



**ZEELAND RECREATION**  
**ADULT CO-ED KICKBALL RULES & GENERAL INFORMATION**

<http://recreation.zps.org/sports-leagues/>

616.748.3230

1. **Entry Fees:** No team will be allowed to play until their entry fees are paid in full.
2. **Turning in a Roster:** Teams failing to turn in a league roster will automatically forfeit.
3. **Inclement Weather:** In the event of inclement weather, call the Weather Cancellation Line at 616-748-3235, visit our website (<http://recreation.zps.org>), or check our social media pages (Facebook, Twitter, Instagram). Rain outs determined prior to 4:30pm will be sent to team managers via email, the website, social media, and the weather cancellation line. Rain outs determined after 4:30pm or during the evening on site will be determined by the umpire and communicated to team managers on site.
4. **Team Manager Expectations:** All teams will have a manager who is responsible for collecting fees, turning in a roster, following league rules, seeing that his/her players act in a sportsmanlike manner, and responds to emails and phone calls from the Zeeland Recreation office in a timely manner. All discussion between teams and the Recreation Department should be handled through the team manager.
5. **Game Protests:** Protests can be made only on rule violations and roster violations. Protests must be made before the next pitch is thrown or prior to the start of a game (if a roster protest). The umpire must be informed and the rule violation must be written out and turned in to the Zeeland Recreation office the following business day. Recreation Director, Brett Geertsma, will then investigate the situation and communicate the decision to both team managers involved.
6. **Ejections:** Any player/coach ejected from a game will automatically be suspended from the next game. A report will be filed by the umpires with the Recreation Department, who will review the situation and act further if necessary. Any person who makes intentional physical contact with an umpire, site supervisor, opponent, fan, or teammate will be suspended from all Zeeland Recreation Department activities for a minimum of one year.
7. **Smoking & Alcohol:** Tobacco and alcoholic beverages are prohibited on Zeeland Public School property.
8. **Roster Limitation Rules:** In order for a person to play on a team, their name must be on the roster that was submitted to the Zeeland Recreation Department prior to the start of the third week of the season schedule. Under no circumstances may a player play for a team he or she is not on the roster of. If a team violates this rule, that game is automatically forfeited and the opposing teams get a “win” (regular season) or advances to the next round (tournament).
9. **Start of Game Rules:** Teams not ready to play at scheduled starting times will forfeit that game. You must have at least eight (8) players to start. Teams with seven (7) or less players at the start of the game automatically forfeit unless their opponent approves the start of the game and accepts whatever result comes from that game.
10. **Scoreboard Controller:** Home teams are the official scorekeeper and manage the scoreboard
11. **Roster Size:** You may have as many players as you’d like on a roster. Additional players (subs) must be added to your roster prior to your 3<sup>rd</sup> scheduled game. In order to participate in tournament games, players must have been on the roster prior to the 3<sup>rd</sup> scheduled game and also played in at least one (1) of the regular season games (unless prior approval was received from the Zeeland Recreation Director).

a. *Reminder: You may never have a player play for you if they are not on the roster you submitted to Zeeland Recreation.*



## KICKBALL RULES

1. **Strike Zone:** The strike zone extends to one (1) foot on either side of home plate.
2. **Encroachment Line:** An encroachment line will be used in the outfield 165' from home plate. If an outfielder passes in front of this line before the ball is kicked, it results in the pitching being called a "ball" OR if the kicker kicked the ball and is safe, the play will stand.
3. **No Metal Cleats:** Metal cleats are not allowed.
4. **Ball:** The official kickball is provided by Zeeland Recreation.
5. **Umpires:** Umpires have jurisdiction over play.
6. **Minimum Players to Field Team:** Teams must field at least eight (8) players and no more than nine (9). Teams with seven (7) or less players at the start of the game automatically forfeit unless their opponent approves the start of the game and accepts whatever result comes from that game.
7. **Male/Female Rules:** Teams must field a minimum of four (4) female players if they are playing with 9 players. If a team is playing with eight (8) players, only three (3) females are required.
8. **Re-entry or Rocket Rule:** Teams must finish game with same number of players started with.
  - a. *Exception: Injury*
9. **Innings:** Regulation games are 7 innings. Games called when score is tied will be counted as ½ point.
10. **Game Time Limit:** 1 hour, or 7 innings (no new innings will begin after 1 hour). A game that is called off by the umpire after 5 full innings of play due to the time limit shall be considered a completed regulation game. The game score at the end of the last full inning shall determine the winner. A game that is called off by the umpire before 5 full innings of play shall not be considered a regulation game and shall be rescheduled (if possible).
11. **Mercy Rule:** If one team is ahead by 10 runs after 5 complete innings the game will be called.
12. **Pitching Rules:**
  - a. A legal delivery shall be a ball that is delivered underhand and at a slow to moderate speed. Small bounces are permitted, but bounces may not be more than 12" from ground to top of ball.
  - b. The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so results in a ball.
13. **Fielding Rules:**
  - a. If playing with nine (9) players, the team must have six (6) infielders and three (3) outfielders. If playing with eight (8) players, teams can either have five (5) or six (6) infielders, and either two (2) or three (3) outfielders
  - b. No player may field in front of the pitcher other than the catcher, and no player may advance in front of the 1st-3rd base diagonal until the ball is kicked. Failure to abide by this rule results in a ball for that pitch.
  - c. The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule results in a ball on that pitch.



14. **Kicking Rules:**

- a. All kicks must be made by feet.
- b. All kicks must occur at or behind home plate. A kick in front of home plate is a dead ball and a strike on the kicker.
- c. The kicker must take a full kick at the ball.
- d. A kicker who bunts the ball is out and the ball is immediately dead. The key that the umpire is looking for is a "follow through" on every kick. No follow through = a bunt.

15. **Batting Order Rules:** Three guys may not kick in a row. Females must be staggered in after at most every two batters.

16. **No "Infield Fly" Rule:** An "infield fly" rule is when there are runners on first and second base (potentially third base too), and a ball is popped in the air in the infield area. This rule automatically calls the batter/kicker "out" if this occurs. This rule is NOT in effect in this league.

- a. *Exception: In the umpire's judgment, if a ball is caught and dropped on purpose- in an "infield fly rule" situation, the kicker is out and the ball is dead.*

17. **Base Running Rules:**

- a. Runners must stay within the base line.
- b. Fielders must stay out of the base line.
- c. Fielders trying to make an out at a base may have their foot on base, but must lean out of the baseline.
- d. Tagging Up: After a kicked ball is caught, runners must tag their originating base before running to the next base.
- e. Runners hindered by any fielder within the base line shall be safe at the base to which they were running.
- f. Neither leading off base, nor stealing a base is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out.
- g. Base runners must not interfere with the play in progress. A base runner that does interfere will be charged with interference resulting in being called out on the play.
- h. When a defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately runs into the defensive player, the runner is declared out. The ball will also be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the offending player will be declared out and ejected from the game and the runner closest to home will also be called out.

18. **"Overthrow" Rule:** if the defense throws a ball over a fence, the base runner is awarded one extra base.

19. **"Head Shots" Rule:** Hitting a runner who is running upright (not sliding) with the ball above shoulder level (i.e. "head shots") is not allowed. Any runner who is running upright (not sliding) and is hit above the shoulders is safe and advances the base they were running towards.

- a. *Exception: If a runner intentionally places his/her head in the path of the ball and is so called by the umpire, that runner is out.*



20. **Strikes/Balls Rules:**

- a. **Strike Outs:** A count of three (3) strikes constitutes an out.
- b. A strike is:
  - i. A pitch within the strike zone not kicked
  - ii. A pitch missed by the kicker
  - iii. A foul ball
  - iv. A foul ball on a third strike counts as an out
- c. A foul ball is:
  - i. A kick landing out of bounds
  - ii. A kick landing in bounds, but traveling out of bounds on its own before reaching first of third base (any ball touched by in-bounds fielder is automatically in play).
  - iii. A kick where contact is made with the ball in front of home plate
- d. **Walk:** A count of four (4) balls advances the kicker to first base.
- e. A Ball is:
  - i. A pitch outside of the strike zone
  - ii. Any fielder or pitcher advancing on home plate before the ball is kicked
  - iii. Any catcher crossing home plate before the kicker or failing to field behind the kicker

21. **Outs:** A count of 3 outs by a team completes the team's half of the inning.

- a. An out is:
  - i. Any combination of 3 strikes/fouls (a foul ball on a third strike counts as an out)
  - ii. A runner touched by a kicked ball at ANY time while not on base
  - iii. A fielder throwing a ball at a runner with medium force (an umpire will decide if a fielder used unnecessary force to throw at a runner; in this case that player will be ejected and the runner will be called safe.)
  - iv. Any kicked ball (fair or foul) that is caught in the air
  - v. A ball tag on a base to which a runner is forced to run
  - vi. A runner that is off of his/her base when the ball is kicked

22. **Ball in Play**

- a. Once the runners have stopped advancing, the umpire will call time, and that "time out" will be in place until the next pitch is thrown.
- b. If a runner intentionally touches or stops the ball, the play ends.

23. **Courtesy Runner Rule:** A courtesy runner will be allowed only if a player is injured during the game. That courtesy runner must be the last person to have made an out. No pre-game courtesy runner allowed.

24. **Age Eligibility:** All players must be 16 years old or older to play. 16-17 year olds must have written permission to participate submitted to the Zeeland Recreation office.

**Waiver:** Participation in the Adult Kickball program exposes you to a possible risk of personal injury and I hereby release Zeeland Recreation and its employees from any and all liability from property damage, personal injuries, or other claims arising from or in connection with participation in the program including claims that are known and unknown, foreseen and unforeseen, future or contingent.