

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 kickballers after the games are played.

Rules & Regulations

1. The Playing Field

- A. All games will be played on a regulation softball field. 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.

2. Equipment

- A. Athletic shoes are required. Metal cleats are not allowed.
- 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. Umpire

- A. An umpire provided by the Wicomico County Recreation Department will officiate all games. 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. Qualified umpires are umpires who understand all rules and regulations of this kickball league.
- 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 the their discretion, and must cancel the game if lightning is seen.
- Penalize a player, including game ejection*, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse.

3. Call for a redo or “replay” if a controversial play occurs.

*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.

4. Player Eligibility

- A. All participants must:
 - 1. Be at least 18 years of age.
 - 2. Fill out the player contract.
 - 3. Must be listed on only 1 team roster.
- B. Professional kickball players may not participate.

5. Teams

- A. Each team may a maximum of 20 people on their roster.
- B. Teams must field at least 7 players but no more than 9.
- C. Teams must field a minimum of 3 players of the opposite sex.
- D. All teams will have a designated Captain.
- E. All players present must kick in the written scorebook order. Violations of this rule will result in an out.
- F. Players arriving late can be added to the end of the original batting line up and will kick in that order.
- G. Teams do not need to have a catcher.
- H. 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.
- I. Each team is responsible for keeping a “scorebook”. The home team shall be the official scorer for the umpire.
- J. Each team must provide their kicking line up for the opposing team if requested.
- K. Teams may place base coaches at 1st and 3rd base. These are optional.

6. Regulation Play

- A. Regulation games last 7 full innings or 50 minutes. No inning shall begin after the 50 minute mark unless the game is tied. (See 6.C)
- B. The umpire shall be the official time keeper.
- 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 consider a regulation game.
- E. Games that are called off before 4 innings of regulation play will be resumed at a later date with the original score, and with the same amount of players on base, outs etc. and with the same amount of time left in the game.
- 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 will be combination of bracket play and round robin.

7. 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.

8. 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.
- C. All kicks must occur within 3 feet of home plate. Any kick outside of 3 feet of home plate will be counted as a foul ball.
- D. Bunting is not allowed.
- E. Kickers may not stop the ball with their foot, or any other body part, and then kick the ball.
- H. The kicking order shall be determined prior to start of the game. Players may be added to the end of the lineup and bat in that order for the remainder of the game.
- G. Three males may not kick in a row.
- H. No player may kick more than once until the entire team rotation has had a chance to kick.
- I. 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.

9. Running and Scoring

- A. Runners must stay within the base line. It is the runners 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 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 – the runner is out.
 2. If the runner is ducking, diving or sliding and is hit in the head because of these actions – the runner is out.
- F. Tag ups are only required before advancement on a caught fly ball.
- G. All ties will go to the runner.
- H. Runners may over-run 1st base only.
- I. Once the Pitcher has the ball or the umpire calls “time” all runners must go to the closest base.
- J. Sliding is allowed.
- 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. All attempts necessary should be made to avoid a collision with the catcher during plays at the plate. Catchers, please know where you are standing in order to avoid unnecessary collisions.
- M. No ghost men are allowed.
- N. Substitute runners may be requested for injured players once they safely reach 1st base. The substitute runner must be the last out (same gender).

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.
- F. 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 when the ball is kicked.
 5. Any kicker who does not kick in his/her proper place in the lineup.
 6. Hitting (pegging) a runner with the ball below the shoulders without the ball bouncing first.
 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. 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.
- C. If a runner while not on base intentionally touches or stops the ball, the play ends and the runner is out.
- D. There is no infield fly rule. 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 should make every attempt to contact the league coordinator to reschedule that game.
- B. Forfeits will not be made up.
- C. Teams that forfeit more than one game are not eligible for the playoffs.

13. Awards

- A. A team trophy will be awarded to the playoff champions and runner up.
- B. The Spirit Cup will be awarded to the team who exemplified the most “team spirit” during the season.

14. Other Rules

- A. Any rules not covered in this document will follow traditional baseball rules. Please speak with the Kickball Supervisor or Program Coordinator if you have any questions.
- B. Drinking alcoholic beverages is not permitted on the playing fields.
- C. If there is a tie at the end of regular season, a winner will be determined by who beat whom by the most runs. Should that result in a tie. The total number of runs scored this season will determine a winner.