

Adult Kickball Madness Rules

The Playing Field

- The kickball field equals the dimensions of a softball field. The pitching strip is in the center of the diamond and directly aligned with the first / third base diagonal.
- The home team is responsible for setting up the field they are using.
 - Equipment
 - Metal cleats are not allowed
 - A game ball will be supplied
 - A captain must designate & they are responsible for making sure your team has matching shirts. (They may be homemade or store bought etc.) The captain is also responsible for writing & turning in the written line-up card order at each game.

Umpires

- There are no umpires
- In the even that both teams cannot agree on a judgment call, the play will be considered a Re-do. The play will start over from the original point with all players returning to their beginning position.
- If captains from both teams feel that a player is not acting appropriately they may decide to eject that player from the game. (This must be a joint decision between both team captains)
- If a player gets ejected from a game that will result in a forfeit of the players right to play during the rest of the 2016 season.

Teams

- Teams must field at least 6 players and no more than 10.
- Teams must field a minimum of 3 females if playing with 6 to 8 players.
- Teams must field a minimum of 4 females of playing with 9 or 10 players.
- Each team shall have one captain who will be responsible for the team and all of its players.
- The captain must ensure that:
 - All team players kick in the written line-up card order. (if a batter kicks out of order it's an automatic out) Team captain's name must be designated on card.
 - All infield positions must be filled when playing with a full team (10 players). This includes 1st base, 2nd base, Shortstop, 3rd base, pitcher and catcher. If playing with less than 10 players, it is up to the team captain's discretion.

Line Ups

- If your team cannot field the minimum of 6 players to start the game, it's ruled a forfeit.

- There is no limit on how many players can be on your roster to kick but only 10 can be on the field. (All players present must be on the line up to kick)
- Kicking **3 men or women in a row is and automatic out.**
- Your kicking order (lineup card) must be turned in to the opposing team's captain before the start of the game.

Game Play

- Each game has a 50 minute or 7 inning limit. No innings can begin after 50 minutes.
- Regulation games cannot end in a tie. Must play to a winner even if you go over the 7 50 minutes or 7 inning limit. (must play a minimum of 1 full inning to break the tie)

Pitching/Catching

- A legal delivery shall be a ball that is delivered underhand at medium speed. Excessive bounces in a pitch will constitute a re-pitch. (Keep in mind this is a fun kickball game)
- The pitcher must stay behind the pitching strip until the ball is kicked.
- No spin pitches.

Kicking

- All kicks must be made with the foot/leg and occur within the kicking ox.
- The kicker must take a full kick at the ball. Bunting is not allowed and result in an out with the ball becoming immediately dead.
- All fielders must stay behind the diagonal line until kick is made then they can cross the line & field the ball.
- All kicks must occur behind home plate. A kick occurring in front of home plate is ruled a foul and it will count as a strike.

Running

- Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out at a base may have their foot on the base, but must lean out of the baseline. Runners hindered by any fielder within the baseline shall be safe at the base they were running to.
- No leading or stealing is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.
- Hitting a runner with the ball above the shoulder is not allowed. Any runner hit above the shoulders is safe and advances one base. If a runner intentionally uses the head to block the ball, the runner is out.
- After kickball is caught, runners must tag their originating base before running to the next base.
- All ties will go to the runner/ Runner may overrun 1st 2nd & 3rd base but if they are tagged

when overrunning 2nd & 3rd they are out.

- Base runners may not interfere with the play in progress. A base runner that interferes will be charged with interference resulting in both the base runner & kicker being called out on the play.
- Sliding is an automatic out.

Strikes

- A count of two strikes constitutes an out.
- A strike is
 1. A pitch missed by the kicker
 2. A foul ball (foul ball on 2nd strike is an out)
- A foul ball is ball that crosses the foul line and stays foul before reaching 1st or 3rd base.
- If a ball goes foul and comes back into the playing field before it reaches 1st or 3rd base it is considered a fair ball.

Balls

- There are no balls.

Outs

- A count of three outs by a team completes the team's half of the inning.
- An out is
 1. Any combination of 1 strike/foul
 2. A runner touched by a kicked ball at ANY time while not on base.
 3. A fielder throwing a ball at a runner with medium force. (please be sportsman like)
 4. Any kicked ball (fair or foul) that is caught in the air.
 5. A fielder with the ball in hand tags the base to which the runner is forced to run.
 6. A runner off of his/her base when the ball is kicked.

Fouls

- A foul is:
 1. A kick landing out of bounds
 2. A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touched by an inbounds fielder is automatically in play)
 3. A kick where contact is made with the ball in front of the kicker's box

Ball in Play

- Once the pitcher has the ball in control and on the mound the play ends.
- If a runner intentionally touches or stops the ball the play ends and a runner is called out.
- A fielder can deflect the ball into the air one time and catch the ball. The fielder may not volley the ball in the air multiple times while moving towards the runner to cause the runner to remain tagged up. If this occurs, all runners will advance one base.

Designated Runner/Player Positions

- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Gender rules must still be obeyed in this situation. If the participant later returns to play the participant must be inserted in the same kicking order previously held. If there are no available substitutes, the team is permitted to pick up a registered player from another kickball team if possible.
- If a player is injured or become ill and cannot continue and there is no available substitutes the lineup will continue in the same formation unless minor adjustments need to be made to adhere to gender rules.
- You have to play in 3 games in order to play in the championship game.
- Predetermined rain dates for Monday & Wednesday games are Fridays of the same week.