



**ADULT KICKBALL AT HOOVER ATHLETIC COMPLEX-MONDAY NIGHTS
RULES reviewed and & approved April 30, 2012**

Kickball is a simple game consisting of two teams, bases, and a big red ball. Played like softball, the object is to score more runs than the opposing team.

In short, the Hooverdome teams will play with minimum of 8 players and a maximum of 11 fielders in the field, 5-7 innings or 55 minutes of max play, 2 base coaches, bouncies, indian rubbers (no head shots), one base on an overthrow, forced outs, no ghost men, outside base at first; plus, bunting is allowed so get a good catcher on your team!

Official Rules & Policies will be distributed on or before the first regulation game.

For the enjoyment of all, proper respect and civility is required of all participants toward one another and game officials. Alcohol, tobacco products, and dogs are prohibited on the fields & School Property, including dugouts and spectator areas.

Happy Kicking!

tHe SKinny

tEAmS: A team must have a minimum of 8 players (at least 3 must be female) to start and continue a game. While an unlimited number of kickers are allowed, the maximum number of players in the field is 11 where at least 5 must be female if the team has 5 females. If only 3 or 4 females are available, they must all be in the field and only 6 males can be in the field at any given time.

FREE Defensive substitution in the field at anytime.

OffICIAL Lineup/EXTRa pLAYer: All players present are eligible to kick provided the team's batting order alternates batting spots between male and the **available** female players in the top of the batting order. If a male extra kicker is used, a female extra kicker must also be used if available. Male kickers may not kick consecutively unless all females available have already been spaced in the batting order

above. If a male kicker does kick consecutively illegally an out will be called. Females may kick consecutively.

gAMe pLay: 5-7 Innings OR 55 Minutes. Home Team will field first.

Important Note: In the event of a tie score at the end of a regular season game, the game shall be marked as a tie.

mErcy RuLe - Teams may only score 5 runs per inning. After that, the half inning ends regardless of the number of outs committed.

tHe pItcH: The pitcher must start the act of pitching within the pitching mound and have at least one foot on or directly behind the pitching strip when releasing the ball.

Balls must be pitched by hand. Pitchers may throw fast, slow, bouncy, underhand, overhand, sidearm, and with or without spin.

cATchiNG:

1. Teams must have 1 and only 1 catcher while on defense.
2. Catchers must stand behind the kicker and within the Catching Zone.
 - a. Catchers may not cross in front of the kicker nor be positioned outside the Catchers Zone until the ball is kicked.
 - b. If the Catcher impedes the kicker intentionally or unintentionally, the kicker will be awarded 1st base, and any runners may advance if they are forced to.
 - c. If in the Head Referees opinion, the kicker makes an unnatural move and initiates contact in an attempt to draw a Catcher Interference call, the kicker shall be called out.

KICKING: All kicks must be made by foot or by leg below the knee. Any ball touched by the foot or leg below the knee is a kick.

All Kicks must occur:

- a. At or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
 - b. Within the kicking box. The kicker must have at least a portion of the plant foot within the kicking box during the kick. The kicker may line up outside of the kicking box.
1. Bunting is allowed.
 2. Teams must kick in their written kicking order. Kicking out of order results in an out for the spot in the order that was due up according to the written lineup. The kicking lineup will continue with the next spot in the lineup due up.

stRIKES: A count of three (3) strikes is an out. Foul balls never count as strikes.

1. The Strike Zone is 41 inches wide (1 foot to either side of home plate) and approximately 1 foot high. If any part of the ball touches any part of the strike zone, it shall be ruled a strike; however, the ball may not bounce more than 1 foot high, as measured from the bottom of the ball, at any time during the bounce that carries the ball through the strike zone.
2. Any attempted bunt or kick that does not make contact with the ball.

bALLs: A count of four (4) balls advances the kicker to first base.

A ball is:

1. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
2. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
3. A pitched ball that exceeds one foot in height from the bottom of the ball during the last bounce prior to reaching the kicking box.

(bALLs continued)

4. A pitched ball, prior to reaching the kicker that exceeds one foot in height from the bottom of the ball immediately after passing through the strike zone.
5. A pitched ball that is higher than one foot at the plate.

FOULS: A count of three (3) fouls is an out. Foul balls never count as strikes.

A foul ball is:

- a. A kicked ball landing in foul territory.
- b. A kicked ball touched in foul territory.
- c. A kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base.
- d. A kicked ball whose direction is altered by contact with any object other than the ground in foul territory, and called as such.
- e. A kick made on or above the knee.
- f. A kicked ball touched more than once or stopped in the kicking box by the kicker.
- g. A kicked ball kicked outside of the kicking box.

A fair ball is:

- a. A kicked ball landing and remaining in fair territory.
- b. A kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd baseline.

BASERUNNING:

1. Baserunners may not intentionally run more than 4 feet outside of the baseline to avoid a tag or throw.

2. OUTSIDE FIRST BASE:

- a. The Extra Base is only available for runners traveling from home plate.
- b. Fielders trying to make an out on first base must touch the base in fair territory (the First Base). Runners hindered by a fielder touching the base in foul territory (the Extra Base), will be safe.
- c. Runners not attempting to advance to second base and touching the First Base will be out.
- d. Once a runner has reached first base safely the runner must start the next play on the First Base. Any runner standing on or touching the Extra Base at the beginning of the next play will be out.
- e. If no fielder is on first base, and/or the runner is attempting to advance to second base, the runner may touch the First Base.

3. All ties will go to the runner. Baserunners may overrun 1st base; however, if they turn toward 2nd base as if attempting to advance, they are in play and may be tagged out.

4. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line, not making an active play for the ball, shall be safe at the base to which they were running.
5. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked.
6. A runner off of his/her base when the ball is kicked is out.

BASERUNNING (Continued)

7. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the Referee, the runner is out.
8. A tag-up is a requirement to retouch or stay on a base until a kicked then caught ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
9. Running past another runner is not allowed. The passing runner is out.
10. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.
11. Once the Pitcher has the ball in the Pitchers Circle, all Baserunners must stop at the base they are running toward unless the Pitcher subsequent to receiving the ball attempts to make a play on a runner.
12. **Base Running on Overthrows:**
 - a. an overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
 - b. a runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory.
 - c. if any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.

fIeLDInG:

1. All fielders with the exception of Catcher must be positioned in fair territory.
2. No fielder may cross the 1st base/3rd base line until the ball is kicked.
3. Fielders may not stand within the baseline unless making an active play on the ball. Interference with a Baserunner results in the runner being awarded the base he/she was running to.
4. If any part of a thrown ball (**Indian Rubber**) makes contact with the Baserunner's head, the Baserunner shall be awarded the base to which s/he was running).

ENcrOachMenT:

1. Pitcher's Encroachment occurs when a pitcher crosses the 1st base/3rd base line before the ball is kicked. In this event, the Kicking Team shall have the option of taking the result of the play, or taking a ball in the count.
2. Catcher's Encroachment occurs when the catcher crosses in front of the kicker, or is positioned outside the Catcher's Zone, prior to the ball being kicked. In this event, the Kicking Team shall have the option of taking the result of the play, or taking a ball in the count.

3. Fielder's Encroachment occurs when any non-pitcher crosses the 1st base/3rd base line before the ball is kicked. In this event, the Kicking Team shall have the option of taking the result of the play, or taking a ball in the count.

OUTS: A count of three (3) outs by a team completes the team's half of the inning.

1. A count of 3 Strikes.
2. A count of 3 Fouls.
3. Any kicked ball (fair or foul) that is caught by a fielder.

OUTS (Continued)

4. Any time during a live play where the ball makes contact with a Baserunner while not on base or has not yet reached the base s/he is being forced to.
5. A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught.
6. Any time a Fielder has control of the ball and touches a base to which a Baserunner is forced to advance prior to the Baserunner reaching the base.
7. Baserunners intentionally running more than 4 feet outside the baseline with the intent to avoid a tag or throw.
8. Baserunners interfering with a fielder making an active play on the ball.
9. Any Baserunner not on base when the ball is kicked.
10. Any Baserunner who passes another Baserunner.
11. Any Baserunner who is physically assisted by any team member.
12. Any kicker that does not kick in the proper kicking line up.

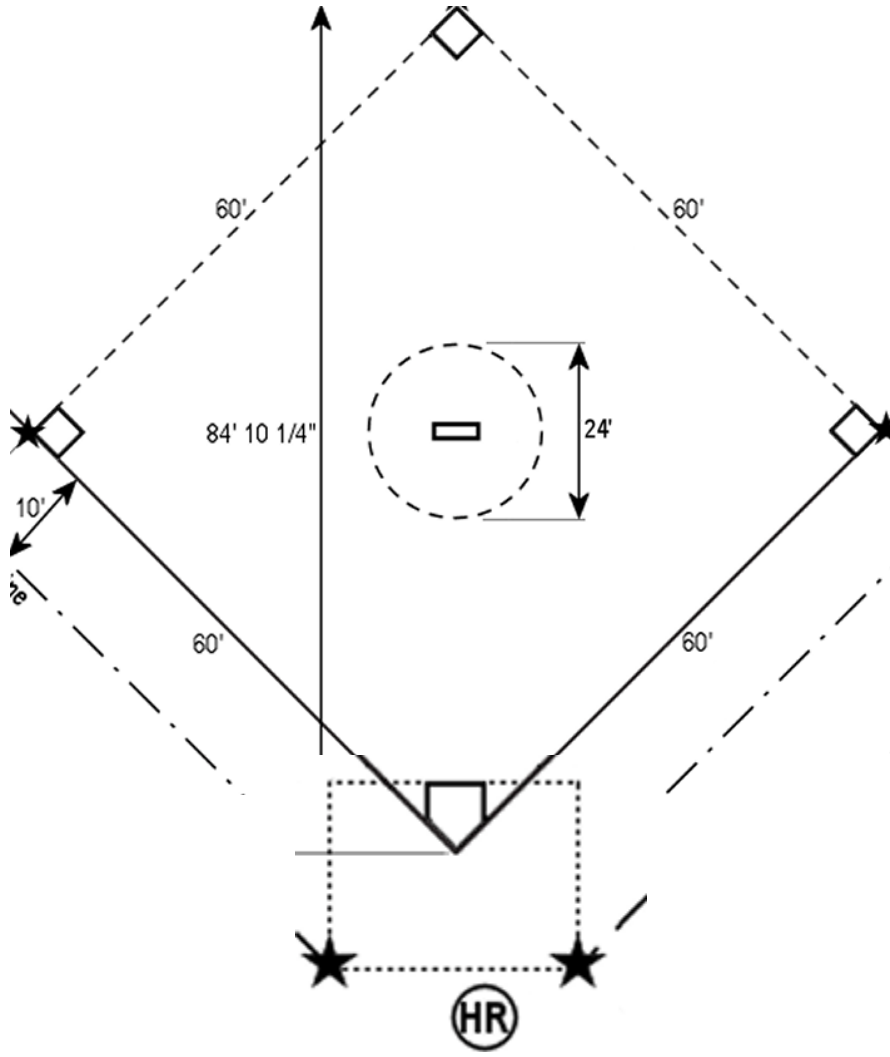
DeAd baLL PIAYS:

1. If a Baserunner intentionally touches the ball, the runner is out, the play is dead, and any other Baserunners must return to the base they were on at the beginning of the play.
2. If a fair ball becomes trapped in any object or a Fielder faces an impediment in getting to the ball, the runner shall be awarded a ground-rule double and all other Baserunners may advance 2 bases beyond the base they began the play on.
 - a. In obvious cases, the Head Referee has the discretion to award the Kicker and Baserunners whatever base s/he realistically believed they would have reached had there not been an obstruction.
 - b. If a ball goes over a permanent fence that is aligned in fair territory on the fly, the kicker shall be awarded an automatic Home Run.
 - c. Any play where a potentially serious injury occurs, play will be stopped by the Head Referee immediately.

Field Diagrams next page.

For more INFO contact:

Troy Cox at troy.cox@brevardparks.com or 321-255-4400



The Field:

