

# The Official Rules of Alabaster Kickball

Revised 7/8/2019

## 1. Equipment

- 1.1 The official Kickball is a red, round 10-inch 3-ply cross-textured rubber ball.
- 1.2 The Bases are heavy-duty, waffled-back, white bases.
- 1.3 All fielders and kickers must have footwear; bare-feet are not allowed. Metal cleats are never allowed.
- 1.4 Player's attire is considered to be an extension of the player.

## 2. Field

- 2.1 The bases are set up in the shape of a diamond with the bases 60 feet apart.
- 2.2 1<sup>st</sup> base includes both a Fielder's base and a Runner's base. The Fielder's base is located inside the 1<sup>st</sup> baseline in fair territory, while the Runner's base is located outside the 1<sup>st</sup> baseline in foul territory and they both touch each other.
  - 2.2.1 The Runner's base is used when a runner is traveling from home plate to 1<sup>st</sup> base and does not intend to advance to 2<sup>nd</sup> base.
  - 2.2.2 Fielders attempting to make an out at 1<sup>st</sup> base may only use the Fielder's base to make an out, unless an errant throw takes the fielder into the path of the runner. In that case, the fielder may tag the outside base and the runner can use the inside base to avoid a collision.
- 2.3 The "Roller's mound" is located halfway between 1<sup>st</sup> base and 3<sup>rd</sup> base along the imaginary line.
- 2.4 The strike zone is 2 feet wide on either side of home plate and 6 inches above home plate.
- 2.5 Cones are used to designate the width of the strike zone. The cones are 8" tall, and are used as a visual reference for the referee to judge the 6" strike zone.
- 2.6 The entirety of the foul lines including all primary bases and home plate are in FAIR territory.

## 3. Player and Team Eligibility

- 3.1 Each team ideally, but not mandatory, needs to consist of 15-20 players and everyone must be 16 and over. Teams with less than 15 players may have "free agents" added to their roster.
- 3.2 In order for a team to be game eligible, there must be at least 4 females and 9 total players at the start of the game. Only players registered for a team may play for that respective team.
  - 3.2.1 If a team is not considered to be game eligible, they may make concessions and request their opponent to approve additional players or play an official game with fewer than the required number of players. The opponent's Team Captain can negotiate any stipulations and MUST APPROVE any request or else the game is considered a forfeit and can be played for fun. If the opponent agrees to an official game, then that decision cannot be changed later in the game. An example of a concession is if Team A is short one female then they only play 10 in the field and they have an automatic out at the end of their lineup as long as Team B agrees to it.

## The Official Rules of Alabaster Kickball

- 3.2.2 A forfeit game results in a 3-0 victory for the non-forfeiting team.
- 3.2.3 If neither team is game eligible, then the game will proceed as normal.

### 4. Referees

- 4.1 A referee will be provided for each game. Their fee is \$20 per game paid by the teams.
- 4.2 Referees are responsible for making calls on balls, strikes, outs, and runs scored for their respective fields, and the referee's call is the final decision in all matters.
- 4.3 Challenged calls may only be made by the team captains.
- 4.4 Referees are to report the scores of each game.
- 4.5 Referees are responsible for conducting games in a professional manner and are empowered at their discretion to give a Warning and/or Eject any player that instigates arguments, uses foul language and/or flagrant abuse towards the opposing team, referee, or field.
- 4.6 Referees are responsible for suspending a game due to rain or lightening. If a game is in progress and the remaining innings are canceled due to lightning, four innings will constitute a complete game. However, please stay in the area if the referee requests players to, as the game may be able to be completed after a time delay. Games in progress will be picked up from where they were suspended. If a team leaves and does not come back as the referee requested, that team will take a forfeit.

### 5. General Rules

- 5.1 The kicking order should be exchanged with the other captain prior to the start of the game.
- 5.2 The kicking order cannot change during a game unless agreed by the other team.
- 5.3 Team members are not required to take the field to kick.
- 5.4 All fielders playing in the game must kick.
- 5.5 If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
- 5.6 No more than 11 players can take the field at one time.
- 5.7 At least 4 females must always take the field .
- 5.8 Fielders can be changed anytime between and within innings.
- 5.9 Teams may choose to have 1<sup>st</sup> base and 3<sup>rd</sup> base coaches. Coaches may not interfere with play or physically assist the runners.
- 5.10 Any attempt to circumvent or go against the spirit of the rules will be at the ref's discretion to rule on the appropriate action.
- 5.11 Alcohol is not permitted at the fields. No bottles, cans or cups of alcohol may be present at the park/fields before, during or after a game. Referees and field supervisors are instructed to review the sidelines and field for any alcoholic beverages, and if found they are instructed to delay the start of the game until all alcoholic beverages are removed from the premises. The delayed time does count against the game time and the game will be shortened and played once all alcohol has been removed. If a player or team does not remove alcoholic beverages when requested, then the respective player will be ejected from the game and the team may be forced to forfeit their game at the discretion of the referee and field supervisor.

# The Official Rules of Alabaster Kickball

## 6. Regulation Game

- 6.1 A regulation game will be 7 innings or one hour in length, whichever comes first. No new inning should be started after 50 mins have been played.
- 6.1.1 If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game (3½ innings if home team is ahead in bottom of 4<sup>th</sup> inning).
- 6.1.2 If the game is tied at the end of 7 innings, extra innings will be allowed as long as time permits. Each team gets a chance to kick in extra innings and receives the same number of outs.
- 6.1.3 If after 1 hour the game is still tied, it will be recorded as a tie.
- 6.1.4 Tournament Rules Tie-Breaker: In the event of a tournament tie game, a winner must be crowned so the game will complete extra innings until one team wins outright. For tournament game extra innings, teams will start their at-kick with the next kicker in the lineup on 2nd base, 1 out and each kicker will start with 2 balls in the count. The first team to have a higher run total at the end of a full extra inning wins the game.
- 6.2 Each team gets to kick in each inning. Once 3 outs have been recorded against a team, their "at kick" is over. Once both teams have kicked, the inning is over.
- 6.3 "Rock-paper-scissors" will be played by the captains of each team at the beginning of the game to determine the home and away team. The winner of "Rock-paper scissors" will choose if they are home or away. The home team is in the field first and has the last at-kick in the game.

## 7. Fielding

- 7.1 Each team's roller must roll the ball to the opposing team's kicker.
- 7.2 The Roller must release the ball behind the roller's mound and within two feet on either side of the roller's mound, mirroring the two feet on each side of the home plate strike zone.
- 7.3 The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
- 7.4 The Roller MUST roll or bounce the ball multiple times in route to home plate. If the Roller one-hops the ball across home plate or throws the ball in the air and hits home plate without the ball bouncing or rolling that roll is considered a ball regardless if it is less than 6 inches or not.
- 7.5 The Roller must roll the ball within a 5 ft wide "Roller's Path" that starts from the Roller's mound and extends to home plate with the path being 5 foot wide and in-line with the strike zone cones on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches above home plate, the roll is still a ball.
- 7.6 Fielders must be in line with or behind the roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1st and 3rd base. No other fielders can cross the imaginary line between 1st and 3rd until the ball is kicked.
- 7.6.1 If a fielder comes across the imaginary line before the ball is kicked and attempts to interfere with the play in the judgment of the referee, the kicker will be awarded an automatic walk. If the next kicker is a female, the walked kicker advances to 2<sup>nd</sup> base (See Rule 7.10).
- 7.6.2 If the ball is kicked and the encroaching player fields the ball or interferes with the play in the judgment of the referee, the kicker will be awarded an automatic walk unless the result of the play

## The Official Rules of Alabaster Kickball

- allows the runner to advance past 1<sup>st</sup> base. The runner may advance past 1<sup>st</sup> base on an errant throw at their own risk.
- 7.7 The catcher must play behind the line formed by the two strike-zone cones until after a kicked ball passes the cones. If the kicked ball contacts the catcher, and the ball is in foul territory the ball is ruled a foul.
- 7.7.1 If the catcher opts to play near the cone line, then they must stand at least 2 feet outside of either strike-zone cone and may not block the kicker's attempt to kick the ball in any way.
- 7.7.2 If any part of the catcher's body moves within 2 feet of the strike zone cones before the ball passes the cones or interferes with the kicker's ability to kick the ball in any way, as determined by the referee, the kicker will be awarded a walk. If the next kicker is a female, the walked kicker advances to 2<sup>nd</sup> base (See Rule 7.10).
- 7.8 There is no In-Field Fly Rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catch-able ball in an attempt to complete a double-play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the Referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- 7.9 If 11 players are present in the field, one player must play the catcher position. If a team has 10 or fewer fielders, then they can all play in the field and forego a catcher.
- 7.10 If a player (male or female) is walked at any time (intentional or unintentional) and a female kicker is next at-kick in the lineup, the player automatically walks to 2<sup>nd</sup> base. If there are 2 outs, the female kicker next in the lineup has the option of walking to 1<sup>st</sup> base or kicking. If there are less than 2 outs, then the next kicker must kick.
- 7.11 Walking a player intentionally is allowed and no pitches have to be rolled.
- 7.12 Any runner not safely on a base can be hit with the kickball by a fielder. The runner is out unless the ball hits them in the head or neck.
- 7.13 If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the referee, and base runners may advance as many bases as they desire at their own risk.

## 8. Kicking

- 8.1 The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "plant foot" (non-kicking foot) breaks the plane in front of home plate when the kick occurs, then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and runners may tag up. Else the call is a strike/foul against the kicker.
- 8.2 The kicker may kick the ball anywhere behind the line formed by the strike zone cones as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1<sup>st</sup> or 3<sup>rd</sup> base and is touched or comes to rest, then it is a FAIR ball.
- 8.3 A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1<sup>st</sup> base, if the ball touches them in fair territory, they are out, and it is a dead ball. All baserunners must return to their previous base.
- 8.4 A kick can be made with any part of the leg.

# The Official Rules of Alabaster Kickball

## 9. Outs

- 9.1 Three (3) outs by the kicking team constitutes their at-kick for the inning.
- 9.2 An out is:
  - 9.2.1 A count of 4 strikes to a kicker (fouls count as strikes)
  - 9.2.2 Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory
  - 9.2.3 A runner that does not make it to the next base they are forced to run to before they are tagged or before a fielder has control of the ball while touching the base they are forced to run to, and they cannot run back to the previous base since another runner is behind them (see rule 14.07)  
\*Note: This is referred to as a Force Out
  - 9.2.4 A runner that leads off the base before the ball is kicked
  - 9.2.5 A runner tagged or hit by a thrown ball below the neck by a fielder while not safely on a base
  - 9.2.6 A runner hit by a kicked ball regardless of where the ball hit them while not safely on base
  - 9.2.7 A runner impeding a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball)
  - 9.2.8 A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball while touching the base or by tagging the runner with the ball (see "Tag Up" rule 14.04) \*Note: This is not considered a Force Out
  - 9.2.9 A runner outside of the 5-foot baseline unless trying to avoid a fielder blocking the baseline
  - 9.2.10 A runner or kicker that intentionally interferes with the ball
  - 9.2.11 A runner that is physically assisted by a base coach or other team member
  - 9.2.12 A runner that passes another runner
  - 9.2.13 A kicker that cannot kick at their designated spot in the kicking order unless they are injured (If a player misses their turn in the kicking order due to injury, they cannot return to the game)

## 10. Balls

- 10.1 Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1<sup>st</sup> base.
- 10.2 A ball is:
  - 10.2.1 Any roll that results in the ball being outside the strike zone
  - 10.2.2 Rolls that hit one of the strike zone cones
  - 10.2.3 Any roll that is more than 6 inches off the ground when it crosses the plate
  - 10.2.4 Any rolled ball that does not bounce multiple times before reaching home plate
  - 10.2.5 A ball that is not rolled completely within the 5 foot wide "Roller's Path"
  - 10.2.6 A roll that is thrown sidearm or overhand

## 11. Strikes

- 11.1 Four (4) strikes by the kicker is an out.
- 11.2 Any roll that is not kicked and not considered a ball is a strike.
- 11.3 An attempted kick that is missed by the kicker is a strike.

## The Official Rules of Alabaster Kickball

### 12. Foul and Fair Balls

- 12.1 Foul balls are considered strikes.
- 12.2 Foul balls can count as the fourth strike.
- 12.3 A foul ball is:
  - 12.3.1 Any ball that is kicked and touches in foul territory without going into fair territory
  - 12.3.2 Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1<sup>st</sup> base or 3<sup>rd</sup> base
  - 12.3.3 A "double-kick" or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked in the air.
  - 12.3.4 A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before going into fair territory
- 12.4 A fair ball is:
  - 12.4.1 Any ball that touches and stays in fair territory
  - 12.4.2 Any ball that touches in fair territory and then crosses into foul territory after passing 1<sup>st</sup> base or 3<sup>rd</sup> base
  - 12.4.3 Any ball that is in fair territory when it touches a player or referee (regardless of where they are standing) before crossing into foul territory

### 13. Play Ends (Dead Ball)

- 13.1 When any defensive player has the ball within 5 ft of the rollers mound and the lead base runner has stopped reasonable advancement to the next base in the determination of the referee the play is over. The referee should call time.
- 13.2 When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball and the runner is out. The kicker is awarded 1<sup>st</sup> base and all other base runners must return to their previous base. (See Rule: 9.02.6)
- 13.3 When a live ball goes out of the field of play as determined by the referee, it is a dead ball. The referee will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.
- 13.4 When a base runner interferes with a fielder's opportunity to make a play or deliberately disrupts the play it is a dead ball and the runner is out. All other base runners must return to their last base touched prior to the interference.
- 13.5 If a ball deflates or pops during a play, then the play is dead and must be replayed from the start
- 13.6 A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.
- 13.7 A delayed dead ball is:
  - 13.7.1 Obstruction on the defense either by blocking a base or interfering with the runner's right to the baseline when not making an active play on the ball
  - 13.7.2 When a fielder (or pitcher against a female kicker) is in front of the imaginary line between 1<sup>st</sup> and 3<sup>rd</sup> base before the ball is kicked and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.

## The Official Rules of Alabaster Kickball

### 14. Advancing the Bases

- 14.1 When runners advance from one base to the next, they must stay in the imaginary "base line" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt, they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.
- 14.2 If a fielder obstructs a runner from reaching a base (i.e. blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the referee's judgment, if not for the obstruction.
- 14.3 Runners are allowed to over-run first base but must not show intention to round first and head to second base. If the runner shows intention to head to second and is hit by the kickball below the neck, then the runner is out. No other bases can be over-run (except for home).
- 14.4 If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base.
  - 14.4.1 Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.
  - 14.4.2 Runners may "tag-up" on foul balls that are caught with the exception of the fourth foul. On the fourth foul, the kicker is out as soon as the ball is touched foul, not by the catch.
- 14.5 Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.
- 14.6 After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the defense within a 5-foot radius of the roller's mound or the ball is ruled "out of play" by the referee.
- 14.7 Runs are scored when runners cross and touch home plate. Runners must cross and touch each base on the way to home plate. If the runner crosses and touches home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count (see rule 9.02.3).
- 14.8 If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced.
- 14.9 If a baserunner misses a base while rounding the bases they are out.
- 14.10 If a baserunner knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. This will also result in a warning to that player.
- 14.11 Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and MUST continue to kick and field if they are one of only 4 females and/or one of only 8 players on the team to maintain an official game.

# The Official Rules of Alabaster Kickball

## Kickball Field Positions

