



## TUALATIN HILLS PARK & RECREATION DISTRICT

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# KICKBALL RULES

**Kickball** is a playground game and also a competitive league game, similar to softball. It is played on a softball diamond with an inflated rubber ball. The pitcher bowls the ball towards the catcher, and the "kicker" kicks it with his foot. Once the ball is kicked, the kicker's objective is to reach base. In addition to tagging a base to get a forced runner out, or getting a runner out by touching him/her with a held ball, fielders may throw the ball at a runner to get him/her out (though hitting a runner above the shoulders with a thrown ball is illegal.).

**2014 NSA Softball Rules and THPRD rule supplement will govern kickball with the following emphasis and modifications:**

### PLAYING CONDITIONS/WEATHER

- In case of bad weather it is the team manager's responsibility to call THPRD's rain out number: **(503) 629-6395**. A recorded message, updated **4:00pm** weekdays will inform managers of game status for that day. Once an umpire cancels a league game on a field due to weather or field conditions, all additional games on the same field will be canceled, unless specified on the updated recorder **(503 629-6395)**.
- Makeup games scheduled by THPRD will be final. Makeup games will be scheduled as days and fields become available. Doubleheaders may be scheduled.

### GENERAL

- Games are 9 innings or 60 minutes. No new inning will begin after the 60 minute time limit.
- If, at game time, a team does not have the minimum required number of players to start the game, a 5-minute grace period will be given. The five-minute grace period is deducted from the time limit. The player(s) must be on the field ready to play within the five additional minutes. If the team has more than the minimum number of players the game must begin on time.
- In the event of a tie during league schedule, the game will be recorded as a tie for both teams. If the 60 minute time limit has not expired, an extra inning(s) shall be played to break a tie.
- **Game clock used by the umpire will be the official time.**
- Shoes must be worn by all players. No metal, hard plastic, or polyurethane spikes or shoes with detachable cleats are allowed.
- Home team must provide a good rubber kickball.
- Teams should hustle in and out between innings as there is a time limit in effect.
- No infield practice is allowed after the first inning.
- Players in the field are allowed to kick the ball (as opposed to throwing) towards another team player in the field. This is particularly helpful if you have a long throw from the outfield.

### COED MODIFICATIONS

- Teams can bat the line-up, bat the roster, or bat the wheel, alternating male, female, etc.
- When starting a game with less than 10 players a team **must** have a minimum of 8 players (**4 men/4 women**) to start or continue a game.
- A team must have an equal number of men and women on the field at all times: Exception: when playing short with 9 players. Teams can never have more than 5 of one gender on the field at any time.
- **Positioning of males and females on the field is at the discretion of each team. Normal softball positions must be adhered to (e.g. outfielder must be in the outfield, shortstop must be in a normal shortstop position).**
- If a team is playing with less than 10 players all fielders must play a **normal** infield or outfield position.

- **Teams may play with 9 players to start or continue a game only if less than 10 players are present.** If playing with 9 players **an out may** be taken each time the vacated spot occurs only if the tenth player is expected to show and play. If playing with 8 no outs are taken.
- **All four outfielders** must stand behind the line which is about 20ft. back from the dirt infield. ALL outfielders will be required to remain at this distance when any player is kicking until the ball reaches the plate or the player has made contact with the ball

## PARTICIPANTS

- All participants must be on the official roster. Exception: ghost card players.
- All players must be 18 years of age or older.

## WARM-UP PITCHES

- When the pitcher takes the pitching rubber for the first inning, s/he will be allowed 3 warm up pitchers.
- After the first inning, the pitcher is permitted only one warm-up pitch between innings, unless a new pitcher is starting the inning.
- Teams should hustle in and out between innings as there is a time limit in effect.
- No infield practice is allowed after the first inning.

## PITCHING

- The pitcher must stay within the 8' pitchers circle until the ball has been kicked. Once the ball has been returned to the circle and all play has stopped, the umpire will call timeout. If a runner is between bases when the umpire stops play, the runner must return to the last base touched.
- The strike zone extends to 1 foot on either side of home plate and 1 foot high.
- No bouncies. A pitch that is higher than one foot at the plate results in a no pitch.
- If the ball falls short of the plate, and does not cross over it, the pitch will be called a no pitch.
- The pitcher must stay within the pitcher's circle until the ball is kicked.
- The ball is put in play when the pitcher rolls the ball toward home plate and the kicker attempts to kick the ball.
- The kicker must wait for the ball to be at home plate before kicking the ball. If the kicker does not like the pitch, s/he should not attempt to kick it, and another pitch will be thrown.

## CATCHER

- The catcher must stay three feet behind the kicker until the ball is kicked. This will be in the judgment of the umpire.

## STRIKES

- A strike constitutes a pitch within the strike zone either not kicked, or missed by the kicker.
- Player gets a maximum of three (3) tries. A missed attempt or foul counts as a try. After three tries, the batter is out. **There are no walks.**

## KICKER

- The kicker must remain in the batters box up until the ball is kicked.
- The batter box will be 14' x 8'.

## BALLS

- A ball is a pitch outside the strike zone.
- A pitcher leaving the pitchers circle before the ball is kicked.
- Any catcher advancing forward of home plate before the kicker kicks the ball.

## KICKING

- All kicks must be made by foot, below the knee.
- All kicks must occur at or behind home plate. A kick in front of home plate is called a foul.
- The kicker may step on the plate.
- Bunting will be permitted.



## **BALL IN PLAY**

- The ball must travel more than ten feet from home plate.
- If the ball fails to travel the ten feet, or if a fielder is able to control the ball within the ten feet it will be considered a foul ball.
- When the pitcher or any other player has control of the ball within the pitchers circle the play ends.
- If a runner intentionally touches or stops the ball, even if they are on base, the play ends and the runner is out.
- There is no in-field fly rule. However if a player in the field purposely drops or does not catch the ball (as determined by the umpire) for the purpose of getting a double play, the umpire (at his or her own discretion) can allow just one out. If the umpire calls only one out in this instance the kicker shall be out, not a runner on base.

## **OUTS**

- The kicker is out in situations similar to softball (force outs, pop outs, etc.). In addition, a runner is out when he is hit by a thrown ball below the shoulders.
- An out is a runner touched by the ball at ANY time while not on base.
- Any kicked ball (fair or foul) that is caught.
- A ball tag on a base to which a runner is forced to run. The fielder must have control of the ball (i.e., it must be off the ground).
- A runner off of their base when the ball is kicked.
- If a base runner advances in front of another runner or touches the runner in front of them they will be called out.
- In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner must be called out, if s/he remains on his/her feet, and deliberately, with great force crashes into a defensive player holding the ball, waiting to apply a tag. If the act is determined to be flagrant, the offender shall also be ejected.

## **RUNNING**

- Leading off and stealing bases between pitches is **not allowed**. The runner is not allowed off the bag until the ball has passed the plate or is kicked.
- Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder, in the umpires judgment, within the base line shall be safe at the base to which they are running.
- Hitting a runner's neck or head with the ball is not allowed. Any runner so hit is safe and advances one (1) base beyond the one originally running toward when the ball was thrown. If the runner intentionally uses the head or neck to block the ball, and is so called by the umpire, the runner is out.

## **RUN LIMITS**

- If after the 5th complete inning a team is ahead 12 runs, the game is over and the team declared the winner.

## **SLIDING**

- Feet first sliding is allowed.
- Head first sliding is not permitted. Runners that choose to slide or duck out of the way are "free game" and are not protected on headshots.

## **IF INJURED WHILE A BATTER/BASE RUNNER**

- If a base runner is injured while running the bases and NO LEGAL SUBSTITUTE is available the last out (same gender) may take the runner's position on the base and finish the turn.
- Once the sub scores or is put out they go back to regular batting order and the injured player is removed from the lineup with no penalty.
- The injured player may not re-enter the game unless a legal sub was used.

## **SCORE KEEPING**

- Each team must bring an official score book and scorekeeper.
- A team lineup must be submitted to the official scorer before the beginning of the game.

- The home team is responsible for keeping the official scorebook. If the home team does not have a book, the visitor's book will be official. If neither team has a book, the umpire will keep score. The umpire scorecard will be official and neither team will be allowed to protest the game based on score or batting order.
- Scorekeepers are advised to confirm scores after each HALF inning.
- It is mandatory to list last and first names of each player in the scorebooks.
- The umpire must be notified immediately if there are any discrepancies with the two score sheets.
- The umpire's name should be recorded in the official scorebook.

### LEAGUE TIES

- League ties will be determined by the record of which team won over the other during league play. If a tie still exists, total runs scored against the teams involved in the tie will be used with the least amount of runs determining the winner.

### FORFEITS

- **Any team which forfeits two games will be dropped from the league and forfeit all fees paid.**
- If at scheduled game time (plus 5 minute grace period), a team does not have the required number of players present, they must **forfeit** the game. All forfeits are scored 9-0.
- Upon mutual team managers' request; officials will officiate games forfeited due to teams not having the minimum number of legal players at game time.
- Games forfeited due to circumstances other than too few of players will not be played.
- Teams involved in forfeit may "borrow" players from each other to meet minimum player requirement.
- Non-rostered pick up players are not allowed to play. All players must be on the official league roster of one of the participating teams.
- The length of the entire game will not exceed 60 minutes past the original scheduled game time.
- **ALL LEAGUE AND NSA RULES, SANCTIONS AND PENALTIES WILL APPLY.**
- All forfeits will be reported to the THPRD Program Coordinator.

### PROTESTS

- Protests will not be allowed. All legitimate concerns will be reviewed to prevent future problems.

### ROSTER CHANGES

- Players may be added and dropped until the Friday before the seventh game of the season. No new players may be added to the team roster after the deadline except in hardship cases.
- INDUSTRIAL ROSTER ADDITIONS: For each company employee added to the roster a copy of a current (within three months) pay stub must be submitted with add form. Pay stub must list the company name, company address, employee name and date. Pay stubs may have pay information crossed out.
- Out-of-district residents may be added to the roster **IF** the league **DOES NOT** reach the maximum number of teams. If the league is at capacity, an out-of-district player can only be added if an out-of-district player is dropped (must be done at the same time).
- If players are added to the team roster the manager must have a **copy of the official add form** to show during an ID check.

### ROSTER/ID CHECKS

- The team managers must have their official team roster and all add/drop forms with them at **ALL** times for roster checks. Spot roster checks will be done throughout the season by THPRD staff, umpires and/or THPRD volunteers. All players must have proper photo ID at all games. **NO PHOTO ID, NO PLAY, NO EXCEPTIONS!**
- Company/Business photo ID is acceptable for the industrial divisions only.
- Team managers may have a copy of each player's ID in lieu of the player carrying the original with him/her **ONLY** if the picture and name are clear and legible.
- Team managers may request an ID check of any player(s) at any time. If a player is in question the protesting team must ask the umpire to do an official roster/ID check on the player(s) requested. The team manager must supply the official roster and player(s) must provide proper photo ID. ID will be checked to assure that

participating players correspond to official roster. The time limit is still in effect and will not be adjusted for ID check.

- **A team found to be using illegal players during the game will immediately forfeit that game. All problems with illegal players must be reported to the Program Coordinator.**

### **MANAGER/COACH RESPONSIBILITY**

- Team managers/coaches are responsible for the behavior of all their team members and spectators who accompany their team to the game.
- Managers/coaches are the only individuals authorized to speak to the officials regarding matters of rule interpretation or to obtain essential information.

**Note: We sincerely hope that none of the following steps have to be taken because of unsportsmanlike behavior on the part of players, coaches or spectators. Above all, this program strives to make the displaying of good sportsmanship a priority.**

### **UNSPORTSMANLIKE BEHAVIOR**

- Any individual player, spectator, coach or manager found by the umpire to be acting in a disruptive manner at any time before, during or after a game will be asked to leave the premises. Failure to do so will result in further disciplinary action up to, and including, ejection from the league.
- Abusive language or gesturing in such a manner as to indicate resentment (i.e. flipping the finger, etc.) used by any player or players before, during or after a game will mean ejection from the game. If player or players refuse to leave the premises, the game will be forfeited to the opposing team.
- Any spectator using abusive language or gesturing in such a manner as to indicate resentment will be warned by the umpire. Continued abusive behavior will be cause for stopping the game and it will not be restarted until the spectator leaves the premises. If the spectator refuses to leave, the game will be terminated and both teams will receive a loss in the standings.
- Any abusive action, physical or verbal, directed toward an umpire, District representative or District personnel, player, spectator, coach or manager before, during or after a game will mean automatic and permanent expulsion from the THPRD sports leagues. Telephone and letter will notify the manager of the expelled player.

### **DISCIPLINARY ACTION**

- Any player, coach or manager ejected from a game **will** be reported to the Program Coordinator by the umpire calling the game.
- Any individual player, coach or person actively involved in the game (i.e. base coach, score-keeper, etc.) ejected from a game **will not** be allowed to participate in the next scheduled league/playoff game and they are placed on probation for the remainder of the season.
- Any player ejected from 2 games will be evicted from the league for 12 months from the date of the second ejection.
- If a player is ejected from league play two years in succession, they will be suspended from participating in the Tualatin Hills Sports Program for the next three years.
- All ejections, suspensions and other disciplinary actions will be followed up with a letter to the team manager.

### **TEAM/PLAYER CONCERNS**

- If, in the opinion of the THPRD staff and the Umpires Association any player or team registered in the program displays conduct of such a nature as to put the safety of the participants, employees, spectators and umpires in jeopardy, or continually abuses the purpose and guidelines of the program, that player or team shall be placed on probation. The procedure for such probation is as follows:
- The designated team manager and the team/player will be notified by mail to meet the Program Coordinator and a representative of the officials association to review the events leading to the team/player probation. If either the team manager and/or player(s) refuse or fail to appear for the meeting, the team/player shall be ejected from further league play and put on probation for the following season and shall forfeit all entry fees.
- At the meeting, the guidelines for further participation in the league of team/player(s) shall be set forth.
- If the team/player(s) fail to comply with the conditions of participation, the team/player(s) shall forfeit all further games and all fees paid, and all players shall automatically be placed on probation for the following season of kickball.



## **FACILITY REGULATIONS**

- All Team members are responsible for enforcing these rules. If a team is found guilty of violating these rules, it will forfeit that evenings' game and will be placed on probation.

## **PLAYERS INSURANCE**

- Tualatin Hills Park and Recreation District or the umpires association will not supply players' medical insurance. Players, coaches and the sponsors are responsible for their own insurance. Players play at their own risk.

## **THPRD COMPLEXES**

- Smoking is prohibited in the dugout area or on the playing field on the any complex fields.
- Alcoholic beverages are not allowed on any THPRD property. Any individual player, coach, manager, scorekeeper or spectator found to be in possession of an open container of alcoholic beverage while in THPRD property will be excluded from THPRD properties for a minimum of 60 days. There will be NO refund of team and/or individual fees. If the person refuses to give their identity, the team manager will be contacted and the team will forfeit games until the person is identified. There will be NO refund of team/individual fees for any games forfeited.
- Dogs must be on a leash at all times and must be secured. Owners are required to pick up all dog waste.
- Players and spectators will be asked to leave the THPRD Complex after the last game of the evening within 15 minutes as the lights will be turned out.

## **UMPIRES**

- An umpire will be scheduled for each game in all leagues.
- Umpires shall have final authority on all matters relating to the game. They shall have authority to conduct and supervise all game related decisions, when a District employed Field Supervisor is not present.
- All paid officials will be provided under contractual agreement with THPRD. Anyone wishing to become an umpire should contact the THPRD Sports office at (503) 629-6330.
- Any concerns regarding umpires may be in writing and given to the Program Coordinator. Managers/coaches are encouraged to call (503) 629-6330 if they have questions on rules, policies or procedures.

## **LOST and FOUND**

- Any articles found at the game site will be collected, tagged and turned in to the Athletic Center by the Field Supervisor. They will be stored at the office for a period of two months. If they remain unclaimed after that period, they will be donated to an appropriate organization.

## **SPORTS DEPARTMENT MISSION STATEMENT**

Tualatin Hills Park & Recreation District's Sports Department is committed to enhancing the quality of life for all its participants. The programs strive to establish a safe and caring environment that allows for individual and social growth by providing and facilitating positive fun and educational opportunities organized with responsible leadership.

