



G. OUTS

1. A count of 3 outs by a team completes the team's half of the inning.
2. An out is:
 - a. A count of 3 strikes or 3 foul kicks.
 - b. Any kicked ball (fair or foul) that is caught on the fly by a fielder.
 - c. A ball tag on a base to which a runner is forced to run, before the runner arrives at the base.
 - d. A runner is hit by a ball thrown with two hands.
 - e. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
 - f. A ball tag of a runner on base, in which the runner does not tag-up as required when a ball is caught.
 - g. A runner off of his/her base before the ball is kicked.
 - h. A runner hit directly by a kicked ball.
 - i. A runner physically assisted by a team member during play.
 - j. Any kicker that does not kick in the proper kicking line up.
 - k. A runner that passes another runner.

H. BALL IN PLAY

1. Once the fielding pitcher has the ball in control and retains possession in the designated circle, the play ends.
2. Interference is:
 - a. When a runner collides with a fielder who is making a play on the ball. The fielder has the right to the ball.
 - b. When a fielder collides with a runner when they are not making a play on the ball. A runner has a right to the base path.
3. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

I. INJURY & SUBSTITUTION

1. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a substitute of the same sex. If the participant later returns to play, the participant must be inserted in the same written scorebook kicking order position previously held.
2. If a player is ejected, injured, or becomes ill and cannot continue, the written scorebook kicking order will continue in the same formation, less the removed player.
3. Injured players who do not kick shall not play in the game.
4. The "same team pitcher" may only be replaced once per inning unless injury forces another substitution or a team goes through the entire line-up.
5. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. All runner substitutions must be of the same sex. There are no other allowable runner substitutions. A runner may be substituted no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to play.

VIII. INCLEMENT WEATHER

- A. Cancellations due to bad weather and/or unplayable fields will be announced by 3pm (weekdays) and by 1:30pm (Sundays) when possible, on 4-INFO (234-4636) ext. 4113, RainedOut, and Facebook. Please do not call the KPR Office.
- B. Four innings constitutes a complete game.

All other rules will be played in accordance with the World Adult Kickball Association.

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Rules & Regulations

I. MANAGEMENT

- A. Sponsored by Kearney Park and Recreation. (Recreation Division)
- B. League Coordinators: Jason Miller, Recreation Coordinator
Jade Meads, Recreation Superintendent
2005 1st St. Phone: 237-4644

II. SEASON FORMAT

- A. The league will follow at minimum, a single round robin format.

III. ELIGIBILITY

- A. Teams must have at least five women and five men on their roster.
- B. Participants may only play on one coed team in the City League.
- C. Players may be added to the roster anytime throughout the season provided he/she signs the roster before playing. If a post-season tournament is conducted, then players must be on the roster prior to the last regular season game to be eligible.
- D. Transferring from one team to another is prohibited once the season has begun.
- E. Participants must be at least 16 years of age at the beginning of the season.
- F. Two-way ties in the final standings will be decided according to which team won their meeting(s) in league play. Three-way ties will first be decided if one of the three teams defeated the other two, or secondly by winning margin against tied teams.

IV. PROTESTS

- A. Protests may only be made if an ineligible player participates. An ineligible player is someone who doesn't meet the requirements in Section III Eligibility. The protest must be made by the end of game in which the ineligible player participates.
- B. The protest must be brought to the attention of Kearney Park and Recreation staff by the captain of the team submitting the protest.

V. SPORTSMANSHIP

- A. The team captain is responsible for the conduct of his/her team and is the spokesperson for the team.
- B. Players or spectators using abusive language, swearing or in general being unsportsmanlike shall be issued a verbal warning. A second action by any member of the team will result in another verbal warning, a point deduction or a point to the other team in addition to removal of that player from the game. A third action will result in a forfeit of the game and the next scheduled game.
- C. Physical violence by a player shall mean immediate removal.
- D. Physically touching an umpire will result in suspension from the league.
- E. Any player removed from the game must also leave the complex.
- F. Any player removed from a game by an umpire for misconduct is automatically suspended from the next scheduled game.
- G. There will be absolutely no alcoholic beverages at any facility used by the City. Any player who breaks this rule will be suspended for the entire season. This includes the entire park area and parking lots.

VI. UNIFORMS

- A. For safety reasons jewelry may not be worn.
- B. Teams are encouraged to have like-colored shirts with numbers, but it is not required.
- C. Softball shoes with rubber cleats or athletic shoes are required for all players. Open-toed shoes, boots, or metal spikes will not be allowed.
- D. Plaster or other hard substance casts may not be worn during the game (even if wrapped). Any exposed metal on leg/arm braces must be covered by soft material and taped.

VII. PLAYING RULES

- A. GAME LENGTH - 7 Innings or 6 1/2 if home team leads
- B. NUMBER OF PLAYERS
 - 1. Each team shall field 10 players (5 men, 5 women). A team may play with as few as 8 players (4 men, 4 women). In the event a team can only field 7 players or less, at the scheduled game time, the game is declared a forfeit. A forfeit will count as a 15-0 score.
 - 2. A double forfeit will be called if neither team has enough players.
 - 3. Any 9th and 10th player arriving late for a game may enter the game only after the completion of the half inning. If batting, the players must enter the lineup in the open batting spots. Each late arriving player must report to the umpire and the opposing team's scorekeeper.
 - 4. Absent players will be considered an "out" in the kicking order.
 - 5. Teams may "kick" as many players as they desire providing they have an equal number of men and women. Order must alternate between men and women or an out must be taken between two batters of the same gender.

- 6. Defensive positions shall consist of ten total players: two men and two women in the outfield, two men and two women in the infield, and a man and woman at the catcher and pitcher positions.

B. SCOREBOOK

- 1. The home team will provide the official scorebook unless they do not have enough personnel to keep the book. In that instance, the home plate umpire will designate someone to keep the official scorebook.

C. GAME TIME AND TIES

- 1. A regulation game consists of seven innings.
- 2. The 20-run rule will apply after five innings.
- 3. If a game is tied after seven innings, the International Tie-Breaker Rule will apply. Example: The last out in the proceeding inning is awarded second base at the start of the next inning.

D. PITCHING, CATCHING, & FIELDING

- 1. A player will "pitch" to his/her own team.
- 2. A kicker will only get three pitches.
- 3. The "same team pitcher" can not intentionally, in the umpire's judgment, interfere with a kicked ball, thrown ball, or a fielder. If so, the kicker will be called out.
- 4. The fielding pitcher must stay behind the line and inside the designated circle until the ball is kicked.
- 5. Infielders may not advance forward of the designated line until the ball is kicked.
- 6. If a pitcher or infielder is in front of the line before the kick, the result is a delayed dead ball and the defense can take the result of the play or be awarded firstbase.
- 7. If infielder plays the kicked ball in front of the designated infield line, the ball is live.
- 8. Outfielders must stay behind the designated line until the ball is kicked.
- 9. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. The first infraction is a warning, any actions thereafter will result in the kicker being awarded a base.
- 10. Throwing a ball at a runner is legal to get him/her out. However, the throw must be two-handed. Hitting a runner with the ball above the shoulder level is not allowed. Any runner hit above the shoulder is safe and may advance to the base they were running towards. If the runner intentionally uses the head to block the ball, and is so called by the umpire, the runner is out.
- 11. Clothing or special aids may not be used to catch a kicked ball.

E. KICKING, RUNNING, & SCORING

- 1. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- 2. All kicks must occur on or behind the home plate box. A ball maybe kicked outside the box provided the plant foot is inside or touching the chalk line.
- 3. All kicks must travel across a designated infield line, otherwise a strike will be called.
- 4. Neither leading off or base stealing is allowed. If a runner leaves the base before the ball is kicked, the runner is out.
- 5. Runners may overrun first base. Ties always go to the runner.
- 6. Runners must stay within the base line.
- 7. Fielders must stay out of the base line. 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.
- 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 if appealed.

F. FAIR & FOUL KICKS, OUTS

- 1. A foul ball will count as a strike.
- 2. 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 kick made on or above the knee.
 - f. A kicked ball touched more than once or stopped behind the kicking line by the kicker.
 - g. A kicker who is outside the kicking box.