



OCPR ADULT KICKBALL LEAGUE OFFICIAL RULES AND REGULATIONS

Section 1: Teams

- A. Team rosters must be made up of at least 10 players, with a maximum of 15 players.
 - a. This league is coed; teams must have 3 female players play each game.
 - i. 3 female players must be on the field every inning.
 - ii. Inability to field 3 female players results in a forfeit.
- B. All players must be 18 years of age or older to participate.
 - a. All players must provide their date of birth on registration form. Players whose age is in question may be asked to provide identification.
- C. Following the start of the second game of the season, teams may no longer make roster adjustments.
 - b. Prior to this point, players can be added or removed from a team's roster, as long as they have not participated with another team in the league.
 - c. Players cannot switch teams.
- D. Captains will serve as the primary contact for their team. OCPR will send regular emails with updates about the league to Captains. Captains are expected to check their email regularly for these updates. OCPR is not responsible for information missed by captains.
- E. OCPR will not schedule, organize, or support any practices. Teams are welcome to practice on their own if they can find the time, field, and get everyone together, but this will not be undertaken by OCPR.
- F. If anyone participates with a team who is not on the team roster, the team that individual played for will forfeit the game.

Section 2: Uniforms

- A. Teams must wear matching colors.
 - a. Uniforms are encouraged, but not required.
 - b. Anything that may be deemed vulgar, offensive, or inappropriate will not be permitted on team uniforms.

Section 3: Play Format

- A. A maximum of 10 fielding players will be allowed on the field at any time during a game.
 - a. Teams may switch which members of their team are on the field each inning, but not during an inning unless there is an injury.
 - i. Be aware that the 3 female player rule will still be in effect, so it is recommended that teams have more than just 3 female players.
- B. Teams that cannot field 8 players in a game will forfeit the game.

- a. If you know you will have to forfeit the game, please alert OCPR so that we can make adjustments and let your opponent know.
- C. Teams arriving more than 10 minutes late will forfeit the game.
 - a. Team captains are responsible for making sure that their teams are ready to play on time.
- D. Games will consist of 7 innings. A game may be completed in advance of 5 innings in the event of weather or the slaughter rule.
- E. The slaughter rule will come into effect as follows:
 - a. A team is losing by at least 10 runs at the end of the 6th inning.
 - b. A team is losing by at least 15 runs at the end of the 5rd inning.
 - c. The official may allow play to continue if both teams are willing and time allows, but this is the sole decision of the official.
- F. At the beginning of each game, a coin toss will decide who kicks first.
- G. Kicking order cannot be changed during the game except in the event of an injury or to substitute in a player who has not played.
 - a. In the event of such a substitution, the incoming player assumes the spot of the leaving player in the kicking order, and the leaving player cannot return to play.

Section 4: Pitching

- A. Our league will play with a one-pitch format.
 - a. The kicking team will provide their pitcher, who will roll one pitch to the kicker.
 - i. If the kicker misses or kicks a foul ball, the kicker is out.
 - ii. No one will call balls or strikes, since the pitcher is on the same team as the kicker.
 - b. The fielding team may have a player in the pitcher position to field, but this player does not pitch and may not impede the pitch in any way.
- B. Pitches must be underhanded.
- C. Kicking Team Pitchers must not interfere with or impede the Fielding Team Pitcher.

Section 5: Catching

- A. Catchers must be behind the kicker at the point of the kick. They may be in front of the kicker if the kicker backs up to get a running start, but cannot remain in front when the kick is made.
- B. Catchers may not impede the kick in any way.
- C. Catchers should pursue from the left of the kicker to avoid impeding the run to first base.

Section 6: Fielding

- A. 10 players may be fielding at any point. The positions are: Pitcher (positional only), Catcher, 1st Base, 2nd Base, 3rd Base, Short Stop and Four Outfielders.
 - a. Outfielders may be arranged as a team wishes, but may not enter the infield until after a kick.
- B. Fielders may not cross the 1st to 3rd base line until the ball is kicked. If this happens consistently, the kicking team will be awarded first base.
- C. Once the pitcher has the ball in control within 10 feet of the pitching strip, the play ends. If a player is in forward motion on the way to the next base, they may proceed. If the runner shows any hesitation, they must go back to the previous base.

- D. Fielders must stay out of the baseline unless tagging a runner or catching a ball.
- E. Fielders playing a base must lean out of the baseline and may not impede a runner unless making an active play on the ball.
 - a. If this is violated, the runner is considered safe.
- F. When attempting to hit base runners with the ball, they must be hit below the shoulders, a hit in the head will result in the runner being called safe.
 - a. This does not apply if the runner is sliding or diving.

Section 7: Kicking

- A. All kicks must be made by the foot or leg, below the knee.
- B. All kicks must be made at, behind, or within a foot of the front of home plate. Kickers must kick from the kicking box. They may start outside the kicking box, but must have at least a portion of the plant foot inside the box during the kick.
 - a. If a player kicks the ball in front of home plate, it is an out.
- C. Bunting is permitted.

Section 8: Running

- A. Runners must remain in the baseline at all times, though they may dodge a fielder attempting to make a play.
- B. Leading off or stealing bases is prohibited. If a base runner leaves before the ball is kicked they are out.
- C. Runners cannot advance past the runner in front of them. Doing so will result in the passing player being out.
- D. If a ball is kicked into the air and caught, the runner must TAG-UP. This means they must either retouch their starting base before advancing or have not left their starting base until the catch was made.
- E. Ties rule in favor of the base runner.
- F. Runners may only overrun first base.
- G. Only one base may be gained on an overthrow at first or third. If the ball returns to the field and any action is made by the fielding team other than returning the ball to the pitcher, the runners may continue to advance.

Section 9: Outs

- A. As usual, three outs completes that team's half of the inning.
- B. A foul ball results in an out.
 - a. A ball that goes out of bounds before passing 1st or 3rd base is a foul ball.
 - b. A ball that is kicked in front of the kicker's box is considered foul and results in an out.
 - c. A ball that is kicked more than once by the kicker is a foul and results in an out.
- C. A runner touched by the ball at any point while off base is out.
- D. A ball that is caught before touching the ground results in the kicker being out.
- E. If the ball is caught on base by a fielder, prior to the runner advancing, on a force play, the runner is out.
- F. If the kickers kick out of order, it results in an out.

Section 10: Conduct & Miscellaneous

- A. This league's primary goal is to provide a fun activity, competitive aspects are secondary. With this in mind, maintain an attitude of good sportsmanship. Do not be the person that ruins the fun of the game by being unpleasant, being argumentative, or attempting to cheat. Nobody likes that person, and that person will be ejected.
- B. An ejection removes the player from the current game. If this occurs during or after the third inning, they are also ineligible to participate in the following week's match.
 - a. If a player on a team receives an ejection, their team must play one player down while fielding for the remainder of the game or match. They may not substitute in another player to account for the missing player.
 - i. If this results in the team dropping below the minimum 8 players or the 3 female player rule, the team will forfeit.
 - b. If a player on a team receives an ejection, their team will receive one out every time that person's turn in the kicking order arrives.
 - c. The moral of the story is that ejections will significantly hurt your team, DON'T GET ONE!
- C. If an action warranting ejection is considered extreme by the official, the offending player may be removed from the league.
- D. If more than one player is deemed at fault for an action warranting an ejection, the entire team may forfeit the game.
- E. Conduct which may warrant an ejection is any action which is deemed unsportsmanlike by the court official. This includes, but is not limited to:
 - a. Protesting the official's decision.
 - b. Arguing with the official or the opposing team.
 - c. Any physical or verbal threats to any other person.
 - d. Intentional headshots.
 - e. Excessive foul language, gestures, or anything deemed unsportsmanlike or vulgar. Do not complain to the court official about calls and do not ask for a rule clarification during a game. This is considered unsportsmanlike conduct and will result in an ejection. Team captains are the only players who may approach the official between innings. Protests of judgment calls will not be entertained, so please keep them to yourself. Excessive protests will lead to an ejection.
- F. Alcoholic beverages are prohibited. Players who are found to be consuming alcoholic beverages on the premises before, during, or after a match will be ejected from the league. If the issue is not resolved immediately, police will be notified, and additional charges may be filed.
- G. All players can find information about the league (including standings and schedule) on the Adult Programs page of the OCPR website:
www.orangecountyva.gov/parksandrecreation.