M and 3F, 3M and 4F

NO – 5M and 2F or 2M and 5F or 6M and 1F or 6F and 1M unless approved by opposing team

- D. Fielders may stand in any location on the field except for inside the Bunting Arc. No defensive player may enter inside the Bunting Arc until after the ball is pitched. Once the ball is pitched one defensive player is allowed inside the Bunting Arc. After the ball is kicked any defensive player may enter the Bunting Arc.

8. Pitching

- A. Each team pitches to their own players.
- B. In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitcher's line until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand and at a moderate speed. Bouncies are permitted.
- C. Each kicker will receive a maximum of 3 pitches.
- D. A team does not have to field a catcher.
- E. Pitchers are not fielders and should not field the ball.
- F. If a pitcher is hit with a kicked ball, the batter is out.
- G. At the conclusion of a play the ball is returned to the pitcher.

9. Kicking

- A. All kicks must be made by foot or leg, below the knee.
- B. If the kicked ball hits the pitcher the batter is out.
 - a) all kicks must occur within 3 feet of home plate.
 - b) Any kick outside of 3 feet of home plate will be counted as a foul ball.
- C. Bunting is not allowed.
 - a. A bunt is any kicked ball that comes to a rest within the bunting arc.
 - b. If the ball is fielded before the ball comes to a stop, the play is live.
 - c. Any kick ruled a bunt is a foul ball.
- E. Kickers may not stop the ball with their foot, or any other body part, and then kick the ball.
- F. The ball must be kicked before the pitch comes to a complete stop.
- G. The Kicking Line-up Order shall be determined prior to start of the game.
 - a. Players may be added to the end of the lineup and bat in that order for the remainder of the game.
- H. Three (3) males may not kick in a row period (including turning over the lineup).
 - b. An out will be given in place of the female kicker and the batting order may continue.
- I. No player may kick more than once until the entire team rotation has had a chance to kick.
- J. If a player becomes injured they can be removed from the lineup without causing an out unless this creates 3 male kickers in a row.
- I. Any person playing at least one play in the field must kick in batting order unless he/she is substituted.

Once substituted, this person may not be added to the lineup or play in the field unless substituted back into the game. Before reentering as a fielder, the person must kick.

9. Running and Scoring

- A. Runners must stay within the base line. It is the runner's responsibility to avoid a collision.
- B. Fielders must stay out of the base line.
- C. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be declared safe at the base to which they were running.
- D. Leading off the base and stealing are not permitted.
 - a. A player caught leaving the base before the ball is kicked will be declared out.
- E. Hitting (pegging) a runner with the ball above the shoulders is not allowed and the runner is safe. Except for the following situations:
 - 1. If the runner intentionally uses their head to block a ball, in the judgement of the umpire, the runner will be declared out.
 - 2. If the runner is ducking, diving or sliding and is hit in the head because of this action, the runner will be declared out.
- F. When attempting to hit (peg) the runner, the ball may hit the ground first before hitting the runner to result in an out.
- G. Tag ups are only required before advancement on a caught fly ball.
- H. Once the Pitcher has the ball or the umpire calls "time" all runners will be awarded the closest base in the judgement of the umpire.
 - a. The ball should not be returned to the Pitcher until all base runners have stopped advancing bases.
- I. Sliding is allowed.
- J. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate.
 - a. Catchers, please know where you are standing in order to avoid unnecessary collisions.

- K. If a base runner advances in front of another runner or touches the runner in front of him/her, he/she will be called out.
- L. No ghost men are allowed.
- M. Courtesy runners may be requested for injured players once they safely reach 1st base.
 - a. The substitute runner must be the last out (same gender).
 - b. Players over 40 yrs. may request a courtesy base runner. The substitute runner must be the last out (same gender).
- N. If the overthrow leaves the playing field and strikes a person, object, or player not actively involved in the play a base runner shall be awarded one additional base on an overthrow.

10. Strikes / Balls / Fairs & Fouls

- A. There are no walks.
- B. A batter is out after three pitches.
- C. A foul ball is defined as:
 - 1. Any ball landing in foul territory.
 - 2. Any ball landing in fair territory that travels on its own into foul territory prior to crossing 1st or 3rd base.
 - 3. A ball that is kicked while the kicker is outside of the "3 feet" kicking zone.
 - 4. Any ball ruled a bunt.
- D. An out will consist of:
 - 1. 3 strikes (A strike is any pitched ball not kicked fair.).
 - 2. Any kicked ball (fair or foul) that is caught.
 - 3. A tag on a base to which a runner is forced to run before the runner arrives.
 - 4. A runner off his/her base before the ball is kicked.
 - 5. Any kicker who does not kick in his/her proper place in the lineup and is challenged by the opposing team before the first pitch is rolled to the next kicker.
 - a. If this is challenged before the at-kick is completed the correct kicker will come in to kick and will assume the current count and finish the at-kick.
 - 6. A runner coming into contact with the ball during a live play while not occupying a base. This may result from a legal "pegging" or by accident.
 - 7. Any kicked ball that hits the Pitcher.

11. Ball in Play

- A. Once the pitcher has the ball in control and is on the mound, the play ends.
- B. During a live play, fielders cannot attempt to stop base runners who are in the act of running (advancing) by throwing the ball to the pitcher. The ball should be returned to the pitcher once all base runners have stopped running.
- C. A pitcher cannot intentionally miss a ball to allow runners to advance. The umpire may overrule in this situation and send runners back to their previous base if this occurs.
- D. If a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out. Other base runners may not advance additional bases.
- E. There is no infield fly rule.
 - b. However, if the umpire declares an intentional fly ball drop, the kicker and each base runner will advance 1 base.

12. Forfeits

- A. If a team knows in advance that there is a problem with a scheduled game, they contact the league coordinator as soon as possible so the other team can be notified.
- B. Any team failing to report to assigned umpire duty will forfeit their next scheduled game.
- C. Forfeits will not be made up.
- D. **Teams that forfeit more than four games are not eligible for the playoffs.**

14. Other Rules

- A. Any rules not covered in this document will follow traditional baseball rules. Please speak with the Kickball Supervisor if you have any questions.

- B: Tie Breakers to determine seeding for Playoffs
 - 1. Head to Head
 - 2. Head to Head Run Differential
 - 3. Average Run Differential
 - 4. Average Runs Against
 - 5. Average Runs For
 - 6. Total Run Differential
 - 7. Total Runs Against
 - 8. Total Runs For
 - 9. Coin Flip

Alcoholic beverages and smoking are not permitted on the playing fields.