



Olive Branch Parks and Recreation
Adult Coed Kickball League Rules

1. The Playing Field:

1. The base distance is 60 feet.
2. The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches, and directly aligned with the 1st-3rd base diagonal line.
3. No defensive player may cross the 1st-3rd base diagonal line until the ball is kicked.
4. The kicker may start as far back as they would like however the kick must occur from behind the front edge of home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of the front edge of home plate.

2. Equipment:

1. Players must wear closed-toe shoes to participate, non metal cleats and turf shoes are allowed.
2. The official kickball is the WAKA Logo Kickball.
3. Olive Branch Parks and Rec will provide game balls.

3. Teams:

1. Team rosters are open ended and players may be added at any time during the season. Players must be at least 17 years old.

2. While fielding, each team must field at least eight (4 male and 4 female) and no more than ten (5 male and 5 female) players. This must include one pitcher and one catcher at all times during the game.
3. You may play male/female players wherever in the field. Teams do not have to alter genders while playing in the field.
4. Teams may kick all players from their roster available for that game however kicking lineups must alternate between male and female or vice versa. Kick order must be exchanged pregame. This should include name and number of each player.
5. Teams failing to field a valid roster within 5 minutes after the scheduled start time will result in a forfeit. Forfeit games will be scored as a 7-0 win for the non-forfeiting team. Must have 8 players, 4 of each gender to begin.

4. Games:

1. Games will last 7 innings or 50 minutes, whichever comes first. A new inning will not begin with less than 5 minutes remaining on the game clock. No extra innings for regular season games, regular season games may end in a tie. (Tournament games, if tied will play a maximum of two extra innings under international rules. The last batted out will start on second and team will begin with one out. For tournament games if still tied after two extra innings a coin flip will determine the winner.)
2. All teams bat their entire roster in order. Kicking order cannot change during the game. Three outs by a team completes the team's half of the inning.
3. There is a 7 run limit per inning. No slaughter rule.
 - a.)Caveat #1: A losing team may score as many runs as they are down +1. *EXAMPLE: Team A is down by 10 runs. They can therefore score 11 runs in one inning to take the lead.
 - b.)Caveat #2: A losing team is down LESS than 7 runs: Their full cap is still a full 7 runs (disregard caveat #1) *EXAMPLE: Team A is down by 1 (let's say 2-1). They can still score a full 7 runs to make the score 8-2 in their favor.

c.) Caveat #3: In the 1st inning both teams can only score a full 7 runs.

*Example: At the beginning of the second inning the score can be no more than 7-7.

4. Games will have one umpire on the field if available, scorecards will be provided to both teams, and must be signed by each team's captain following the game and turned into to the park staff at the fields. (Both team's captains will verify and sign the other team's scorecard before turning them into park staff.)
5. Close judgment plays in the field or on the bases whenever an umpire is not available will be decided by a coin toss (challenge coin will be in the call box at the backstop)

5. Pitching/Fielding:

1. For Fielders:

1. All fielders besides the catcher must remain in fair territory behind the 1st-3rd base diagonal until the pitched ball reaches the kicker.

2. Fielders may not cross the diagonal 1st-3rd line before the ball is kicked. It is at the Defense' discretion whether to play or risk making a play on a ball that does not cross the 1st and 3rd diagonal line.

a.) Ball must stop on its own prior to crossing the 1st and 3rd diagonal line to officially be ruled a "bunt" / foul ball.

3. Fielding positions do not have to alter gender in the field.

4. You may throw or kick the ball on defense. Throwing the ball at the runner is allowed, but not above the shoulders.

a.) Any runner hit in the neck or head shall be considered safe at the base they were running toward. If the runner is sliding the above the shoulders rule is not in effect.

3. A defensive player may not purposely drop a ball hit in the air to earn a double play. There is no "infield fly rule" and the umpire will make the determination as to weather the ball was purposely dropped. If it is determined that the ball was intentionally dropped all runners will be safe at their next base including the kicker running to first.

4. A play ends when the pitcher has control of the ball and is in the infield. For the play to be over the pitcher must be within 10 foot radius of the pitching mound and the umpire must declare the play to be dead.

2. For Pitchers:

1. Balls must be pitched by hand. There are no restrictions on pitching style.
2. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball.
3. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
4. No Bouncing pitches- pitches must be rolled smoothly from the pitching strip.

6. Kicking:

1. Kicking order must alternate genders.
2. All kicks must be at or behind home plate. Kicker may step on home plate to kick.
3. No Bunting, Ball must clear the 1st-3rd diagonal foul line to be considered a fair ball. The batter must kick through the ball, if someone stops their foot it is considered a bunt.
 - a.) An "Intentional Bunt" is defined as a ball that does not roll past the diagonal 1st and 3rd line or a kick where the batter does not follow through with their leg swing.
 - b.) This is at the Defense' discretion whether to play or risk
 - c.) Ball must stop on its own prior to crossing the diagonal 1st and 3rd line to be ruled a "bunt" / foul ball.
4. There are no walks or strike outs issued. Kicker can foul out with four (4) fouls. Players will kick until a kick is in play or a foul out has been declared.

7. Base Running:

1. No leading off or stealing. Runners cannot leave the base until the ball is kicked. Results in an out.
2. Runners will only be able to advance a maximum of one extra base on an errant throw/kick or missed catch to first base that goes into foul territory. If a throw/kick to first goes into foul territory, then runners can advance to the next base at the risk of being put out but will not be able to advance further than one extra base. (example, With runners on first and second base and a ball is kicked to the pitcher, and the pitcher fields then throws the ball away to first base and into foul territory. All runners may advance to the next base at the risk of being put out. The runner who started at second base may try to advance home, the runner who started on first may try to advance to third, and the batter may try to advance to second base.)
3. Runners must stay in the base line. Results in an out.
4. Runners may tag up on a caught ball.
5. Any runner passed by another runner is out.
6. No pinch runners- pinch runners are only allowed when the player on base is injured. Runner will be the last out of the same sex.
7. Close plays are decided by a coin flip between the team captains if an umpire is not available for that game.