



# Adult Coed Kickball Official Rules

Program Director:

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## INTRODUCTION

The Parks and Recreation Department is pleased to provide this program as a wholesome recreational activity for the community.

The game officials and program supervisors are the representatives of the City of Encinitas are responsible for the enforcement of Park and Program policies.

This program is offered on a recreational basis only.

The Recreation Division or designee reserves the right to interpret, implement and enforce, the rules listed herein.

## GENERAL INFORMATION

### REGISTRATION

- A. Teams are eligible to become participants in this program once all required fees have been paid and all required forms have been completed. Incomplete forms will not be processed. Program fees cover the cost of game officials, score keepers, equipment, operational costs and awards.
- B. Submit cash or a single check or money order payable to the CITY OF ENCINITAS. Fees must be paid at the Parks and Recreation Department located at 505 South Vulcan Avenue, Encinitas, California, 92024.
- C. Registration fees will only be refunded if the program is canceled.

### ROSTERS/WAIVERS

- A. Each team must submit a completed waiver form with a maximum of twenty-five (25) players with addresses, cities, phone numbers and player signatures prior to their first scheduled game.
- B. All players must sign the team waiver before participating in any scheduled game. A forfeit will be declared if any team is found to be using a player which has not signed the offending teams' waiver.
- C. Playoff eligibility – “Post season” play is held on a “just for fun” basis only. All participants are encouraged to participate as long as they have participated in the regular season.

## **PLAYER ADDITIONS**

- A. Players may be added at any time during the program.
- B. All players adding must report to the scorekeeper 15 minutes prior to game time and sign the original team waiver.
- C. The original team rosters will be at the fields with the scorekeepers at all league games.

## **PLAYER CONDUCT**

- A. No Participant Shall Before, During, or After a Game:
  - 1. At any time lay a hand upon, push, strike or threaten to strike or verbally abuse an official or staff.
  - 2. Use equipment, other than closed-toe shoes and the official game ball.
  - 3. Participate in any game if that player appears to be intoxicated or has been determined to have been drinking alcohol prior to their game.
  - 4. Ignore the instructions or direction of game officials or program staff.
  - 5. Participate in a manner that would threaten or endanger other program participants.
- B. This program was created to provide a wholesome, social, recreational and fun activity to its participants.

Any violation of these rules will constitute player ejection from game & possibly the park. If ejected from the game the player may remain on site, if ejected from park, player must leave premises immediately within one minute or a forfeit will be called against the team.

## **GENERAL RULES**

These rules have been created to ensure the safety and enjoyment of the games participants. As this is a new program and sport, the Parks and Recreation Department reserves the right to implement or amend rules to ensure the spirit of the game is retained.

### **I. GAMES:**

- A. Games will last 7 innings or 1 hour.
- B. No extra innings will be played.
- C. Games are official and may be called by the umpire after 4 ½ innings of play due to:
  - 1. Run Rule – Home team ahead by 15 or more runs.
  - 2. Weather or equipment difficulties
  - 3. Injury results in less than 6 players on the defensive side of play.
- D. Game time is starting time. Teams will be given a fifteen-minute grace period to field the minimum of 6 defensive players (3 male and 3 female).

### **II. KICKING:**

- A. All kicks must occur at or behind home plate.
- B. A player must make a full attempt at a kick. No bunting. If player attempts to bunt they will be warned after the first time. If player continues they will be called out.
- C. Balls and strikes will be called.

1. A strike is:
  - a. A ball within the strike zone that is either not kicked or missed by the kicker.
  - b. A kick from in front of the plate.
  - c. A foul ball
  
2. A ball is:
  - a. A pitch outside the strike zone
  - b. An illegal pitch.
  - c. Called when any fielder advances past the diagonal or the restriction arc.
  
3. A foul ball is:
  - a. A kick landing out of bounds.
  - b. A kick landing in bounds but landing out of bounds before passing first or third base.
  - c. A kick in front of home plate.
  - d. A kickball touched more than once in foul territory or stopped by the kicker in foul territory.
  - e. A kick made above the knee.
  - f. A kickball in flight touched by a fielder in foul territory and dropped.

D. Four foul balls will constitute an out.

E. The strike zone extends to 2' – 0" on either side of home plate and 2' – 0" above.

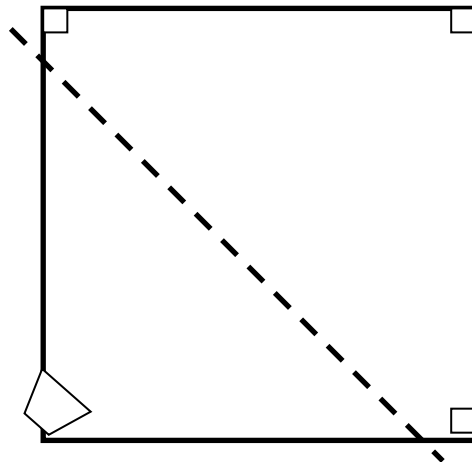
F. A team is encouraged to allow all players in attendance to be listed in the kicking order.

G. The kicking order must alternate between male and female kickers.

### III. FIELDING

A. Fielders can record an out by:

1. Catching a kicked ball in the air before it touches the ground.
2. By tagging a base before the runner reaches it.
3. By tagging the base runner with the ball.
4. Throwing the ball at the runner at or below the shoulder.
  - a. The penalty for hits above the shoulder, intentional or not, "dead ball" will be called and the runner will be awarded a ground rule double from the point of the hit.



B. A caught ball must remain in the possession of the fielder until an out is called by the umpire. The fielder may then proceed to put out any advancing base runners.

- C. Players are not limited as to where they can position themselves defensively with the following exceptions:
1. Infield: Fielders *can* touch a kicked ball in front of the infield diagonal.
  2. Fielders can not position themselves in front of the 160' outfield restriction arc until after the ball is kicked.
  3. The minimum number of infielders shall be 3 and no more than 6.
  4. The minimum number of outfielders shall be 3 and no more than 4.

#### **IV. PITCHING**

- A. The ball is put into play by the pitcher.
- B. The pitch shall be delivered by an underhand pitch/roll to home plate.
- C. "Baby bouncies" are allowed but no higher than 1' – 0" off the ground.
- D. The pitcher must not pass the diagonal before the ball has been kicked.
- E. Once the pitcher is in control of the ball, *in the circle around the mound*, the umpire will call "time" and play will be dead. The play is not dead until the pitcher has the ball inside the circle.

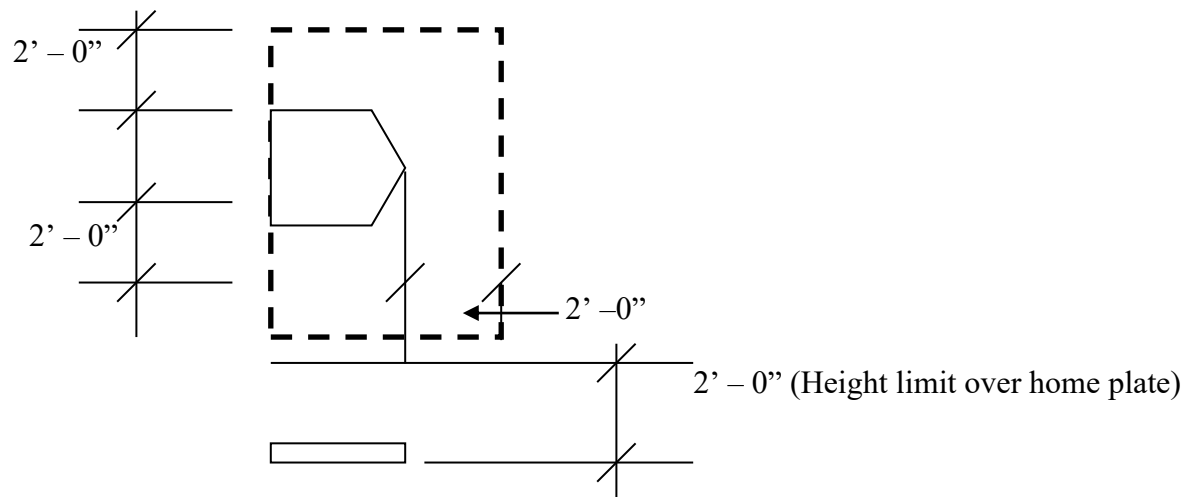
#### **V. BASERUNNING**

- A. Pinch runners will be unlimited.
- B. No leadoffs or base stealing.
- C. Sliding will not be allowed.
- D. Runners are awarded one base on an overthrow.
- E. Runners can not interfere in a play or touch a ball in play.
- F. Runners are not allowed to run out of the base path to avoid a tag.
- G. Fielder vs. runner contact should be avoided at all times.
- H. There will be absolutely no contact at home plate, other than by tag.
- I. Sliding into home or any body to body contact will be grounds for the runner to be called out and at the discretion of the umpire, removal from the game.
- J. Fielders are not to obstruct the base runners path.

#### **VI. EQUIPMENT**

- A. Closed toe shoes are required. Shoes with rubberized cleats are okay. Metal cleats are not allowed
- B. Steel toed shoes or shin guards can not be used.

## VII. STRIKE ZONE



Note: Ball can not bounce higher than 1' - 0" while crossing home plate.

## VIII. BLANKET RULES

- A. Official A.S.A. rules will govern all other aspects of play.
- B. The League Director reserves the right to alter, add, modify or remove rules as needed.