



Prattville Parks and Recreation Kickball Rules

1. Equipment

- a. The official Kickball is a red, round 10-inch 3-ply cross-textured rubber ball.
- b. All fielders and kickers must have footwear; bare-feet not allowed. Metal cleats are not allowed.
- c. All teams are required to wear matching jerseys.

2. Field

- a. The bases are set up in the shape of a diamond with the bases 70 feet apart.
- b. The "Rollers Mound" is located 50 feet from home plate, and has a pitching rubber.
- c. The strike zone is 2 feet wide on either side of home plate and 6 inches above home plate.

3. Player and Team Eligibility

- a. Teams are to be an even ratio of men and women.
- b. In order for a team to be eligible, there must be at least 4 females and 8 total players at the start of the game.
- c. A forfeit game results in a 3-0 victory for the non-forfeiting team.

4. General Rules

- a. The kicking order shall be turned in to the scorekeeper prior to the start of the game.
- b. The kicking order cannot change during the course of a game unless agreed by the other team.
- c. Team members are not required to take the field in order to kick.
- d. All fielders playing in the game must kick.
- e. 10 – 12 players may kick as long as it is an even number of males to females.
- f. If a team member cannot kick at their designated spot in the kicking order, their "at kick" will be counted as an out.
- g. No more than 11 players can take the field at one time.
- h. At least 5 females must take the field at all times.

5. Regulation Game

- a. A regulation game will be 7 innings or one hour in length, whichever comes first. No new inning should be started after 55 minutes have been played.
- b. If a game is shortened due to rain or other externalities, 4 full innings constitutes an official game. If 4 full innings have not been played, the game will be rescheduled.

6. Fielding

- a. The Roller must release the ball behind the roller's mound and within two feet on either side of the roller's mound, mirroring the two feet on each side of the home plate strike zone.
- b. The Roller cannot sidearm or overhand roll the ball when delivering the ball to the kicker.
- c. The Roller **MUST** roll the ball to home plate. You cannot bounce the ball to the kicker.
- d. The Roller must roll the ball within a 5 ft wide "Roller's Path" that starts from the Roller's mound and extends to home plate with the path being 5-foot-wide and in-line with the strike zone line on each side of home plate. If a ball starts rolling or bouncing outside that path and then spins inward across home plate and less than 6 inches above home plate, the roll is still a ball.



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- e. Fielders must be in line with or behind the Roller's mound until the ball is rolled. Once the ball is rolled, the roller can advance past the imaginary line between 1st and 3rd base. No other fielders can cross the imaginary line between 1st and 3rd until the ball is kicked.
- f. For female kickers, the roller is not allowed to advance past the imaginary line between 1st and 3rd base until after the ball is kicked.
- g. If a fielder comes across the imaginary line before the ball is kicked and attempts to interfere with the play in the judgement of the referee, the kicker will be awarded an automatic walk. If the next kicker is a female, the walked kicker advances to 2nd base.
- h. There is no infield fly rule since a kickball is more difficult to catch than a baseball or softball. However, a player may not intentionally drop a catchable ball in attempt to complete a double-play. If a player intentionally drops a ball, as determined by the referee, then all players are safe at their next base including the kicker at first. If the referee determines that the player accidentally dropped the ball, then play continues via normal rules of play.
- i. If a player (male or female) is walked at any time and a female kicker is next at-kick in the lineup, the player automatically walks to 2nd base. If there are 2 outs, the female kicker next in the lineup has the option of also walking to 1st base or kicking.
- j. If the ball is thrown or kicked by the defense out of the field of play, each base runner is awarded the base they were going to plus one additional base. Foul territory is still in play as long as the ball has not been ruled out of play by the referee, and base runners may advance as many bases as they desire at their own risk.

7. Kicking

- a. The kicker must wait for the ball to reach home plate before kicking the ball. If any part of the kicker's "plant foot" (non-kicking foot) breaks the plane in front of home plate when the kick occurs then it is considered a FOUL ball. If the kicker kicks the ball in the air and it is caught, then the kicker is OUT, and runners may tag up. Else the call is a strike/foul against the kicker.
- b. The kicker may kick the ball anywhere behind the line as long as their plant foot is not in front of home plate. If the kicked ball travels into fair territory before passing 1st or 3rd base and is touched or comes to rest, then it is a FAIR ball.
- c. A kicker may not touch the ball a second time after first contact while in the kicking motion. This is called a "double kick" and results in a foul ball. Once the kicker begins to run to 1st base, if the ball touches them in fair territory, they are out, and it is a dead ball. All baserunners must return to their previous base.
- d. A kick can be made with any part of the leg.
- e. Females ONLY may bunt.

8. Outs

- a. Three (3) outs by the kicking team constitutes their at-kick for the inning.
- b. An out is:
 - i. A count of 4 strikes to a kicker (fouls count as strikes)
 - ii. Any kicked ball that never hits the ground and is caught by a fielder regardless of whether the ball is in fair or foul territory
 - iii. A runner that does not make it to the next base they are forced to run to before they are tagged or before a fielder has control of the ball while touching the base they are



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forced to run to, and they cannot run back to the previous base since another runner is behind them.

1. *Note: This is referred to as a Force Out
- iv. A runner that leads off the base before the ball is kicked
- v. A runner tagged or hit by a thrown ball below the neck by a fielder while not safely on a base
- vi. A runner hit by a kicked ball regardless of where the ball hit them while not safely on base
- vii. A runner impeding a fielder from fielding a ball (i.e. bumping, pushing or distracting the fielder while the fielder is in the motion of playing a ball)
- viii. A runner that does not make it back to their base before tagging up by the time the fielder has control of the ball while touching the base or by tagging the runner with the ball
 1. *Note: This is not considered a Force Out
- ix. A runner outside of the 5-foot baseline unless trying to avoid a fielder blocking the baseline
- x. A runner or kicker that intentionally interferes with the ball
- xi. A runner that is physically assisted by a base coach or other team member
- xii. A runner that passes another runner
- xiii. A kicker that cannot kick at their designated spot in the kicking order unless they are injured (If a player misses their turn in the kicking order due to injury, they cannot return to the game)

9. Balls

- a. Four (4) balls by the roller to the kicker is a walk, and the kicker is awarded 1st base.
- b. A ball is:
 - i. Any roll that results in the ball being outside the strike zone
 - ii. Rolls that hit one of the strike zone cones
 - iii. Any roll that is more than 6 inches off the ground when it crosses the plate
 - iv. Any rolled ball that does not bounce multiple times before reaching home plate
 - v. A ball that is not rolled completely within the 5-foot-wide "Roller's Path"
 - vi. A roll that is thrown sidearm or overhand

10. Strikes

- a. Three (3) strikes by the kicker is an out.
- b. Any roll that is not kicked and not considered a ball is a strike.
- c. An attempted kick that is missed by the kicker is a strike.

11. Fouls and Fair Balls

- a. Foul balls are considered strikes.
- b. Foul balls can count as the third strike.
- c. A foul ball is:
 - i. Any ball that is kicked and touches in foul territory without going into fair territory
 - ii. Any ball that is kicked and touches in fair territory, but crosses into foul territory before passing 1st base or 3rd base



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- iii. A "double-kick" or the ball bouncing up and hitting the kicker a second time while still in the kicking motion. This is a dead ball and cannot be caught if kicked in the air.
- iv. A ball that is kicked and hits a 'back-stop', trees, wires or anything extraneous to the playing area before going into fair territory
- d. A fair ball is:
 - i. Any ball that touches and stays in fair territory
 - ii. Any ball that touches in fair territory and then crosses into foul territory after passing 1st base or 3rd base
 - iii. Any ball that is in fair territory when it touches a player or referee (regardless of where they are standing) before crossing into foul territory

12. Play Ends (Dead Ball)

- a. When any defensive player has the ball within 5 ft of the rollers mound and the lead base runner has stopped reasonable advancement to the next base in the determination of the referee the play is over. The referee should call time.
- b. When a kicked ball hits a base runner off base or a baserunner on base that is forced to run, it is a dead ball and the runner is out. The kicker is awarded 1st base and all other base runners must return to their previous base.
- c. When a live ball goes out of the field of play as determined by the referee, it is a dead ball. The referee will go over with the captains before the game what areas for each field are considered out of play. Foul territory is considered in play otherwise and the ball is live until the play ends normally.
- d. When a base runner interferes with a fielder's opportunity to make a play or deliberately disrupts the play it is a dead ball and the runner is out. All other base runners must return to their last base touched prior to the interference.
- e. If a ball deflates or pops during a play, then the play is dead and must be replayed from the start.
- f. A delayed dead ball is when a defensive infraction has occurred, but the result of the play determines the outcome.
- g. A delayed dead ball is:
 - i. Obstruction on the defense either by blocking a base or interfering with the runner's right to the baseline when not making an active play on the ball
 - ii. When a fielder (or pitcher against a female kicker) is in front of the imaginary line between 1st and 3rd base before the ball is kicked and makes a play on the ball or interferes with play. If the kicker does not reach first base safely then the delayed dead ball results in an automatic walk to the kicker.

13. Advancing the Bases

- a. When runners advance from one base to the next, they must stay in the imaginary "base line" which is a straight line between two bases and approximately 5 ft in width. If the runner runs outside the base line to elude a ball thrown at them or a tag attempt, they are out. The runner may only run outside the base line to elude a fielder that is making an active play on the ball.



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- b. If a fielder obstructs a runner from reaching a base (i.e. blocking the base or base line) and they are not making an active play on the ball, the runner will be considered safe at the intended base if they would have reasonably made it, in the referee's judgment, if not for the obstruction.
- c. Runners are allowed to over-run first base but must not show intention to round first and head to second base. If the runner shows intention to head to second and is hit by the kickball below the neck, then the runner is out. No other bases can be over-run (except for home).
- d. If a ball is caught in the air by a fielder, runners must return to their base and "tag-up" before advancing to the next base.
- e. Runners can advance on a caught ball as long as the runner has tagged their original base after the ball was originally touched by a fielder. One fielder can tip and then later catch or tip to another player, but the runner can tag up when less than 2 outs once the first contact happens between fielder and ball.
- f. Runners may "tag-up" on foul balls that are caught with the exception of the fourth foul. On the fourth foul, the kicker is out as soon as the ball is touched foul, not by the catch.
- g. Runners are allowed to slide into a base. If the runner slides or ducks to elude the ball and is hit while off the base (including the neck or head), they are out.
- h. After a ball is kicked inside the field of play, the ball is considered "live" and runners can advance until the ball is controlled by the defense within a 5-foot radius of the roller's mound or the ball is ruled "out of play" by the referee.
- i. Runs are scored when runners cross and touch home plate. Runners must cross and touch each base on the way to home plate. If the runner crosses and touches home plate during the 3rd out in the field and the 3rd out was a force out, then the run does not count.
- j. If a base is displaced for any reason, the original placement of the base shall be used during the play as the base. Once the play is over, the base shall be replaced.
- k. If a baserunner misses a base while rounding the bases they are out.
- l. If a baserunner knocks the ball away from the defense on purpose, the runner will be out and no one is allowed to advance further on the bases. This will also result in a warning to that player.
- m. Pinch runners are allowed only when a player on base is injured. When a player requests a pinch runner, the opponent team selects a player on the requesting team to sub as the pinch runner. The pinch runner must be a male replacing a male or female replacing a female. The requesting player is still part of the game and MUST continue to kick and field if they are one of only 4 females and/or one of only 8 players on the team to maintain an official game.

14. Run Rules

- a. 15 runs after the 3rd inning
- b. 12 runs after the 4th inning
- c. 10 runs after the 5th inning

Kickball Field Positions

