

Highland Village Parks and Recreation Department

Adult Kickball Rules

Highland Village Adult Kickball league is intended to be a fun league for all participants. The rules have been written in such a manner that allows for all involved to experience an exciting and fun league. The intent of the kickball league is of a recreational nature with as few restrictions as possible.

I. Jerseys:

1. Players can wear any athletic clothing they choose.
2. Jerseys do not have to match, but should be like in color; there are no number requirements.
3. No open-toed shoe/sandals are allowed.

II. Rosters:

1. All players must be at least 16 years of age
2. No roster shall exceed 20 players including a player/manager unless a special exception is made by the Athletic office.
3. Add/Drops to rosters will be accepted until the Friday after you've completed your fourth game.

III. Playing Field:

1. Base paths will be 60 feet in length
2. Pitching rubber will be 40 feet from home plate
3. One solid-white arc will be marked 20 feet in front of the plate. Balls that do not pass this arc will result in an "out", if a defensive player gains control of the ball by picking it up before any part of it touches or crosses the arc then the kicker will be "out".
4. A second white arc will be marked at 40 feet from home plate. All defensive players must stay behind this arc until the ball is kicked.

IV. The Game:

1. Teams will play 9 innings or 50 minutes, whichever comes first.

V. Run Rule:

2. The game is complete if one team has 20 runs after 4 innings.
3. The game is complete if one team has 15 runs after 5 innings.

VI. Pitching:

1. In an effort to equalize play and to eliminate excessive speed and extreme bouncing pitches, **each team will provide their own pitcher.** The defense will also provide a pitcher position for fielding purposes
2. Once the offensive team's pitcher has released a pitch, they must make every effort not to hinder the play on the field. They must get out of the way of a kicked ball and allow the defensive players to catch, field and throw the ball. If, in the opinion of the umpire, the pitcher makes an effort but still cannot avoid being hit by a kicked ball then the play will continue and the team in the field should consider it "a live ball". If in the umpire's judgment the pitcher did not make an effort to avoid a kicked ball or hindered the defensive player(s) in any way then the kicker is declared out and all runners must return to the base previously occupied.
3. **The ball must be delivered in an underhanded motion and released before the pitcher crosses the pitching rubber.**

VII. Kicking:

1. Each kicker will only receive a maximum of three (3) pitches
2. Within 3 pitches, if a kicker does not put a ball into play they will be declared "out"
3. All balls that are kicked must go beyond the designated arc line or the kicker will be ruled out. If a defender gains control of the ball by picking it up before any part of it touches or crosses the line then the kicker will be "out".
4. Kickers must strike the ball with their foot and cannot kick the ball until it crosses home plate, or is over home plate
5. The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up. All-time pitchers are permitted (must be signed in as a team member). If the pitcher is a kicker in the line-up, when it is the pitcher's turn in the line-up, another player will be required to enter the game to pitch.
6. The ball cannot be kicked until it crosses home plate or is over home plate. The kicker is required to start in the kicking box, one foot inside of the kicking box. Kicking the ball outside the box will result in a 'dead ball', strike will be called, and base runners may not advance. If this occurs on the third pitch, kicker will be out. If a ball is kicked in front of home plate it will result in a 'dead ball', strike will be call, and base runners may not advance.

VIII. Pinch Runners:

1. A pinch runner will be allowed when the umpire has determined that a player is injured and a pinch runner is warranted. Pinch runners are only allowed in the event of an injury. The pinch runner must be of the same gender of the player that is being replaced in noted in the line-up.
2. If a player is removed from the lineup due to an injury they will not be able to reenter the game.

IX. Base Running:

1. No lead-offs or stealing will be allowed. If this happens an automatic "out" is incurred on the kicking team.

X. Fair and Foul Balls:

1. The criteria for fair and foul balls will correspond with the rules of softball. Any ball that first lands on the foul side of the line and remains outside the foul line past first base will be ruled a foul ball. Balls that first land in the field of play, or on the chalk or painted line will be considered fair and in play.

XI. Line-ups:

Line-Up Card:

1. A team consists of no less than eight (8) players and a maximum of no more than twenty (20) players. A legal kicking line-up will consist of no less than eight (8) players and a maximum of no more than twenty (20) players of alternating sexes (male/female or female/male). A team may also play with more women than men of any combination. Teams must alternate the batting order according to gender as long as this is possible. Kicking order must be male/female in the batting order. **The only time two males can kick in order is if it is the last player in the lineup, and the first player in the lineup, the kicking order cannot change.**
2. A team can kick with a minimum of eight (8) kickers and a maximum of twenty (20) kickers as long as the kicking order adheres to the alternating sexes kicking rule, except; if a team is kicking with more than ten (10) players and has an odd number of players. The first and last kickers must be of the same sex. A kicking lineup with less than ten (10) players will be assessed a "Ghost Out" for every kicker down to eight (8) players.
3. "Ghost Outs" are placed in the highest possible position of the line-up at the first and/or second positions respectfully for the appropriate male or female kickers missing. If a team shows up with eight (8) players, five (5) of one sex and three (3) of another, then the first and third kicking positions will be used as ghost-outs. If at any point during the game a team loses a player, a legal substitute must replace that player or a "Ghost Out" will be placed in their spot in the kicking order.
4. **Substitutions:** Players can substitute in and out of the kicking order, as long as they remain in the same position in the kicking order, and a male player is substituted for a male player and a female player for a female player. Once you are in the kicking order you can only substitute in and out of the same position in the kicking order. Players caught moving positions in the kicking order will be declared out.

5. In keeping with the benefits of recreational sports, teams may finish with fewer players than they started with (to a minimum of 2 "Ghost Outs"). However, you may not drop in number due to an ejection. This rule will not be considered grounds for protest.

6. Once the game is in progress any player who leaves the game will have a "Ghost Out" placed into their kicking spot. If the player is ejected the team must provide a legal substitute or the game will be forfeited.

7. Teams that play with less than 10 players will take (2) Two automatic outs at the bottom of their kicking order

XII. Defensive Field Position:

1. Teams will not be allowed to have more than six (6) players positioned on the 40 foot mark in the infield at the time of the pitch. In the infield there must equal of each gender (M/F). You can change the fielders out as long as the criteria above is met. You can have more females than males.

2. All defensive players must be positioned behind the pitcher (white arc) at the time of the pitch, and may not charge forward of the pitcher until the ball has been kicked

3. The pitcher and catcher must be two players of the opposite gender

4. The catcher position must stand to the left or the right of the kicking box, they may not stand behind the kicking box or in front the home plate line extended before the ball is kicked.

Infield fly rule IS in effect.

XIII. Kicking Zone:

1. Home plate Extension: 12 inches on either side of the plate for a total strike zone of 41 inches

XIV. Tagging/Throwing Area:

1. The legal tag and throwing area will be from the shoulder and below. Absolutely NO THROWS TO THE HEAD ARE ALLOWED. Effect: A dead ball will be called and the runner hit in the head will be awarded the base they are attempting to reach and one (1) extra base; other runners move up as needed

XV. Player is Out:

1. A player is out when 3 pitches have been delivered and the kicker was unable to get the ball in play

2. When a player is hit with a thrown ball (below the shoulders) while off base.

3. Tagged out or forced out going to a base (the legal tag area will be from the shoulder down)

4. Their kick is caught by a defensive player in the air before it touches the ground

XVI. Substitutions:

1. Free substitution for any player; must be for the same gender (male for male, female for female).

XVII. Tie Game:

1. In the event of a tie score between the playing teams at the end of fifty (50) minutes of play or nine (9) innings, one (1) complete additional inning will be played. If at the end of the extra inning both teams are still tied, the result of the game will go down as such.

XVIII. Game Balls:

1. Game ball will be provided by the Parks and Recreation Department.

XIX. Sportsmanship:

1. Ejection of a player, coach, etc. may result from remarks to or about opposing players and officials, or anyone who commits other acts that could be considered unsportsmanlike. Penalty will be ejection from game and grounds, including parking lot. Player has 1 minute to leave the facility or the offending player's team will forfeit. Any player ejected from a game will receive an additional (1) game suspension. The additional game suspension will be the next played game by the player's team. Any players ejected for a second time during the season will receive an additional (3) game suspension, and for a third offense the player will be suspended for (1) one calendar year. Note: the aforementioned suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions decided by the recreation supervisor. A player that is ejected or suspended may not be on the field or at the softball complex under any circumstances during his/her suspension.

2. Physical assault or verbal threats of any kind by a player or spectator on an umpire/scorekeeper or another player or spectator will result in immediate removal of that player or spectator from the game and grounds by police, and will be suspended from Highland Village league. The umpire may forfeit the game if attacked physically by any member or spectator. Members ejected for fighting will be suspended immediately from league play for a period of 1 yr. from date of incident (no exceptions). Prior to re-entry, the player(s) must contact the Recreation Supervisor/Coordinator who will make the final decision whether the player will be allowed in the league. Harassment of an employee at any time can result in being suspended from the league, as decided by the Recreation Supervisor/Coordinator. Any person that physically assaults an umpire/parks and recreation staff will be charged with assault. **Officials will be appointed by the Highland Village PARD. All officials (umpires) appointed shall have complete charge of the game as outlined in the rules and regulations.**

XX. Protests:

1. Protests must be written and turned into the Parks & Recreation Department along with a \$50.00(cash) charge within 24 hours of the time of the incident. If you win the protest, you will be refunded the money. The umpire must be made aware of the protest and the reason during the game in order for the protest to be considered.

XXI. Complex:

1. Alcoholic beverages and tobacco products are prohibited per city ordinance.
2. Absolutely no metal cleats or spikes of any kind.
3. Rainout Information: When playing conditions are questionable the Parks and Recreation website will be updated at 2:00 p.m. www.hvparcs.com or call office at 972-317-7430 for the latest information.

Additional updated Kickball league protocol:

- No food allowed in dugout area.
- No tobacco products or sunflowers seeds allowed.
- Alcohol: Alcoholic beverages are not allowed in the park. Umpire's/league representatives will eject any person and or forfeit any game if a player or players are found to have alcoholic beverages inside the complex and/or dugouts.
- No shaking hands after game.
- Practice "social distancing" as much as possible.
- No congregating before or after the game. Encourage players to wait in their cars until just before the beginning of a practice, warm-up, or game, instead of forming a group.

Highland Village Parks and Recreation Athletics office reserves the right to add, delete and amend its adult kickball rules and regulations at any time for the betterment of the league.