



COLUMBUS PARKS & RECREATION DEPARTMENT ADULT KICKBALL RULES

SECTION 1 - REGISTRATION AND ROSTERS

- A. Registration is taken online, in person at Nexus Park, or by phone or email (parks@columbus.in.gov) using MasterCard or Visa. No registration will be accepted after the registration deadline.
- B. To register, a team roster must be submitted at the time of registration. Teams must sign a minimum of ten (10) players to their roster and a maximum of fourteen (14). Changes may be made to the roster up to the third game. All names must have complete addresses, phone number and email address.
- C. All team rosters must include a minimum of three (3) members of each gender
- D. All fees must be turned in at the time of registration

SECTION 2 - ELIGIBILITY

- A. Participants in the Columbus Parks and Recreation Kickball Leagues must be seniors in high school or older. Special circumstances must be cleared through the Parks and Recreation Department. High school athletes should check with their coaches for any IHSA rules on eligibility.
- B. Players may participate on only one co-ed team per night.
- C. Teams discovered playing with ineligible players not listed on their roster must forfeit all games played up to that point, whether the ineligible players played in previous games or not.
- D. Upon request by a supervisor, players must furnish adequate I.D. to verify rosters. Lack of I.D. may result in player's ineligibility until furnished.

SECTION 3 - THE GAME

GENERAL RULES

- A. The official kickball shall be a seamless, pebble-grain surfaced ball, approximately 8 inches in diameter containing of air only. The game ball will be provided by the Parks and Rec staff and will be the only official ball permitted.
- B. Each team is allowed 2 one-minute timeouts per game

- C. The legal tag area will be from the shoulder and below. If the ball is thrown, it must be below the shoulder
- D. Nine fielders must be on the field at all times (games can be played with 8 players but a catcher is required)
- E. At least two female players must be in the field/lineup at all times
- F. Line-ups can be between 9-14 players but cannot change once the game has started. All players listed in the lineup must hit in the order listed
- G. The umpire will permit 50 minutes playing time or seven (7) full innings from the time "play ball" is called until he/she calls the last inning
- H. Run-rule will be in effect as follows: 20 runs ahead after 4 innings or 15 runs ahead after 45 minutes
- I. There is an eight (8) run cap per half inning
- J. No bunting is allowed**
- K. If an injury occurs, a pinch runner can be permitted by the umpire. The pinch runner will be the last recorded out

STARTING PLAY/LIVE BALL

- A. The pitcher is allowed five (5) warm up pitches to start the game (first inning), and three (3) every other inning
- B. The ball becomes dead when:
 - The ball is kicked illegally
 - A kicker makes no attempt to kick a pitch
 - A foul ball is not caught
 - The offensive team causes interference
 - A blocked ball is declared dead
 - A pitched ball, not kicked by the kicker, is touched by the catcher
 - A no pitch is declared
- C. The ball becomes dead when the umpire called "time". Time is called when:
 - In his/her judgement conditions justify calling time
 - An injury occurs
 - A coach requests a timeout
 - At the completion of each play and the pitcher has the procession of the ball

PITCHING

- A. The pitcher shall take position on the pitcher's mound
- B. Pitcher must deliver the ball with one hand, releasing the top of the ball below their waist towards home plate. A violation will be called a ball.
- C. The pitcher must remain on the mound until the ball leaves their hand. A violation of this will be called a ball.
- D. A strike is called by the umpire:
 - when a legal pitch touches the ground at least once in fair territory and any part of the ball enters any part of the strike zone, at a height such that the top of the ball is not higher than the bottom of the kicker's knee. The ball must clear the kickers box.
 - When a legally pitched ball is kicked at and missed by the kicker or the kicker's attacking leg misses the ball and the ball hits the kickers other leg.
 - A foul tip, except on the third strike. On the third strike it will be an out.
 - For each foul ball not caught when the kicker has less than two strikes.
- E. A ball is called by the umpire:
 - For each pitched ball, which does not enter the strike zone and is not struck at by the kicker.
 - When a pitched ball bounces over home plate at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck by the kicker.
 - For each pitched ball, which does not first touch in fair territory and is not struck at by the kicker.
 - For each illegal pitch
 - For each pitched ball, which does not clear the kicker's box
- F. A no pitch is declared when:
 - The pitcher pitches during a suspension of play
 - The ball slips from the pitcher's hand during their swing back.
 - The pitcher pitches a quick return pitch (before the umpire is set and ready)
- G. If a new pitcher comes in after the game begins they will be awarded three (3) warm up pitches
- H. If a pitcher decides to walk a player intentionally, they may do so by notifying the umpire.

KICKING

- A. The kicker shall take position in the kicker's box with 20 seconds after the umpire has called "Batter up". The kicker shall not leave the kickers box once the pitcher has begun the windup.
- B. The kicker is out when:
 - A third strike is called

- The kicker leaves the kicker's box during a pitch and attempts to kick at the ball or kicks the ball. If he/she leaves the box and does NOT attempt to kick the ball he/she will have either a ball or strike called against him/her.
 - A foul tip is legally caught on the third strike
 - He/she does not enter the kicker's box within 20 seconds of the umpire calling "batter up".
 - He/she interferes with the catcher's ability to make a play.
 - If he/she steps on the plate
- C. The kicker becomes a runner when:
- Ball four is called
 - An infielder interferes with the pitch
 - A legal kick has taken place and they reach base safely.
- D. A legally kicked ball is fair when:
- The ball settles on or is touched by a fielder or umpire while on or over fair territory. A fly ball must be judged according to the position of the ball and the foul line at the instant it is touched, not the position of the fielder.
 - It is on or over fair territory when bounding past the infield
 - It first touches the white part of first, second, or third base,
 - It first touched on fair territory beyond first or third base.
- E. The kicker/runner is out when:
- He/she interferes with the fielder's ability to make a play.
 - He/she touches their own kicked fair ball, while he/she is in fair territory, before it touches a fielder.
 - Player is declared out for interference while running to first base
 - A kicked fly ball, fair or foul, is legally caught before it touches the ground or any object.
 - A kicked fly ball, fair or foul, touches the ceiling or speakers
 - While running to first, player is tagged or hit with the ball before reaching first base.
 - A kicked fly ball by the catcher is caught. The ball must reach a height above the head of the kicker.
 - When player leaves the playing field. Player cannot return back to base.
 - If the kicked ball reaches the base (secured by the baseman) before the runner reaches the base.

RUNNING THE BASES

- A. No leading off or stealing. Runner cannot leave the base until the ball is kicked
- B. Teams are allowed 2 base coaches, at third and first base. Coaches must remain in foul territory.

SECTION 4- THE FIELD

- A. Base distance is 60ft. from home plate

- B. Pitching rubber is 53ft. from home plate
- C. The pitching mound extends 10 ft. from the center of the pitching strip
- D. Kicker's Box Extends 10 ft. from the back point of home plate to the back corner of the kickers box.
- E. If the ball hits the outfield curtain in the air it is a homerun

DIAGRAM 1: FIELD OVERVIEW

HR = Home Plate Referee
1R = 1st Base Referee
3R = 3rd Base Referee

1BC = 1st Base Coach
3BC = 3rd Base Coach
BK = Backstop

K = Kicker
C = Catcher
P = Pitcher

(All Referee, Coach and Player positions are suggestions for demonstration purposes.)

3RD BASE

2ND BASE

1ST BASE

1st-3rd Diagonal

PITCHING MOUND

FAIR TERRITORY (GREEN SHADING)

FOUL LINE

FOUL TERRITORY (GRAY SHADING)

EXTRA BASE (OPTIONAL)

HOME

TEAM SIDELINE

SIDE LINE

KICKING BOX

C

K

HR

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