



KICKBALL RULES

SPIRIT OF THE GAME
COMPETITIVE PLAY IS IMPORTANT, BUT NEVER AT THE EXPENSE OF
FOLLOWING THE RULES, RESPECTING OTHER PLAYERS, RESPECTING THE
BAR/FACILITY, AND HAVING FUN!

I. General Rules

- A. **SCHEDULE:** All Games are to be played at the same time, date, and place specified on the schedule.
- B. **ROSTER:** Each team can have as many players as they choose.
- C. **FORFEITS:** Game time is FORFEIT Time. We encourage all players to arrive at the field 10 minutes before the game starts.

At the discretion of the League Ambassador, they may add a 10 minute grace period from the game time in order to avoid a forfeit, but the game clock will start on game time.

i. Minimum to start the game varies on format size:

Format	Minimum # of Players to Start official game (# of Females to avoid a forfeit)	Maximum number of males on the field
10 V 10 CO-ED	7 (2 Female)	7
10V 10 OPEN	7	No gender requirement

- ii. Forfeits will be scored as a 10 – 0 final match score
- iii. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.
- iv. If you are aware of any dates that will not work for your team, please let your team captain know to put in a schedule request before the start of the season.



Team captains can put a schedule request with additional payments through the website

D. NO SHOW OFFICIALS: Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as an official game.

E. ROSTER CHECKS:

Roster checks will be conducted before the start of each playoff game. Roster checks may be done randomly during the regular season, at the League Ambassador's discretion.

F. RAIN OUTS: Check ASSC's website or call **678-866-1207** for possible rainouts. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** [Review the weather policy here.](#)

G. SPORTSMANSHIP: Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

i. If a player creates unsafe playing conditions where the game cannot be continued, the violating team will be disqualified from the game and it will count as an automatic forfeit.

1. PLEASE KEEP IN MIND THAT THIS IS A SOCIAL LEAGUE INTENDED FOR FUN!

II. Equipment

- Jewelry (Including glasses) must be secured in place during ASSC Play. Referees or League Ambassadors may determine that jewelry can be dangerous and ask the player to remove them during or before the game. Any jewelry that is reflective or may have lights must not be worn on the wrists.
- Cleats are allowed, but not required. Metal cleats and Screw-In Cleats are BANNED from ASSC play. Anyone deemed playing with metal or screw-in cleats will be immediately disqualified from the game.
- Games will be played with 10 inch Rubber Kickballs

III. Format

A. FIELD SPECIFICATIONS

- The field specifications may change depending on the field location and may vary slightly.
- The standard field of play exists between the following boundaries.



- 60 ft. base paths
 - Runner's/Safety base located at 1st base.
- 45 ft from pitcher's mound to home plate
 - An imaginary line exists from 3rd base, across the pitcher's mound, to 1st base. This is the Co-Ed Line.
- 2 ft. strike zone on either side of home plate
 - Any pitches that hit the cones will be called as a BALL
 - Below the knee strike zone above home plate
- 2 ft. pitching zone on either side of the pitcher's mound

B. SCORING:

- When a run is scored it counts as one run whether a male or female player scored it.
- If the game is tied at the end of regulation during the regular season, the game is considered a draw.
- Maximum Score Rules:
 - A team is allowed only 10 runs maximum after the 2nd inning

C. GAME PLAY TIME AND HALFTIME

- The game time is indicated on the schedule and the game clock will start at that time
- Incomplete innings are to be played to completion.
- No new innings will start after 53 minutes after the start or after 7 full innings
 - The Umpire's watch is the official time
- A game that is called off by the Umpire for darkness or other safety reasons after 3 full innings of play or 30 minutes of expired game time, will be considered a completed regulation game.
- In the event of a tie score at the end of the 7th inning OR 53rd minute, during the regular season, the game will be recorded as a tie-scored game

D. MERCY:

The mercy rule is in effect when a team is

- 15 runs ahead after 3 innings
- 10 runs after 5 innings
- Once the mercy rule has been declared, the score will be locked in and both teams can choose to continue play for the remainder of the game (7 innings or 53 minutes)

E. TIMEOUTS

There are no timeouts in kickball. However, each team is allowed two charged conferences per game (IE: Catcher/Fielder/any player goes up to the pitcher after the inning starts). If you request additional charged conferences, the pitcher will have to be removed from the pitching position for the entirety of the game.



IV. Gameplay

Fielding Team:

- Each team must take the field with at least 7 players
- Each team may have up to 10 players in the field
 - Minimum of Three (3) female players on the field in order to field 10 players.
 - A team with only Two (2) female players is limited to a maximum of 9 total players on the field.
 - A team with fewer than TWO (2) female players is not eligible to participate in a regulation match.
 - If a team is declared ineligible to participate, then a forfeit score of 10-0 will be recorded.
 - If neither team is game eligible, then the game will proceed as normal.
- There is no infield fly rule
 - However a fielder is not allowed to intentionally drop a fly ball in order to complete a double play (to the umpire's discretion).
 - If an umpire decides that the dropped catch was intentional, all baserunners and the kicker will be called safe to their next base.
- Each team must always have a player at the Pitcher and Catcher positions.
- The pitcher must pitch from and release the ball behind the pitcher's mound and within two feet on either side of the pitcher's mound.
- **When female kickers are at the plate**, all fielding players must stay behind the imaginary line which goes across first base and third base also marked with cones as the pitcher's Zone/Line known as the Co-Ed line.
 - If a fielder crosses the line before kicking contact is made, the female kicker will have an opportunity for the safe call at first base.
- The catcher must stay in foul territory until contact is made by a female kicker or all runners will be ruled safe.
- If the ball is thrown or kicked out of the field of play by the defense, all runners will be awarded the base they were going to plus one additional base.
- A fielder may throw the kickball at a baserunner in order to complete an out. **NO BALLS CAN BE THROWN AT A RUNNER'S HEAD DURING THEIR NATURAL RUNNING MOTION.** If this rule is violated, the base runner will be called safe. The ball also will be called dead.
- Fielding positions can be changed anytime except in a live ball situation.

Catchers

- The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate. (Approximately 3 feet down baselines and umpires discretion)
- The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion.



- The kicker may not trigger a position violation through maneuvers judged by the umpire to be deliberately tricky or unsportsmanlike.

Pitching

- The ball must roll (or bounce 3+ times) when being delivered to home plate. The pitcher may not deliver the ball in the air or less than 3 bounces.
- The pitcher may have his/her natural momentum to follow a pitch/ cross the imaginary line, once the ball has been delivered.
- Intentionally walking a kicker is allowed and no pitches have to be thrown.

Kicking Team:

- The kicking order must always stay the same despite any changes made on the field.
- **The Count:** Each kicker will have opportunities for:
 - 4 Balls resulting in a walk
 - 3 Strikes resulting in an out
 - 4 Fouls resulting in an out
 - All of these counts will be separate

Kicking Order:

- **Each team must exchange kicking order lineup cards before the game with opposing teams. This kicking order card will be determinant of any kicking order challenges.**
- If a player plays defense, then he/she must kick as well. (No pure DH/DK)
- There are no substitutions in the kicking line-up, with the exception that females are allowed to re-kick to maintain the proper ratio only due to **In-game INJURY. (SEE BELOW)**
- In Co-Ed Leagues, all players may kick but no more than three males can kick in a row.
- **If a team begins the game short (less than the minimum number of females (3) female players are not allowed to re-kick, and therefore the result is an out.**
 - If the team has a third female show up after the game has started, that team may insert that female into the designated spot in the lineup at any time and will no longer have to take an automatic out.
 - All late arriving players may be inserted at any time. Late arrivals must be inserted into the bottom of the kicking order, or as close to the bottom to ensure gender rules apply.
- Kicking Out of Order:
 - If the error is discovered while the incorrect kicker is kicking, then the correct kicker will assume the ball/strike count of the incorrect kicker.



- If the error is discovered after the incorrect kicker has safely reached base, the incorrect kicker will be called out, and all runners will return to their original base.
 - The opposing team must make the umpire aware of “kicking out of order” before a pitch is thrown to the next kicker. If it is not, then the incorrect kicker will stay on base.
 - If a team starts the game with only three females and one of them gets hurt, they must play defense with only 9 players. However, when that player’s position in the batting order comes up, they will not be forced to take an out. (RE-KICK) She will NOT be able to re-hit if her current position is already occupying the base.
- Walked kickers:
 - When the umpire has called four balls. The kicker-runner is awarded first base
 - The ball is dead and runners may not advance unless forced.
 - If the pitcher desires to walk a kicker intentionally, he may do so by notifying the plate Umpire who will award 1st base to the kicker.
 - If two kickers are to be walked intentionally, the second intentional walk may not be administered until the first kicker reaches first base.
 - If the umpire mistakenly allows two walks at one time and the first kicker fails to touch first base, no appeal will be honored on the first kicker.
 - **CO-ED:**
 - The ball is dead. Any walk to a male kicker will result in a two base award, if the next kicker is a female.
 - A walk to a male kicker with a male kicker following will only result in 1 base award.
 - **EXCEPTION**
 - WITH TWO OUTS, THE FEMALE KICKER HAS THE OPTION TO WALK OR KICK.
 - Should the female kicker-runner pass a male kicker-runner when choosing to walk, no out will be called during this dead ball period.
 - A male kicker-runner advancing to second base without touching first base will be called out if properly appealed.
- SLIDING HEAD-FIRST or CLEATS UP
 - This action into any base will be AUTOMATICALLY OUT
 - This is considered unsafe and/or unsportsmanlike play
 - If this happens more than once, that player will be ejected from the game



- Courtesy/Pinch Runners
 - Courtesy runners are limited to INJURED Players ONLY. If you kick you must run. If a player needs an injury substitute it must be the last out and same gender. There is no limit but players must be injured, we will monitor teams abusing this rule.

V. PLAYOFFS

A. GENERAL INFO

- i. The playoffs begin the first week after all regular season games have been played.
- ii. MANDATORY ID checks will be done by your League Ambassador before playoff games
 1. Rosters are finalized on Weeks 5 (or 6). If there needs to be a substitute or a replacement, please do so before the roster cutoff date.
 - a. ASSC may make special exceptions under certain circumstances
 - b. Any teams found playing a non-rostered player will automatically forfeit and be counted as a loss.

B. SCORING AND GAMEPLAY

- In the event of a tie during the playoffs, there will be extra innings until a winner is determined.

C. SEEDING

The top four teams with the best records will advance to the playoff rounds.

- Additional teams may be added to the playoffs for leagues with 13 or more teams.
- Tie-breakers will be decided as followed:
 - Total Standing points
 - Point Differential
 - Head to head
 - Coin Toss

