

Austin-Tindall Park Kickin' Ball Clash Rule Book

1. Equipment

- 1.01 The official ball for the Austin Tindall Park Kickin' Clash is a red, round 10-inch rubber with classic wave pattern.
- 1.02 The bases and pitching rubber are molded vinyl.
- 1.03 All players must wear some type of athletic footwear. Bare feet are not permitted. Metal cleats are not permitted.
- 1.04 Each player must wear a jersey/shirt with a unique identifying number to his/her team.

2. Field Layout

- 2.01 The kickball field will be in the shape of a diamond with equal side of 60 feet. The distance from home plate to second base and from first base to third base is 84 feet 10 ¼ inches. Measurement from any base shall start from the back corner.
- 2.02 The pitching rubber will be located halfway between first base and third base along an imaginary line.
- 2.03 The pitching mound will be represented by a 12 foot circle from center point of the pitching rubber.
- 2.04 Each field will have a sideline, marked in an alternate color from the playing lines, the area between the sidelines and playing lines will be considered a part of the playing field.
- 2.05 A safety base will be located just off the first base in foul territory for the base runner only.
- 2.06 An outfield line will be located at 100 feet, stretching the length of the outfield. All outfielders must be located behind this line until the ball is kicked.
- 2.07 A bunt line will be located at 60 feet, stretching the length of the infield. If a kicked ball does not cross this line the runner is out.
- 2.08 There is no outfield fence or line that signifies a homerun.

3. Player and Team Eligibility

- 3.01 Each team should consist of a minimum of 15 players with a maximum roster of 20.
- 3.02 All players must be over 18 years of age.
- 3.03 Each team must designate one player as their TEAM CAPTAIN. This individual will represent the team and is responsible for all paperwork; protests and actions of players on the roster in addition to anyone considered a part of said team's traveling party.
- 3.04 Each team must have at minimum 4 females on their roster and a part of the game's lineup card.
- 3.05 The Team Captain will provide a finalized roster of their team along with the executed waiver form for each member at the team check-in.
- 3.06 While fielding, there should be ten members that include one pitcher and one catcher.
- 3.07 There must be at least four females on the fielding side each inning.
- 3.08 All team members on the lineup card shall kick.
- 3.09 A forfeited game results in a 6-0 score to the team not forfeiting.

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4. Referee and Field Supervisors

- 4.01 A referee will be provided for each game.
- 4.02 The referee is responsible for making all calls as it relates to the field on game time, balls, strikes, outs, runs scored, time outs and ejections. The referee's call is the FINAL decision in all matters.
- 4.03 The referee will conduct a team captain's meeting prior to the first kick of the game. During such meeting the referee will cover any ground rules, exchange of lineup and reiterate that the three individuals are the only authorized individuals to discuss any calls made during the game.
- 4.04 The referee will be responsible of keeping the score. At the completion of the game, the referee will have each captain sign off on the scorecard and turn it over to the Field Supervisor.
- 4.05 The referee, under their discretion, may ask for the Field Supervisor for clarification on a rule presented by a Team Captain. This however does not mandate a referee has to...again, a referee's call is FINAL.
- 4.06 The referee may suspend a game due to the threat of lightning.
- 4.07 The Field Supervisor has oversight of all the referees. If a Team Captain has an issue as it relates to a referee they may file said issue with the Field Supervisor who will review the issue at the completion of the game. Again, a referee's call is final though.

5. Game Play

- 5.01 A regulation game is 6 innings or 55 minutes, whichever comes first.
- 5.02 A game called after three full inning of play will be considered a regulation game.
- 5.03 The team with the most amount of runs when reaching the regulation game time shall be declared the winner.
- 5.04 If the Home team is leading going into the bottom of the 6th inning, they will be automatically declared the winner by said score.
- 5.05 If an inning starts prior to the time limit, said inning must be completed for both sides.
- 5.06 A regulation game may not end in a tie.

6. Strike Zone

- 6.01 The strike zone will be designated to include one foot to the left and right of the plate as well as the back edges of the plate.

7. Strikes

- 7.01 Any roll that crossed the strike zone is and will be called a strike, except for exception 8.03.
- 7.02 Three strikes by the kicker is an out.
- 7.03 An attempted kick that is missed is a strike.
- 7.04 A foul ball is considered a strike.

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8. Balls

- 8.01 A count of four balls advances the kicker to first base.
- 8.02 Any rolled ball that does not cross the strike zone will be called a ball.
- 8.03 Any rolled ball that crosses the strike zone above 1 foot in height will be called a ball.

9. Outs

- 9.01 Three outs by a kicking team completes the team's half inning.
- 9.02 An out shall be called when one of the following actions happens:
 - 9.02.1 A count of three strikes,
 - 9.02.2 Any kicked ball that never hits the ground and is caught by a fielder whether in fair or foul territory,
 - 9.02.3 When a runner is tagged or hit by a thrown ball below the shoulder by a fielder while not safely on a base,
 - 9.02.4 When a base is tagged by a fielder that the runner must proceed to because of the act of the kicked ball,
 - 9.02.5 A runner that leads off a base before the ball is kicked,
 - 9.02.6 A runner does not make it back to their base before tagging up with a fielder having control of said ball on the very base the runner is attempting to retreat to,
 - 9.02.7 A runner is hit by a kicked ball,
 - 9.02.8 A runner that passes another,
 - 9.02.9 A runner impedes a fielder from fielding a ball (i.e. bumping, pushing, distracting)
 - 9.02.10 Any kicker kicks out of order
 - 9.02.11 A kicked ball touches the kicker while in fair territory running to first base

10. Foul Balls

- 10.01 Foul balls are strikes.
- 10.02 A foul ball will be called when:
 - 10.02.1 Any ball kicked that land in foul territory without going into fair territory,
 - 10.02.2 Any ball that is touched twice during the act of kicking by the kicker,
 - 10.02.3 A kicked ball made above the knee,
 - 10.02.4 A kicked ball that ends in foul territory before crossing over first or third base,
 - 10.02.5 A kicked ball that touches any referee or player wholly in foul territory,
 - 10.02.6 Any ball kicked where the kicker's plant foot is in front of home plate.

11. Fair Balls

- 11.01 A kicked ball that travels past the imaginary line from first to third base that, while staying between the white lines.
- 11.02 A kicked ball touched by a fielder while in fair territory.

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12. Kicking

- 12.01 The kicker must wait for the ball to cross the plate before kicking the ball. If the kicker's plant foot breaks the front of the plate while striking the ball, the pitch will be called a foul. However, if the kicked ball is caught by the fielding team before touching the ground, said kicker will be called out.
- 12.02 The kicking order for co-ed is alternating gender (male, female, male, female or vice versa) until all females have been assigned.

13. Walks

- 13.01 Intentional walks are NOT permitted.
- 13.02 If a player (male or female) is walked at any time and the immediate kicker is a female, the walked player automatically advances to second base. The female kicker then has the option to take first base automatically or kick.

14. Fielding

- 14.01 All pitches must be made by hand and cannot be completed by the action of overhand when delivering said pitch to the kicker.
- 14.02 The pitcher must release the ball with their foot either on or behind the pitching rubber. The pitcher must maintain this position until the ball has been kicked. The first infraction will be given a warning to the fielding team with subsequent infractions awarding first base to the kicker no matter the outcome of said kick.
- 14.03 Proper fielding positions must be maintained up until the kick has been initiated. Proper positioning is:
 - 14.03.1 All fielders must be positioned in fair territory with the only exception being the catcher
 - 14.03.2 All outfielders must be behind the outfield line until the ball has been kicked
 - 14.03.3 All infielders must be behind the imaginary line from 1st to 3rd base until the ball has been kicked.
 - 14.03.4 Catchers must be positioned behind the kicking box parallel to the front edge. The catcher may not make contact with the kicker or restrict one's kicking motion. The first infraction will be given a warning to the fielding team with subsequent infractions awarding first base to the kicker no matter the outcome of said kick.

15. Running

- 15.01 Runners must stay within the baseline while advancing bases. The baseline is the imaginary zone of two and half feet each side from the midpoint line between bases. Any runner leaving the zone to avoid a tag attempt will automatically be called out.
- 15.02 Runners may change direction in an attempt to avoid being tagged or obstructing a fielder attempting to make a play.
- 15.03 Runners are only allowed to overrun first base without penalty. However, if the runner makes an attempt or turn towards second base and is tagged or hit by the ball thrown by a fielder below the shoulder, said runner will be declared out.

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- 15.04 There is no lead offs allowed. The runner may not leave a base until after the ball is kicked.
- 15.05 If a kicked ball is caught in the air by a fielder, all runners must return to their original base and "tag-up" before attempting to advance to the next base. Otherwise if the runner is tagged or hit by the ball thrown by a fielder below the shoulder, said runner will be declared out.
- 15.06 Runners may slide into any base, feet first only. During the act of slide at first, second or third, any runner that slide past or over the base and is tagged or hit by the ball thrown by a fielder below the shoulder, said runner will be declared out.
- 15.07 All ties will go in favor to the runner.
- 15.08 A runner will be declared out anytime they pass another runner that is in front of them.
- 15.09 If a runner collides with a fielder while the individual is attempting to make a play, said runner will be declared out and a dead ball will be called. All other runners will return to the last base they occupied.
- 15.10 A runner who is in fair territory and not on a base that is struck by a kicked ball will be declared out.
- 15.11 Runners may continue to advance on any play until the fielding team secures the ball within the five foot pitching circle. Runners in the act of advancing once secured will be allowed to finish their approach to said base.
- 15.12 If a runner misses a base while rounding said base will be declared out.

16. Play Ends (Dead Ball)

- 16.01 When a fielder secures the ball within the five foot pitching circle and the lead runner has completed their advancement, the referee will call time.
- 16.02 When a runner interferes with a fielders attempt to make a play, the referee will call a dead ball and the runner is out. All other runners will return to the last base they touched.
- 16.03 When a kicked ball hits a runner that is off base and in fair territory the referee will call a dead ball and runner is automatically out. The kicker will be awarded first base with all other runners returning to their original base.
- 16.04 If a ball deflates, the referee will call a dead ball. The ball will be replaced and play will resume from the point prior to the ball deflating.
- 16.05 A dead ball will be called when a fielder is not in the appropriate fielding position.
- 16.06 A dead ball will be called when a fielder obstructs a runner who is not making an attempt on the ball. All runners will advance two bases from that point.

17. Substitutions and Injuries

- 17.01 Substitutions must replace the same gender.
- 17.02 In case of injury, the referee will call a time out and allow the individual to be replaced by a teammate of the same gender.
- 17.03 There are no courtesy runners allowed except in the case of an injury.
- 17.04 An ejected player must be replaced by the same gender.
- 17.05 The fielding team may only replace the pitcher one time during an inning.

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17.06 Substitutions must be cleared with the referee.

18. Mercy Rule

18.01 If any team has a 12 run lead the game will be called. If the home team is down they will be able to complete their half of the inning before referee calls the "mercy rule".

18.02 If any team has a 10 run lead after the 4th inning the game will be called. If the home team is down they will be able to complete their half of the inning before referee calls the "mercy rule".

18.03 If any team has an 8 run lead after the 5th inning the game will be called. If the home team is down they will be able to complete their half of the inning before referee calls the "mercy rule".

19. Ejections

19.01 The referee may deem it necessary to eject a player from the game. These are examples of such infractions that warrant such an action:

19.01.1 Any physical altercation with another player,

19.01.2 Continual usage of profanity or derogatory comments towards another player,

19.01.3 An inability of a player to perform the basic skills needed to play the game of kickball (i.e. as adults we all know our limit as it pertains to the consumption of alcohol. Please remember your safety is of utmost importance to us as well.)

19.02 An ejected player will be noted on the scorecard by the referee and said player will be suspended at minimum one game (typically the next scheduled game). If the infraction is in need of a higher penalty, that penalty will be decided upon by the Field Supervisor and the Facility Manager (or designee).