

Official Kickball Rules

Alcohol- Beer may be consumed outside the playing area within moderation. Upon the Umpire's discretion, any player the umpire feels is impaired or could create an unsafe environment will be asked to leave the playing area and the player will not be permitted to continue play.

Rain Out Line- 928 777-1688 –The City of Prescott Rain Out line is updated at 3pm when inclement weather could cause cancellations or postponements of league games. Please inform your team to contact this number in case of possible rain outs for league games.

Rosters

Team rosters shall include a maximum of 20 players, including at least 5 of each gender.

The maximum number of players on the field is 10, with at least 4 of each gender.

The minimum number of players on the field is 8, with 4 men/4 women.

All players must be on the team's official roster or player add form with the League to play with the team. Unregistered substitutes are not permitted. Any team found to be playing with an unregistered player will forfeit the game.

If a team has 12 players, 6 men/6 women present, all 12 may kick and they may rotate players in and out of the game on defense. Male for Male and Female for Female.

Fielding teams are required to play catcher and pitcher. Gender doesn't matter.

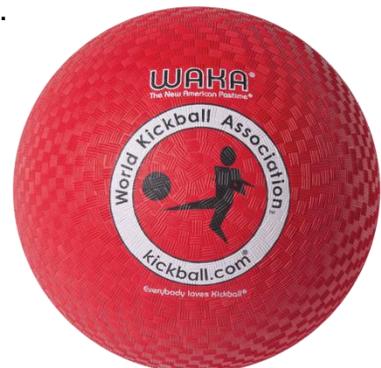
No substitutes for the catcher are permitted during the inning; catchers may only be changed between innings.

Officials

Each game shall be officiated by a League-assigned referee.

Referees are responsible for:

- a. Keeping game time
- b. Keeping score.
- c. Enforcing all game rules.
- d. Tracking all counts and outs.



Field

Games will be played at Ken Lindley Field.

Base distances are 60 feet. First base shall include a safety base placed to the right. Overruns must be made on the safety base.

The back corners of the kicker's box shall be placed along the foul lines extended 10 feet from home plate.

The Triangular areas between the top edge of the kicker's box and the foul lines between the outside edge of the kicker's box shall be considered "fair" territory for balls traveling on the ground through that area.

The field shall be bounded by a sideline measuring 10 feet from the foul line. No player or spectator shall reside within the sidelines except for those actively playing, the game officials and a 1st and 3rd base coach.

Equipment

All equipment shall be provided by the League.

Players may not utilize metal cleats at any time. Rubber cleats are permitted.

Team uniforms are not required.

Game Clock

Each game shall be completed in no more than 7 innings or 55 minutes, whichever comes first.

No new inning may begin after 45 minutes; any inning being played after 45 minutes shall be the last inning of the game.

Any inning in progress shall end immediately, and both teams shall vacate the field when:

- a. The clock has passed 45 minutes with the home team leading in the bottom of the inning (home team wins)
- b. The clock has passed 55 minutes; the score shall revert to the score at the previous full inning, with the team leading at the end of the previous full inning declared the winner.

In the event of a tied score after the final inning, the game shall be recorded as a tie.

Team listed 2nd on the schedule will be home team and occupy the 3rd base dugout area.

Pitching & Catching

The pitcher shall roll the ball, keeping at least one foot on or behind the pitcher's plate until the ball is kicked. No defensive player may cross the invisible line between 1st and 3rd base prior to the ball being kicked. The first violation of encroachment of the invisible line will result in the team being warned. The second violation, and thereafter, will result in the kicker choosing the option of re-kicking or being awarded first base.

All at bats will begin with a 0-0 count.

Pitcher shall roll the ball, keeping at least one foot on or behind the pitcher's plate until the ball is kicked.

The pitch must pass within 1-foot strike zone around and above the home plate.

The pitch must have bounced twice or be rolling on the ground when crossing the plate.

All pitches must be done underhanded and from below the waste.

The catcher must remain behind the kicker and directly in or behind the kicking box until the kicker makes contact with the ball. The catcher may NOT stand in front of the kicker or to the side of the kicking box or so closely to the kicker as to interfere with his or her ability to kick, until contact is made with the ball.

Kicking

There kicking order must abide by alternating genders throughout the game.

Bunting is not permitted at any time.

3 strikes is an out and is called when:

- a. The ball crosses the strike zone without being kicked.
- b. The kicker swings at but misses the ball.
- c. The ball is kicked foul. (Even on the 3rd Strike)



Fouls are counted and considered foul when:

- a. The ball lands or is touched in foul territory
- b. The ball lands inside the foul line, but rolls outside the foul line before reaching 1st or 3rd base lines. A ball that lands past the 1st or 3rd base lines but rolls into foul territory shall be considered fair.

- c. The kicker kicks the ball with any part of the foot planted outside the kicking box, including in front of home plate.
- d. The kicker makes a “double-kick”, ie. kicks or contacts the ball after the initial kick while still behind home plate.

4 balls allow the kicker to advance to first base as is called when:

- a. Ball fails to pass through the 1-foot strike zone around home plate
- b. Ball bounces more than 1-foot above the strike zone
- c. Ball bounces fewer than twice prior to crossing the strike zone.

Running

Stealing bases and leading off is illegal. A player who was leading the base prior to the hit shall be called out.

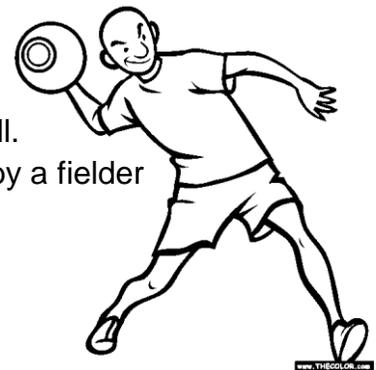
Sliding at first base is illegal. A player who slides at first base shall be called out. Runners must use the safety base.

There is no infield fly rule; the runner may commit when the ball is touched by a fielder regardless of whether or not it is caught.

Play shall end when the pitcher has control of the ball within 10 feet of the pitcher’s mound. Any runners in motion at this time must stop at the base they are moving toward.

A runner is out when:

- a. Fielder catches a fly ball.
- b. Gets 3 strikes
- c. Base is tagged on a force run.
- d. Runner is tagged by a fielder in possession of the ball.
- e. Comes in contact with the ball, except when thrown by a fielder at the head (unless sliding)
- f. Runner is off base when the ball is kicked.



A runner that is tagged in the head by a ball shall be considered safe at their intended base, unless that player was sliding or intentionally placed their head in the path of the ball.

In the event of an overthrow into foul territory in an attempt to make a play, the runner may advance only as far as the base they are running toward plus the next base. This

is a restriction on the advance of the runner; runners are NOT automatically awarded the base.

Pinch running due to injury is permitted at 1st, 2nd and 3rd base provided the pinch runner is of the same gender. The runner who was substituted for shall be removed permanently from the game. Pinch running at kick is not permitted.

Defensive players may kick the ball instead of throwing toward runners and are allowed to kick the ball from the outfield to the infield.

Mercy Rule

The inning shall advance when a team scores 7 runs in the inning. The mercy rule shall be called and the inning advanced immediately upon scoring the 7th run. The mercy rule advances the inning; it does not end the game except when a team is down by more than 7 going into the 7th inning, more than 14 going into the 6th inning or more than 21 going into the 5th inning, the game will be called.

Late Arrival Penalties & Forfeits

Teams must be ready to play and meet game start requirements within 5 minutes after the posted game time.

If a team is not ready to play at 5 minutes past the posted game time, it shall incur an immediate 2 run penalty, awarded to the opposing team.

If a team is still not ready to play after 10 minutes, a forfeit will be called.

Playoff Tie Breaker/Roster Rules

Ties are not permitted in playoff games. If a playoff game ends in a tie after regulation, we will continue with extra innings until a winner is declared. The 7 runs per inning rule still come into effect.

Players must be on the roster by the fifth week of the season to be eligible for the playoffs. Anyone added to the roster after week five will not be eligible to play.

Altering or Changing Rules

The League Supervisor has the right to change rules throughout the season if necessary. All teams will be notified if any changes are made to the rules.

REMEMBER TO HAVE FUN AND BE GOOD SPORTS.