



## Women's League Kickball Rules

### Rules through the Madison County Ladies Kickball Organization

1. Each individual player must sign the roster prior to playing in a game. Each player must be 18 years or older.
2. The season is 8 regular season weeks with each team receiving 10 games, the 8th week of play is the beginning of playoffs. Please see schedule for further details.
3. Games are played to 7 innings or for 45 minutes, whichever comes first, unless there is a tie. In the event of a tie, the game will continue until another team scores. If the team that scores first is the away team, the home team will still kick at the bottom of the inning. If the home team does not score in the bottom half of the extra inning, the away team wins.
4. Each team may have a maximum of 10 players on the field at a time. If less than 10, no catcher is required. If 10 players, 1 player must be the catcher. No minimum player requirements.
5. Once a kicking order is started, each team must stick with the same kicking order.
  - a. Line-up Cards will need to be turned into the umpire before the game starts.
6. There is no roster limit. A player must play at least 1 regular season game to play in the playoffs.
7. Substitution players are allowed throughout the regular season and can come from another kickball team, but no more than 4 subs from other teams are allowed per game. Substitution players cannot put team over max 10 on the field. If players from the original team are in attendance, they play over sub players. Sub players are not allowed to play in the playoffs.
8. No arguing with the umpires. This is grounds for ejection from the game and potentially the league.
9. Absolutely no men (besides umpires). This is a ladies league. No male team coaches or base coaches. Men are welcome as spectators. No one under 18 on the field of play at any time.
10. Any grievances with another team should be brought up with Caneel Brown, league supervisor.
11. Fields will be maintained by the Parks Department.
12. No smoking on the premises. Drinking alcohol is allowed, but no personal alcohol is allowed! Outside food and non-alcoholic drinks are allowed.
13. Rainouts will be determined by league supervisor. Plummer Park is fully synthetic, so the risk of rainouts is very low.

### Pitching/Kicking/Base Running/Fielding

1. Pitches must bounce a minimum of three times and should not bounce any higher than 12 inches from the ground.
- A. Bunting is not allowed - The kicker attempting to bunt will be charged a foul.
  - i. The umpire judgement will come from the ball speed as it passes an imaginary line from 1st to 3rd base, the number of bounces the ball takes to cross the imaginary line, as well as the kicker's leg being at full extension during the kick.
- B. Two foul balls is an out.
- C. A foul ball is any ball that goes to the right of 1st base or the left of 3rd base prior to going beyond the base itself. A ball that touches the respective base and then crosses into foul territory is still considered a fair ball.
- D. If a fielder attempts to make a catch in foul territory but misses the catch, the ball is foul and a dead ball. The kicker must re-kick the ball if no fouls already. If there is already one foul, the kicker is out.
- E. If a fielder attempts to make a catch in fair territory but misses the catch and the ball bounces into foul territory, the ball is considered fair and is a live ball.
- F. No leading off. Runners must wait until the ball is kicked prior to running.
- G. A substitution runner is allowed once a kicker reaches first base and are only allowed for injured players. Base runner should be the individual that made the last out.
- H. A base runner may not advance if the pitcher has possession of the ball in the area of the pitcher's circle, unless they are already beyond halfway to the next base when the pitcher receives the ball. If the runner is not beyond halfway, they must go back to the previous base.
- I. A runner may only advance one base if the ball is thrown out of the playing field or there is a dead ball.
- J. Runners must stay in the baseline when advancing. Running out of the baseline to avoid a tag will be an out.
- K. Runners may run beyond first base without being tagged out, so long as the runner does not round for 2nd base. Should the runner round for 2nd base, they can be tagged out if they are off the base.
- L. Runners may not run beyond 2nd or 3rd base. If the runner does, they can be tagged out by a fielder.
- M. Runners may tag up and advance if a ball is caught prior to two outs. Runner must wait until the catch occurs prior to leaving the base to advance.
- N. A force out only occurs if runners have to move on the play or at 1st base upon initial kick. A tag to the bag may be applied instead of tagging the runner. To avoid collision at home, there will be a white line extended to run through rather than trying to run through a catcher. The catcher must tag home if a force play or tag the runner if not a force play.
- O. A fielder must tag the runner or hit the runner with a throw for an out if the runner has not yet reached the base unless there a force play to be made.
- P. If a runner runs into a kicked ball the runner is out.
- Q. No throwing above a runner's shoulders. If the runner is hit above the shoulders, they are given the base. A hit above the shoulders will only count as an out if the runner puts that area in the way of the ball. I.e. bends down and the ball hits the shoulders or above.
- R. If a player is injured during a play, the team the injured player belongs to must call time, otherwise play is still ongoing and runners may advance if no out is made.
- S. If a player is injured and unable to return to the game, there is no penalty. The team should continue playing short that player.