

ADULT KICKBALL RULES

Coaches: It is your responsibility to inform your players of the rules.

General Rules:

1. All games will be 7 innings or 1 hour time limit.
2. Conway Parks and Recreation will provide the game ball.
3. **The Coach must turn in a line-up to the umpire and the opposing team before the game starts.**
4. Schedule will determine home and visitor.
5. A player may **play on 1 team!** Girls and boys must be 13 by April 30th of the playing season.
6. If a team forfeits a game due to a lack of players, they will have to pay the team that they were scheduled to play \$25. The team that forfeits must bring a check to the Parks and Recreation office made out to the opposing coach by 2pm the day of their next scheduled game or we will call the team that they are scheduled to play that night and cancel the game. To avoid being penalized, a team must call the Parks and Rec. office by 2pm and let us know that you are going to forfeit that night. You will still receive a loss for the game, but you will not have to pay \$25.
7. A team playing an ineligible player that is discovered by the director or officials will forfeit all games that individual has played in. **The ineligible player will also be suspended, and the team playing the ineligible player will have to forfeit their next game.** Each coach will have access to every team's roster that is in their league. To protest an ineligible player the coach must do so during the game.
8. A protest may be made only on a rulebook call! If a protest is to be upheld, the affected team must protest the call immediately.
9. The 10 run rule after 5 innings and 15 run rule after 3 will be used.
10. If a player shows up late, add them at the bottom of the lineup. If at game time, a team has fewer than 9 players they will be given a 5 minute grace period. That team will be the Guest team and will lose their 1st inning at bat. The Home team will bat upon the arrival of the 9th player.
11. Anyone threatening an umpire before, during, or after a game, or placing their hands on or pushing an umpire in any manner will be suspended.
12. **City of Colleges Park is a tobacco free park.**
13. Dogs are not allowed in City of Colleges Park.
14. No steel spikes or bare feet are allowed in league play.
15. Practice is limited to 1 hour when others are waiting to practice.
16. Teams cannot practice at Curtis Walker or Beaverfork. These are baseball fields only.
17. Any player or coach caught drinking in the parks will be suspended.
18. **Rain Out Line is 513-3591.** Do not practice on a wet field. If games are rained out, do not use the field that night. Any team caught practicing on a wet field will forfeit two league games.
19. **There will be no rescheduled games for any reason.** If a team can't play a scheduled game then they will have to forfeit that game. Do not call and ask us about rescheduling a game.
20. **Rosters:** Coaches, adding players is very easy, call Clint Brock or Jason Fleming to approve your add-on. If we approve your add-on, he/she will be placed on the add-on list and that player must come by and sign your roster. If the coach does not call and have him/her approved they will not be on the add-on list and cannot sign your roster. Do not call us at home for add-ons call us at work during office hours, 450-6186. Teams will be allowed 4 free add-ons. Any other roster additions over 4 players will cost \$25 per player by the add-on deadline.
21. www.conwayparks.com for updated scores and standings.

Batting:

1. Teams may bat as many players as they want, but they must stay in the same batting order and have as many women as men batting. Alternating batting line-up must be used. If you have more women than men, put them at the bottom of the line-up. If a player gets hurt, an out will be called each time that person would bat if there is no one to replace them.
2. Contact on the ball must be made by the kicker in the kicking box.
3. When a man walks, he will always go to 2nd base. The woman has the option of kicking or walking, no matter how many outs there are.

4. The catcher or kicker is not allowed to cross home plate until the ball is contacted. The kicker may not attempt to kick the ball in front of home plate. If the kicker does contact the ball in front of home plate, it will be considered a foul.
5. The strike zone extends to 1 foot on either side of home plate, and 1 foot high. Pitches must be rolled underhand towards home plate at a REASONABLE pace.
6. Bunting is NOT allowed. An intentional bunt at the discretion of the umpire is an automatic out.
7. 3 strikes=out; 4 balls=walk; A foul ball=a strike, so a foul ball on a 3rd strike=out
8. No leadoffs or stealing.

Fielding and Running of the Bases:

1. Teams must have 9 players to start the game. 5 of them must be women. If a player is ejected, the game will continue as long as his team still has 9 or more players. An out will be called each time the ejected player would have batted. If the ejected player was the 9th player, the game will be a forfeit.
2. Each team must use normal defensive positioning. If you have 10 players on the field, you must have 4 outfielders.
3. Men and women are allowed to play any position on the field as long as there as many or more women than men.
4. Players are considered out by one of the following means:
 - Striking out
 - A fly ball caught by the defense
 - A throw out at one of the lead bases
 - The runner being tagged by the ball
 - Infield fly rule
 - A foul ball on the third strike.
 - A runner being struck by a thrown ball below the head while attempting to advance or return to a base. If a runner is struck in the head, the player who threw the ball may be ejected from the game.
 - If the runner intentionally uses their head to block the ball, in the opinion of the umpire, will be called out.
 - Sliding is allowed. Any intentional interference with the defensive player, the runner and batter will be called out.
 - A foul kick above the batter's head may be caught for an out.
5. If the ball is overthrown outside of the field of play, runners may advance only one base beyond the base the runner is on or running towards.