



2018 Williamson County Parks & Recreation **Adult Indoor Kickball Rules**

Eligibility

1. You must be 18 year old to be eligible to play.
2. Players may participate on one team per league. Any player wishing to change teams must contact the league coordinator. Decisions will be based on case by case situations.
3. The team roster limit is 14 players.
4. All rosters and league fees must be in the Parks & Recreation office by the set deadline.
NO new players may be added to a team roster after the second scheduled game
5. When a player's eligibility is in doubt, it must be reported to the league supervisor prior to the start of the game.

The Playing Field

1. The field is 60yds x 30yds. Everything is playable inside the first and third base line.
2. The only out of play will be the foul ball territory. This includes behind the home plate line and to the right of first base, before the base and to the left of third base, before the base.
3. Kicked balls off of the walls and net will be played, so long as it is a fair kick.

Equipment

1. Athletic shoes are required. **Any cleats are not allowed. Must be a flat sole shoe.**
2. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
3. The official kickball will be a 10-inch playground ball. This will be provided by the Parks & Recreation department.

Umpires

1. There will be a one WCPR umpire.
2. The Head Umpire governs all game play and issues all final rulings, and has final authority on equipment issues.
3. Umpires have jurisdiction over play and may:
 - Call a Timeout
 - Call off a game due to weather or other cause at the Umpire's discretion.
 - Penalize a player which includes player ejections for any reasons. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected players must leave the field area and may not return to the game.
4. The Umpire must ensure that the team captains exchange their written kicking orders.

Teams

1. Teams must field a minimum of 5 players and no more than 7 players. Each team must have a minimum of (3) men and (2) women to start a game.

2. Each team may only field one pitcher and one catcher at any time during the game.
3. Teams may have no more than 14 players signed up on their team roster.
4. Each team shall have a Captain who is responsible for the team.
5. The Captain must ensure that:
 - That all players participating in the game must kick in the written scorebook kicking order.
 - Only the Captain may dispute.
 - Each team must submit a complete team roster before the first game.
 - Kickball team names must be CLEAN! The Williamson County Park & Recreation retains the right to reject or accept any and all team names.

Regulation Games

1. Regulation games last 9 full innings or 55 minutes in length, whichever comes first. (55 minutes is drop dead)
2. A game called off by the umpire after three (3) full innings of play shall be considered a regulation game. The game score at end of the last full inning shall determine the winner.
3. Teams must have five (5) players at game time. A team failing to field at least 5 players ten minutes after game time will forfeit the game.
4. Mercy Rule: 15 runs difference after 7 innings game will be called.

Pitching / Catching

1. Pitch speed – no missiles. Must be a slow to medium speed pitch.
2. No bounces. A pitch that is higher than one foot at the plate, and call as such results in a ball.
3. The pitcher must have one foot on the rubber until the ball is kicked.
4. No player may field in front of the pitcher other than the catcher, and no player may advance forward the 1st – 3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball.
5. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball.

Running

1. Runners must stay within the base line. 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. Runner hindered by any fielder within the baseline shall be safe at the base to which they were running.
2. Neither leading off base, nor stealing is allowed. A runner off of his/her base when the ball is kicked is out.
3. Hitting a runner with the ball above shoulder level is not allowed. Any runner hit above the shoulder is safe and advances one base. If the runner intentionally uses the head to block ball, and is so called by the umpire, the runner is out.
4. After a kicked ball is caught, runners must tag their originating base before running to the next base. All ties will go to the runner. Runners may overrun first base.
5. If the base runner is less than half way between the bases when the play ends, they shall return to the previous base, unless tagged out.
6. Any attempt to hit a base runner with the ball must be at a moderate speed. **We are not out here to hurt anybody.**

Strikes

1. A count of three (3) strikes constitutes an out
2. A strike is:
 - A pitch within the strike zone either not kicked, or else missed by the kicker
3. Foul balls constitute as a strike

Balls

1. A count of four balls advances the kicker to first base.
2. A ball is:
 - A pitch outside of the strike zone
 - A pitch that is too fast.
 - An illegal bouncy.
 - Any fielder or pitcher advancing on home plate before the ball is kicked
 - Catcher crossing home plate before the kicker or failing to field behind the kicker

Fouls

1. A count of three constitutes an out.
2. A foul is:
 - A kick landing out of bounds
 - A kick hitting the side netting
 - A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base. (Any ball touched by an inbound fielder is automatically in play.)
 - A kick in front of home plate

Outs

1. A count of three outs by a team completes the team's half of the inning.
2. An out is:
 - A count of three strikes or three fouls.
 - A runner touched by the ball at ANY time while not on base.
 - Any kicked ball (fair or foul) that is caught.
 - A ball tag on a base to which a runner is forced to run.
 - A runner off of his/her base before the ball is kicked.

Ball in Play

1. Once the pitcher has the ball in control and on the mound (One stride in any direction of the pitching rubber), the play ends.
2. If a runner intentionally touches or stops the ball, the play ends.

Co-Ed Modifications

1. A female may only substitute for a female, a male for a male (includes designated runner)
2. Teams must alternate positions in the batting order by sex as far down as possible. Males and females do not have to alternate defensively.
3. All outfielders must remain in the outfield until the ball is kicked. (Behind the last yellow line)

Miscellaneous

1. This is a Williamson County Parks & Recreation league. All park rules and policies apply. **Alcohol is not allowed in any WCPR park or facility.**
 - a. Violations will result in immediate ejection from the league.
2. There is no infield fly rule.

****Any rule not covered will be decided by the officials and tournament coordinator****