

COLLIER COUNTY PARKS & RECREATION



ADULT COED KICKBALL RULES AND REGULATIONS

*Updated September 7th, 2023

1. Equipment:

- a. Umpires will be providing one (1) 10" WAKA official kickball for each game.
- b. All teams must have matching shirts (color or style). Team uniforms are preferred.
- c. While participating, players must properly wear the official athletic clothing designated for their use.
- d. Athletic shoes are required. Metal cleats, sandals or bare foot are NOT allowed.
- e. All player attire is an extension of the player.

2. Referees:

- a. Collier County will provide 1 umpire for each game.
- b. When available, 2 umpires will be provided, especially during playoffs.

3. Teams:

- a. Teams can have a maximum of 20 players on a roster.
- b. Each team must have at least 8 players to start a game (5 guys and 3 girls minimum).
- c. The maximum number of players on the field at one time for a single team is 11.
- d. If, you play 2 girls you must only play 8 total in the field. if, you play 3 girls you can play your full 10 in the field.
- e. Minimum of 3 girls must always be playing the field.
- f. If, you are short players, you may pick up 1 to make 8. A player may be a secondary player for one (1) other team until playoffs then it's primary team players ONLY. On week 5 League rosters lock and officials will do roster checks
- g. You are allowed up to 2 secondary players per team.
- h. The Away team kicks first.
- i. You may have up to 20 players on the kicking lineup. You may substitute players out on the field. If, a player leaves the game, that player does not need to be replaced.
- j. If, you're playing the field, you must be in the kicking lineup. You may kick and not play the field.
- k. Teams can have first and third base coaches. Coaches must stay 4-5 feet back. If, a coach encroaches during a play and interferes with the runner, then that runner is out.
- l. For a given game, each team shall have one Captain who is responsible for the team. The captain may discuss calls with the Head Referee but must accept the Head Referee's final ruling. Other players besides the



- captain that dispute calls with the Referees are subject to ejection from the game.
- m. Captains MUST have a written line-up BEFORE the start of their first game.
 - n. The team roster also acts as a waiver. No game will start until this is turned in and signed by all players.
 - o. Captains can make changes to their roster if needed up until the Rosters are locked in week 5.
 - p. In case a team does not have the number of players to start the game, but still want to play, they will forfeit the game and play a friendly.
 - q. Captains may discuss a situation, like an ineligible number of players, and come to agreement to play. If, this is the case, the teams come to agreement and forfeit the right to protest the outcome of the game.

4. Player Eligibility:

- a. All players must be 18 years of age or older to participate.
- b. All participants must appear on written lineups, reflecting that game's kicking order.
- c. Players may only have 1 alternative during regular season team. You must be assigned to that roster. This player will not be acknowledged as a pickup player.
- d. Teams may only pick up 1, that's not an alternate, to make 8 players.
- e. If, you are a pickup player, you cannot be the pitcher for that team.
- f. Depending on the circumstances, you can pick up players, if you have players drop out after week 5. This is up to the discretion of the program coordinator and must be discussed before a player is picked up.

5. Kicking Lineup/Substitutes:

- a. **Kicking Line Up:** You cannot kick more than 3 of the same gender in a row.
- b. You can substitute players into the game. once this happens, the player they substituted in for can no longer reenter the game.
- c. If, you are caught kicking out of order, that will result in an out. Player must be established in the kicking area and a pitch being thrown.
- d. You can add a late player 15 mins into the game. After that time then you cannot.
- e. A player may be picked up for another team but must be assigned a primary team.

6. Field Setup:

- a. The kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner.
- b. The pitching line is in the center of the diamond, 42 feet or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal
- c. The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front zone aligns with the front of home plate. The sides of zone extended one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate. The strike zone may not be marked by cones or other raised objects.
- d. Upon notification to the Head Referee of any improper field set up, the filed layout shall be corrected before the beginning of the next play. Protest based on the field set up will not be considered.
- e. Sideline area. Prior to the kick, no participants may be in the sideline area except for the kicker, the catcher, Referees, and designated base coaches. After the kick, fielders, and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that causes the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

7. Game Regulations:

- a. Home and Away teams are already determined in the scheduler. Each team will have 5 home and 5 away games.
- b. 25 minutes constitutes an official game.
- c. No new innings will start after the 50th minute
- d. Game will conclude if the Home Team is winning in the bottom inning after 40 mins.
- e. MERCY RULE – 12 runs with 15 minutes left or 10 runs with 10 minutes left in the game.
- f. Eight (8) run max per inning then teams will switch.
- a. In the event of a tie score at the end of regulation the “One Pitch Rule” will be implemented. Last out starts at second with no outs.
- g. Balls must be pitched by hand. Any style of pitch is permitted if it’s not above the knee and bounces at least twice BEFORE the plate. If, the second bounce hits the plate, it is considered a ball.
- h. Pitchers may not cross or step outside of the pitcher’s line/mound during or after the pitch until the ball is kicked. Pitchers must line up behind and within the 7ft pitching line. If the pitcher is fully outside of the line while making a pitch then “dead ball” will be called, and it will result in the kicker being awarded a base.
- i. Pitches must enter the kickers box to be a legal pitch count.



- j. Infield players may slowly encroach if they DO NOT cross the 1st – 3rd base line. If, the line is crossed before the kick, a warning will be given to the team that caused the infraction. The team's second and each subsequent position infraction by that team that game will result in the kicker being awarded first base regardless of the outcome of the kick.
- k. Outfielders may not enter the infield until the ball is kicked. Outfield may switch positions but must establish positions before the ball is pitched. This infraction will result in the runner taking their base.
- l. Catchers and Pitchers may switch once per inning. If, you bring in a field player to catch or pitch, they must now stay there until the end of that inning.
- m. A "Double-kick" or the ball bouncing up and hitting the kicker after the kick is considered a foul. Unless they are attempting to run to first and are outside the kickers box it will be an out.
- n. The kicker cannot kick the ball in front of home plate. They must wait until the ball has at least reached the front part of the plate before kicking it.
- o. If the ball never hits the ground once kicked and is caught in fair OR foul territory the base runners can advance if they have tagged up. If a field player attempts to catch a ball in foul territory but drops it or misses it the kick is considered foul.
- p. On a pop fly, once the ball makes contact to a field player in fair territory, the base runner may advance. This will occur for fly balls that are bobbled by the fielder.
- q. They cannot advance if it's bobbled in foul territory and dropped.
- r. If a ball is caught in foul territory, resulting in the kicker being out, a base runner can still advance after the catch.
- s. If any part of a field player is on the foul base line and a ball is kicked and it goes off them into either foul or fair territory the ball is fair.
- t. The runners are not allowed to LEAD-OFF from a base or steal a base. Runners CANNOT leave their base until the ball is kicked. If the base runner leads-off or runs prior to the kick, the runner is automatically out.
- u. Any runner not on a base can be hit with the kickball by a fielder. If the runner is hit while not on base the runner is out unless the runner is hit in the head.
- v. Feet first or head sliding is allowed. If, you slide, and get hit in the head then you will be out. This is the only time a head shot will not result in the runner being safe.
- w. If the base runner overruns first base and then shows intention to run to second or steps into fair territory and is hit with the ball the runner is out.
- x. Any runner not touching a base that is hit by a ball which is kicked by one of their own teammates is considered out regardless of where the ball hits them.
- y. Runs are scored when runners cross home plate. Runner must cross and touch each base on their way to home plate. If the runner crosses home plate during the 3rd out in the field and the third out was a force out, then the run does not count. If a fielder impedes a runner from reaching a base

- (blocking the base or baseline), the runner will be considered safe at the intended base. No player can stand on the base or the base line if they are not making a play.
- z. **Buster Posey Rule:** No catcher can be obstructing, blocking, or standing on home plate without possession of the ball while the runner is approaching home plate. If, this impedes the runner from touching home plate, then the runner will be deemed safe at home.
 - aa. "BUNTING" is allowed for WOMEN ONLY.
 - bb. MEN any style of kick is allowed if it crosses the 1st – 3rd base line in 2 seconds. If, the ball crosses that line or it's touched by a defensive player before those 2 seconds then it is deemed a live ball.
 - cc. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
 - dd. Once a runner has reached first base safely the runner must start the next play on the First Base.
 - ee. The runner may use First Base if attempting to advance to Second Base, or if there is no fielder on First Base.
 - ff. Under 5 minutes left in the game, stoppage of the game clock will occur if the ball kicked or pitched well outside the playing area (over the fence, past the catcher, or another field). This won't occur for simple foul balls.
 - gg. **Delay Of Game:** If, the umpire deems a pitcher or kicker is taking too long to get establish in the kicking box or make a pitch, the umpire will give a 5 second count. Once the 5 secs are reached then the ball may be pitched by the pitcher or a ball count will be given to the kicker.

8. Running, Kicking & Scoring:

- a. Kickers may start outside (up to 4ft – 5ft) of the kickers box. MUST contact the ball inside of the kickers box.
- b. If, kicked outside of the box it'll be a foul/strike, unless the ball is caught in the air then it is an out.
- c. **Kicking In Front of The Plate** - If, the kickers planter foot is in front of the plate when the ball is kicked, the umpire will throw their hands up to signal a play on. If, the ball is caught, it will be considered an OUT. If, the ball is dropped, it will be a dead ball and result in a FOUL.
- d. The catcher may stand behind or to the side of the kicker if they do not enter the box before the ball is kicked. They cannot be lined up in front of the back two cones of the kickers box.
- e. Runners must stay within baseline.
- f. Runners may choose their path from one base to the next and may follow a natural running arc.
- g. Runners are free to change course to avoid interference with the fielder making a play.



- h. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- i. 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 within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
- j. All ties will go to runner.
- k. When, running through 1st base and are safe, if you turn left into fair territory and/or attempt to advance to 2nd then you are considered a live base runner and subjected to being tagged.
- l. If a kicker is running to 1st base, they must touch the orange safety plate. If their whole foot touches the white 1st base they will be out. Unless there is no play being made at 1st base.
- m. TIME is called when the ball gets back into the pitchers' hands or play is considered dead.
- n. Running past another runner is not allowed. The passing runner is out.
- o. 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 station, or when the kicker is put out before touching first base. At the end of the game the team with most run's wins.
- p. When a base is displaced during play, any runner is safe while in contact with the base's original position. All displaced bases should be restored at the end of each play.
- q. You may have up to 1 runner per gender per inning that can replace a runner on base. Must be the last gendered kicker/out. Furthest from the current kicker.

9. Overthrows:

- a. An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
- b. An overthrow at 1st base, 3rd base, and home plate, that goes past the concrete barrier will be deemed a dead ball and will allow a base runner to advance only one additional base.
- c. You can take home base on an overthrow.

10. Strikes and Fouls:

- a. Strike Zone: Is a 3 ft x 1ft box around home plate. Any part of the ball that touches the strike zone/box will be a strike.
- b. A count of four (4) strikes or four (4) foul is an out and/or any combination of them that comes to 4.
- c. A pitch that is not kicked and is not called a ball, that enters any part of the strike zone



- d. An attempted kick missed by the kicker inside or outside of the strike zone.
- e. Bunt by Men
- f. Kicking the ball in front of the plate.

11.Balls:

- a. (4) balls will result in a walk.
- b. A pitch outside of the strike zone as judged by the Referee where a kick is not attempted.
- c. A pitch ball that does not touch the ground at least twice or roll before reaching the plate.
- d. A ball pitched that's above the knee by the time it crosses home plate.

12.Playoffs:

- a. With 6 teams playing this season, everyone will make playoffs.
- b. This will be single elimination playoffs.
- c. You can only play with your **primary team** in playoffs.
- d. Seeding will be determined by win to loss record and run differential.
- e. All home teams will be the higher seeded team.
- f. There will be no ties. We will jump instantly into the "One Pitch Texas Tie Breaker"
- g. **You may only pick up 1 player to make 8 in playoffs. If, this occurs, then you can only play with 8 in the field.** Please, make sure you have enough player before the game. If you have at least 8 (5 guys, 3 girls) to play then it will be considered eligible

13.Protests and Forfeits:

- a. If any team does not have enough players outlined by the general rules they will forfeit automatically. If the opposing team lets them play and short sided team win's they win.
- b. In any forfeit, before or during a game, 7 extra points and the win will be rewarded to the other team.
- c. Roster checks or protests may only be challenged before the game starts.

14.Game Times, Music, and Disciplinary Actions:



- a. Game times will be 6:30; 7:30, 8:30 and 8:30 with a ten-minute forfeit allowance which begins at designated game times and will be included in that game time limit. (6:40,7:40, 8:40) The time will begin promptly at 6:30pm for the first game.
- b. Teams will be responsible to keep the “official” scorebook in case of any discrepancies.
- c. Music is ALLOWED during games; however, it must be the EDITED version of a song. The referee can, at any time, ask for teams to turn off their music if it is not clean. Teams must comply. No warning must be given regarding the shutdown of music.

11.Code of Conduct:

Physical Misconduct:

- a) No Individual Shall: At any time, strike, shove, threaten to strike, or lay a hand upon an official, County Employee, player or spectator.
- b) No Individual Shall: Use unnecessarily rough tactics before, during and after a game.
- c) Threats will be considered physical contact and may be filed for the above examples of misconduct.
- d) Any physical contact will not be tolerated! This will lead to yearlong suspension or a banned from the league indefinitely.

Verbal and Visual Misconduct:

- a) No Individual Shall: Engage in an abusive, verbal attack upon any official, county employee or individual on or off the contest area.
- b) No Individual shall: Use trash talk; profane; obscene; or vulgar language, under any circumstances, on or off the contest area.
- c) No Individual Shall: Threaten an official, county employee, player, or spectator with future violence such as, "I will take care of you later," or "I'll meet you in the parking lot." Committing this act of misconduct will lead to a full season suspension from all league activities.
- d) No Individual Shall: Engage in an objectionable demonstration of dissent or unsportsmanlike conduct such as throwing equipment or any other forceful action.
- e) No Individual Shall: Except the coach/manager, contest the decisions of an official or county staff employee.
- f) 1st Infraction – 1-week suspension (All Leagues)
- g) 2nd infraction— A season suspension and a 1-year probation period



- h) 3rd Infraction --- A year long suspension or a banned from the league indefinitely

General Misconduct:

- a) No Individual Shall: Refuse to abide by an official's decision.
- b) No Individual Shall: Appear in the contest area under the influence of alcohol or drugs.
- c) No Individual Shall: Consume alcoholic beverages on Collier County property or while the team is participating in a game or in the contest area.

Penalties:

- a) Forcefully and dangerously throwing of a ball will be an automatic ejection from the game.
- b) Collier County Parks reserves the right to review, evaluate, and determine the severity of any given misconduct and what type of penalty will be applied to any given player and/or team!

12. Rainout Policy:

- a. If the first game on a game day is rained out, all games, at that field, on that night are also canceled. CCPRD will attempt to reschedule all rainout games, as close to regular schedule patterns as possible. However, if time or field availability does not permit rescheduling, the games will be played on different available nights or dropped from the schedule. Teams unable to make up a rescheduled game will forfeit that game.
- b. **Rainouts will be called no sooner than 5PM.** You can check www.collierathletics.com for the lightning alarm and cancellations.

13. Misconduct Policies:

ALCOHOL – DRUGS – FIGHTING – HARASSING and THREATS TOWARDS OFFICIALS & STAFF

Possession or use of alcohol and/or drugs in a Collier County Park are a direct violation of Collier County Ordinance #76-48 and will not be tolerated. As a registered participant in a Collier County program, you have agreed to abide by all County Park rules and regulations. Penalties for violations include, but are not limited to, player or team forfeits, suspensions from games, or season and possible fines assessed to player and/or team. Control your team fan base is



included in the county ordinances. Proper Parks and Law Enforcement Authorities will review violations on a case-by-case basis. Thank you in advance for your cooperation!

League Operator holds the right to change/update rules at anytime during the season

