

# Kickball League Rules

1. All games will be played on an A.S.A. softball regulation diamond and use modified A.S.A. softball rules.
2. There are no umpires. Each batting team will provide a first and third-base coach. These first and third-base coaches will be responsible for calling runners safe or out when a close play on the bases occurs; they will use an honor system to call plays fairly. The team in the field will not call close plays on the bases and abide by the decisions of the first and third-base coaches.
3. Balls will be provided by Skagit County Parks & Recreation.
4. **ROSTERS** – A team consists of 8 (eight) players. A minimum of 6 (six) is needed to start and continue a game. Teams must have equal number of males and females, with the exception of 7 (seven) players where the gender difference can be one (i.e. 4 males & 3 females or 4 females and 3 males). NOTE that batting 2 (two) males back to back will result in a dead ball out.
5. Teams are allowed to bat their entire roster. However, if a player leaves the facility, is injured and unable to play, or ejected from a game, that spot in the batting order will be considered an out if there is no available substitute.
6. The ball is put into play when the pitcher (a player on the defensive team) rolls the ball toward home plate and the batter attempts to kick the ball. The batter must wait for the ball to be within three feet of home plate before kicking the ball. If the batter does not like the pitch, she/he should not attempt to kick it, and another pitch will be thrown. **There are no strikeouts or walks. Batter gets a maximum of two (2) tries. A missed attempt or foul counts as a try. After two tries, the batter is out. Bunting is NOT allowed.**
7. **PITCHING** – Pitches will be thrown in a civil manner at a reasonable rate and not excessively bouncy. A legal pitch must be underhand and no higher than knee level of the batter (sidearm or overhand pitching are not allowed). Fastpitch and curveballs are also NOT allowed. A pitch should be made as if you were rolling the ball to a teammate.
8. **PITCHERS** – Must remain in contact with the pitching rubber from the beginning of a pitch until it is properly released. A pitcher can not step into/onto the rubber, but must remain in contact with the pitching rubber from the wind up through the release. Once a pitch is properly released, the pitcher can then move to any point within the pitching circle until the ball has been kicked, at which time the entire field will be in play.
9. **FIELDING** – **Infielders** (five maximum, including pitcher) may not advance beyond the base paths (1<sup>st</sup> to 2<sup>nd</sup> and 2<sup>nd</sup> to 3<sup>rd</sup>) until the ball is kicked into play. The catcher (if used) can not cross past home plate until the ball is kicked into play. **Outfielders** must not cross from the outfield grass onto the infield dirt until the ball has been kicked into play, as well. A catcher is not required.
10. The defensive team may be set up in any gender order the team wishes. There is no set rule for placing defending players based on gender. A catcher is not required.
11. **OUTS** – The batter is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he/she is hit by a thrown ball below the waist. Any batter hit in the head will be awarded an extra base. **NOTE** that the ball must always hit below the waist whether a base runner is upright (running) or sliding into a base. A thrown ball hitting the ground before a runner is considered a Dead Ball.
12. **OVERTHROWS** – Base runners may advance only one base on an overthrow to a base. However, an overthrow while trying to throw a player out with the ball below the waist will be considered a live ball and base runners can advance at will.
13. Games will consist of 7 (seven) innings or a 60 minute time limit. A half inning will consist of 3 outs. There is NO grace period. The **International Tiebreaker** will be used at the completion of the time limit or seven (7) innings of play, whichever occurs first until the game is completed (i.e. **Each team comes to bat with a player on 2<sup>nd</sup> base that was the last player to make a plate appearance in the previous inning.**)
14. A runner who leaves the base before the pitch reaches home plate or is hit by a kicked ball, is out and the ball is dead. Leading off and stealing bases between pitches is NOT allowed.
15. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if she/he remains on her/his feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag.
16. General Tennis Shoes or Softball Cleats must be worn by all players. No metal cleats/spikes or open toe shoes are allowed.
17. Sliding is permitted.
18. **Two (2) forfeits** in a season will automatically disqualify a team from further league participation without a refund.
19. **A TEN-RUN RULE** will be in effect in all league games after the trailing team has a chance to bat in the 5<sup>th</sup> inning.
20. **No player is to be smoking on the playing field or dugouts. Alcohol is NOT allowed in the Skagit Playfields.**