



Adult Kickball League Rules

Info:

Roster, Scorebook, Rules, Scorecards, Covid-Liability forms & Kickball will be given to team managers the first night of games.

Turn in your roster to concession stand after your games the first night. Make sure next to each printed name, there is a signature and home address to follow. Your finalized roster is put into effect after your last game of league play; no players can sign your roster after this point. If a player subs on your team they must sign your roster.

To check standings online: <http://www.ci.brainerd.mn.us/296/Friday-Standings>

Game Times:

Teams will be granted a 10 minute grace period for their first scheduled game and a 5 minute grace period for their second game. After grace period if your team doesn't have enough roster players present an automatic forfeit will be assigned. You are welcome to play for fun until the next scheduled game.

Game Set Up:

- Minimum 8 players (4 MUST be girls), maximum 10 players in the field. (Must have 2 females infield, 2 females outfield) ~Teams may use 2 youths (15 years or older) If younger please get approved by recreation coordinator. All other players must be 18 or older.
- Late-arriving players may be inserted at the bottom of the lineup upon arrival at any point in the game.
- 3 Males are not allowed to kick in a row. An out will be recorded in the event of this happening.
- You can have as many people on your kicking order as you want. Your extra kickers on kicking line up sitting out on defense can sub in for same gender at any time on defense.
- In the case of an injury a same gendered rostered player can take their spot as long as they have not kicked in the kicking order already. If no sub available an out will be taken. If this affects your ability to field and kick 4 girls it will be an automatic forfeit.
- All players must sign their name on their team's roster. No inner league subs are allowed and players cannot sign more than one roster.
- Team managers agree before the game on exact start time (i.e. 6:00 p.m.), and that no new innings will commence after expected end time (i.e. 6:45 p.m.).
- 40 minutes or 7 innings (If 3 innings are completed, the game is complete, rain make up is not assigned)
- There is no run rule. Play the full 7 innings or 45 minutes.
- If you are in the dugout with a scoreboard controller your manager is responsible for returning score board controller back to the concession stand.

Game Play:

- Captains of each team settle call discrepancies. Kicking team needs to provide a 1st and 3rd base coach to help make close calls. Kicking team will provide opposing team pitcher with their kickball.
- All outs must be made by throwing the ball to hit a runner below the head, catching the ball on the fly, stepping on the bag for a force out, and any time the ball hits the runner as they are running.
 - ~Exception if player slides or an attempt to dodge the ball and it hits their head/neck they are out.
- A pitched ball is rolled toward home plate. “Bouncies” are **not** allowed. There is no rule stating you can not pitch fast, however there are no strikes or ball counts. The kicker can send back a ball if it isn’t a good pitch.
- The catcher may not field a ball until the kicker has left home plate and must stay a safe distance equal to or behind kicker.
- The pitcher cannot move in front of the pitching rubber until the ball is contacted. All fielders must be behind the line between 1st and 3rd until ball is contacted by kicker.
- All kicks must be made below the knee.
- Kicker can step on home plate to kick but cannot cross or kick in front of home plate.
- A 15' arc will be lined from the 1st baseline to 3rd baseline, if a ball does not cross the arc it is an out. Once ball is kicked fielders may advance if ball is picked up or caught inside the 15’ arc the kicker is out. (Do not worry where the defenses feet are, it’s more important *where* the ball is). If you are a fielder **you cannot hit the ball back into the arc to catch it.**
- Tag-ups are required if a fly ball is caught.
- No infield fly rule.
- If the ball is put out of play by fielding team kicking team obtains 1 base.
- Two strikes and three balls are allowed. Two foul balls is an out.
- Once the pitcher has control of the ball in the circle play stops. No stealing allowed.
- You may use a courtesy runner for a hurt player. Courtesy will be last out made of the same sex. Courtesy runners are allowed only after a player has reached first base.
- If the game is tied after 7 innings, the visiting team’s last out is placed on second base and the team plays 3 outs. This is repeated for the home team. If the tie is not broken after one extra inning it remains tied.
 - In the End of Season Tournament, this tie breaker will be repeated until someone wins.
- **The home team must turn in their scorecard at the concession stand after each game.**
 - Please check between innings with the other team to make sure you concur on runs scored to help alleviate end of game discrepancies. Team with best kept record will be given benefit of the doubt if other team does not have a book.
- As long as the field is playable, games will be played in the rain unless there is lightning. Rain makeup games will be rescheduled as soon as possible.
- Any confrontation with another team or player, including yelling, name calling or profanity, will result in a suspension. Any players suspended must appear before a sportsmanship committee before reinstatement.
- For cancellation information call (218) 454-2900 ext. 3350. Or our Facebook Page!

Please use trash containers. If trash becomes a problem staff may notify the police to enforce drinking ordinances.

Remember this is just for fun!!!