



St. Mary's Recreation & Parks

Co-Ed Adult Kickball League

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Overview

The St. Mary's Recreation & Parks Adult Kickball League is a co-ed recreation league for adults 18 years old and up. Played like baseball, the object is to score more runs than the opposing team. The following rules will govern all R&P kickball games. The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, R&P will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.

All participants must respect and obey all rules and regulations pertaining to the field used for games. **Alcohol and any tobacco products or vaping is prohibited on the field and the surrounding areas.** **No profanity.** Participants breaking field rules may be ejected from the game and will be considered by the league coordinator for disciplinary action including expulsion from the league. The league coordinator has final say in all judgment.

Playing Field & Equipment

1. The kickball diamond is a square with equal sides of 60 feet with a base at each corner.
2. The pitching mound is in the center of the diamond, 43 feet from home plate and directly aligned with the 1st-3rd base diagonal.
3. The pitching circle extends 6 feet in all directions from the center of the mound.
4. The kicking line extends 18 inches on either side of home plate.
5. Officials game balls are VOIT Enduro 8 ½ Inch Kick Ball.
6. Players must wear athletic shoes or rubber cleats. Metal Cleats are prohibited.

Field Supervisors

R&P staff will be present at the park during league play. Staff will set up fields, maintain sportsmanship, officiate games, record scores, and enforce park policies. Other duties include:

1. Calling off a game due to darkness, rain, lightning or other cause
2. Penalizing a player, including game ejection, for any reason. This includes but is not limited to un-sportsman like conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.

Teams & Player Eligibility

1. Must field at least 8 to start a game and no more than 10 players which must include one pitcher and one catcher from the same team at any time during the game.
2. Must field a minimum of 3 females in the field at all times.
3. A substitute of the same sex may enter the game when team is in the field.
4. A team failing to field the minimum amount of players within ten (10) minutes after scheduled game time will forfeit.

Weather Announcements:

- Visit <https://www.stmaryscountymd.gov/recreate/> and click on *Announcements & Updates*
- Call the Recreation & Parks Cancellation Line at 301-475-4200 ext. 1840
- Visit Facebook at www.facebook.com/stmarysmdrecreation

Regulation Games

1. All games will be Six (6) innings or no new inning after 60 minutes of play, or whichever occurs first.
2. One extra inning is played if score is tied.
3. A game can end in a tie if tied after the extra inning
4. If a team is winning after the top of the 6th inning and is set to kick in the bottom of the inning, the game ends and will be marked as a regulation game.
5. A game that is called off by the Field Supervisor after 5 full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner. Regulation games called off that end in a tie shall be marked as a tie.
6. A game that is called off by the Field Supervisor for any reason before 5 full innings of play shall not be considered a regulation game and a new game may be rescheduled.

Pitching & Fielding

1. Balls must be pitched by hand. There are no restrictions on pitching style.
2. Proper Field Position is:
 - a. Infielders must start play and remain behind the 1st-3rd base diagonal until the ball is kicked.
 - b. The pitcher must start the act of pitching with at least one foot on or directly behind the pitching strip when releasing the ball. The pitcher must remain in the circle until the ball is kicked.
 - c. The catcher must field behind the kicker, directly behind the kicking box, and may not cross home plate until the ball is kicked. The catcher may not interfere with the kicker.
3. A legal pitch is a ball that touches the ground **at least three times** or rolls completely before reaching the kicking line.
4. Balls that enter the kicking line above the strike zone or to either side of the strike zone will be ruled a ball.
5. The infield fly rule is in effect when there are runners on first and second, or first, second and third with less than two outs. The batter will be automatically out if the umpire judges that an infield fly can be caught by an infielder with ordinary effort.

Kicking

1. All kicks must occur at or behind home plate. The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
2. **NO Bunting** (It will be the umpires call if it's a bunt or not)
3. The kicking team will bat their entire order while alternating between male and female kickers. When there is an odd ratio, female players are allowed to bat consecutively in the batting order, but at no time can two males bat consecutively in the order.

Running & Scoring

1. Runners hindered by any fielder within the baseline shall be safe at the base to which they were running.
2. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
3. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding or ducking a throw. Any runner hit in the neck or head is safe, and advances to the base they were running toward when the ball hits the runner.
4. A legal tag up can be made as soon as the fielder makes contact with the ball regardless of if it is caught.
5. All ties will go to the runner. Runners traveling from home plate may overrun first base but must remain in foul territory or else they may be tagged out.
6. Running past another runner is not allowed. The passing runner is out.
7. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.

8. A maximum of 5 runs per inning is allowed except for the 6th inning. There are no run restrictions in the final inning of play.
9. A game shall be called if a team is ahead by 15 or more runs any time at the end of five (5) innings.

Balls & Strikes

A strike is:

- a. a pitch that is not kicked and is not called a ball, that enters any part of the strike zone.
 - b. an attempted kick missed by the kicker.
1. The strike zone is one (1) foot inside and one foot (1) outside of the plate and one (1) foot high.
 2. A count of 3 strikes is an out.
 3. Foul balls count as strikes.

A ball is:

- a. A pitch outside the strike zone
- b. A pitch that does not bounce three (3) times
- c. Any fielder or pitcher advancing on home plate before the ball is kicked

Foul Balls

A foul ball is:

- a. a kicked ball landing in foul territory
- b. a kicked ball landing in fair territory, but touching foul territory on its own at any time before reaching first or third base
- c. a kicked ball kicked in front of home plate

Outs

1. A count of 3 outs by a team completes the team's half of the inning.
2. An out is:
 - a. A count of three (3) strikes
 - b. any kicked ball (fair or foul) that is caught by a fielder
 - c. a ball thrown to fielder touching base that beats the runner who is forced to run
 - d. a runner is hit with the ball below the shoulders by a fielder.
 - e. runner touched by the ball while not on base & the ball is in play. Including if the ball is kicked and hits a runner not on the base
 - f. a runner off base when the ball is kicked
 - g. any kicker that does not kick in the proper kicking line up
 - h. a runner that passes another runner
 - i. a runner who misses a base
 - j. a runner who fails to properly tag up on a caught ball

Dead Balls

1. Once the pitcher has the ball in control and retains possession in the pitchers circle, the play ends. Runners more than half way to the next base when the play ends will be allowed to advance to that base.
2. Any time there is interference, play automatically ends and runners proceed to the base to which they were headed. Interference occurs when a non-fielder, runner, or non-permanent object touches the ball.